

BATTLETECH™

BATTLE OF TUKAYYID MAP RULES



INCLUDES MAP RULES FOR:

- Deployment Zone
- Kozice Valley
- Holth Forest
- Pozoritsu Mountains
- Racice River Delta
- Robyn's Crossing
- Devil's Bath

MAPPACK: BATTLE OF TUKAYYID RULES

The following rules and references are required to use the mapsheets from *MapPack: Battle for Tukayyid*. The relevant rules are grouped together by individual mapsheets. This rules sheet assumes players are using the *Total Warfare* and/or *BattleMech Manual* as the basis for their games. Mapsheets which use no additional rules beyond those found in these two volumes are not included on this rules sheet.

Any unmarked hex is considered clear terrain, regardless of artwork. For example, the DropShip burn patterns on the Deployment Zone mapsheets do not have any effect on gameplay.

Rules for unusual terrain or modifications are referenced to *Tactical Operations: Advanced Rules (TO:AR)* or *Tactical Operations: Advanced Units and Equipment (TO:AUE)*. The mapsheets also employ brand-new Planetary Conditions rules and a few variations, detailed below.

A die-cut sheet with fire and smoke tiles is provided with this MapPack. The smoke tiles are intended to be used as Light Smoke, however players may use the darker tiles as Heavy Smoke if needed.

JOINING WITH OTHER MAPS

Most *BattleTech* maps include empty half-hexes on all sides, allowing players to join multiple maps together. Due to the nature of this MapPack, and the desire to immerse players in the well-detailed continuity of the Battle of Tukayyid, that was not possible; hence why these are double-sized maps.

If players wish to use these maps alongside other maps, all players will need to agree on the oddities that will occur. For example, if maps are placed along the top of the Deployment Zone, any Level 0 hexes on those maps should actually be considered Level 4 (with the possible exception of a few hexes on the left), with any Levels on those maps gaining +4 Levels. As another example, if players place maps along the bottom of Robyn's Crossing, they'll need to decide if any hexes on those additional maps are water, or if every adjacent hex to water is simply a steep cliff hex, to reflect those steep cliff hexes across the river. All such determinations should be made before play begins.

WATER HEXES ABOVE LEVEL 0

A water hex that is above Level 0 will include a Level number alongside a Depth number, signifying the Level of the surface of the water, and the Depth of the bottom of that water hex.

MAPSHEETS

DEPLOYMENT ZONE

- *Fire* (see p. 41, *TO:AR*) and *Smoke* (see p. 45, *TO:AR*).
- Players may wish to use *Fire and Smoke (Simplified)* (see p. 63, *BM*).
- Burned terrain is considered Rough (see p. 32, *TW*).

KOZICE VALLEY (CLAN DIAMOND SHARK)

- Hexes 1012-1013 and 2609 are bridges with a CF of 160 per hex (see *Bridges*, p. 114, *TO:AR*). Underneath the bridges, hexes 1012 and 1013 are Level 2, Depth 1, and hex 2609 is Level 0, Depth 1.

HOLTH FOREST (CLAN GHOST BEAR)

- *Fire* (see p. 41, *TO:AR*) and *Smoke* (see p. 45, *TO:AR*) rules are in effect.
- Players may wish to use *Fire and Smoke (Simplified)* (see p. 63, *BM*).
- *Spreading Fire* rules (see p. 43, *TO:AR* or p. 64, *BM*) are optional.

POZORITSU MOUNTAINS (CLAN WOLF)

- The road that crosses this map is graded in such a way that any units moving along the road do not pay for Level changes.
- The snow depicted on this map has no game effect. However, if players all agree, Thin Snow (see p. 50, *TO:AR*) may be used in the hexes containing depictions of snow.

RACICE RIVER DELTA (CLAN SMOKE JAGUAR)

- Level 1 Foliage is present (see p. 34, *TO:AR*).
- All mud hexes are Depth 0 (see *Mud*, p. 48, *TO:AR*).
- Swamp rules apply in the hexes noted on the mapsheet (see p. 49, *TO:AR*).

ROBYN'S CROSSING (CLAN JADE FALCON)

- All Water hexes are considered Ultra Rapids, costing +2 MP to enter instead of the standard +1 MP, and the river on the map flows from left to right (see *Rapids*, p. 48, *TO:AR* and *Water Flow*, p. 50, *TO:AR*). Additionally, displaced units move 5 hexes instead of 1 hex; Naval Vehicles must spend 5 MP at the end of the movement in order to "hold position." Mechs are assumed to be prone at the bottom Depth of the water hex they occupy at the end of any flow movement. Apply a +6 modifier (instead of the standard +2) to any Piloting Skill Rolls while in any Water hex.
- Hexes 2608 and 2908 are Hardened Fortresses (see p. 115, *TO:AR*). Scenarios using these mapsheets will indicate whether the Hardened Fortresses mount any special equipment or weapons. If players are using the mapsheets without a pre-made scenario, before play begins, they should determine whether these buildings mount special equipment or weapons (see p. 126, *TO:AR*).



NEW TERRAIN TYPES: IMPROVED FIELDWORKS

If an attack targets an infantry unit or ground vehicle in this hex, and the LOS crosses a hex edge containing the improved fieldworks graphic, then the unit is considered to be "digging in" (see p. 106, *TO:AR*) or hull-down (see p. 19, *TO:AR*), respectively, for free. The following hexes contain improved fieldworks: 1808, 1908, 1911, 2507, 2602, 2703, 2805, 3108.



STEEP CLIFFS

MP Modifier: +4; this replaces any costs for Level changes.

PSR Modifier: +5

Level: Treat all steep cliff hexes on this map as Level 0.

Steep cliffs represent a near vertical drop. No units may use



MAP PACK TUKAYYID: RULES

backward movement across a steep cliff hexside. Entering a steep cliff hex immediately causes a Piloting Skill Roll. If the PSR fails, apply the following additional rules:

Damage: If a 'Mech falls, after determining the damage based upon its weight, multiply the value by 2 and apply normally.

Displacement: After determining the Facing After a Fall and applying damage, the BattleMech is displaced one hex towards the adjacent hex with the lowest Level. If there is more than one adjacent hex at that Level, roll a die to determine the hex. If it is displaced into a water hex, it takes falling damage again from the water's surface to the bottom of the water hex.

Vehicles: With the exception of VTOLs and WiGEs, vehicles are prohibited from entering a steep cliff hex.

Infantry: Infantry cannot cross a steep cliff using ground movement unless they use a Climbing action (see *Climbing*, p. 25, *TO:AR*). Mountain troops (see p. 153, *TO:AUE*), however, can cross a steep cliff with no additional movement cost.

TERRAIN MODIFICATIONS: The following is an all-new new Terrain Modification (see p. 38, *TO:AR*) which applies to the Base Terrain of the hex in which it appears.

UNSTABLE

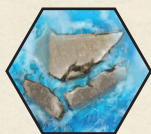
MP Modifier: +1

PSR Modifier: +5

Entering an Unstable hex immediately causes a Piloting Skill Roll. If the PSR fails, apply the following additional rules:

Damage: If a 'Mech falls, after determining the damage based upon its weight, multiply the value by 2 and apply normally (this simulates the fall and displacement across such extreme terrain).

Displacement: After determining the Facing After a Fall and applying damage, the BattleMech is displaced one hex towards the adjacent hex with the lowest Level. If there is more than one adjacent hex at that Level, roll a die to determine the hex. If the unit is displaced into a water hex, it takes falling damage again from the water's surface to the bottom of the water hex.



DEVIL'S BATH (CLAN STEEL VIPER)

- Geyser rules apply in the hexes noted on the mapsheet (see p. 46, *TO:AR*). Geysers erupt on a 1 or 2. Roll 1D6 as usual to determine the duration.

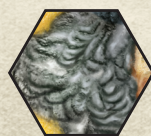
TERRAIN MODIFICATIONS: The following is an all-new new Terrain Modification (see p. 38, *TO:AR*) which applies to the Base Terrain of the hex in which it appears.

HOT MUD

MP Modifier: Entering a Depth 0 hot mud hex costs +1 MP; entering a Depth 1 or greater hot mud hex costs +2 MP. These costs can be negated (see *Careful Movement* p. 61, *TO:AR*).

PSR/DSR Modifier: Entering a hot mud hex forces a Piloting or Driving Skill Roll; this roll is cumulative with the PSR required by not using *Careful Movement*. All PSRs made in a hex with hot mud apply a Target Number modifier of +2 at Depths 0 and 1, and +3 at Depth 2 or greater.

Units entering a hot mud hex may also get stuck (see *Bog Down Rules*, p. 60, *TO:AR*).



Damage: Units that start their Movement Phase in a hot mud hex, or enter such a hex, suffer damage. 'Mechs in a Depth 0 hot mud hex take 1 point of damage to each leg, 1D6 damage to each leg in a Depth 1 hot mud hex, or 1D6 damage to all locations (including front and rear torsos) in a Depth 2 or greater hot mud hex. A ground vehicle or prone 'Mech in a hot mud hex suffers 1D6 damage to all its locations. Make separate damage rolls for each location; regardless of how much damage is rolled, it is considered only a single attack. Each trooper in a battle armor unit takes 1D6 damage. Battle Armor troopers equipped with Fire Resistant Armor (see p. 228, *TW*) suffer half damage and ignore heat generated by hot mud (see below). If a conventional infantry unit touches the ground of such a hex for any reason (landing, damage and so on), that unit is automatically destroyed; extreme Temperature XCT troops are an exception, and take 1D6 damage per unit.

Hover Vehicles and Mobile Structures: Hover Vehicles and Mobile Structures ignore hot mud.

Non-DropShip Aerospace Units/VTOLs/WiGEs: These units only make a Bog Down Roll if they end their movement on the ground in such a hex; DropShips never get stuck in hot mud.

Heat: Every hot mud hex a 'Mech enters (but does not occupy during the Heat Phase) generates 3 additional Heat Points that turn; occupying a hot mud hex during the Heat Phase generates an additional 5 Heat Points that turn.

The maximum amount of heat generated by a unit's movement through hot mud is calculated differently than other types of outside heat sources (see p. 159, *TW*). When determining the heat a unit generates from moving through hot mud, a player should sum up all other outside heat sources for the unit and apply the cap of 15 heat. The player should then add to this number the heat generated from the unit's movement through hot mud up to a separate maximum of 15 points; taken together, this means the unit could generate as many as 30 additional heat points.

CREDITS

Design & Development

Randall N. Bills, Brent Evans

Additional Assistance: Ray Arrastia,

Bryn Bills

Map Team: Matthew Cross, John Eckelkamp, James Hauser, John Haward, Daniel Isberner, Ryan Johnson, David Kerber, Craig Reed Jr., Paul Sjardijn, Daniel Thompson, Thomas Vought

BattleTech Line Developer

Ray Arrastia

BattleTech Line Editor

Aaron Cahall

Layout

David Kerber

Art

Kat Wylder

Thanks

To Kat Wylder, who put up with an insane amount of detailed notes, tweaks, and changes, and brought her amazing art skills to transform all that crazy into absolutely beautiful.

To the fantastic map team; this all wouldn't be possible without your enthusiasm and expertise.

To all of the Kickstarter backers who enabled us to run off into the deep-end and craft a set of stunning maps that meshes with, and brings to life, the *BattleTech* universe like never before on our tabletops.

Published by Catalyst Game Labs,
an imprint of InMediaRes
Productions, LLC.
7108 S. Pheasant Ridge Drive
Spokane, WA 99224

©2020 The Topps Company, Inc. All Rights Reserved. Classic BattleTech, BattleTech, 'Mech, BattleMech, MechWarrior and Topps logo are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.