

Six 24" x 36" mapsheets are included with this boxed set. One map represents downtown Solaris City. Each of the other five arenas have special terrain features, which the counters represent. The maps use standard BattleTech markings, and these counters serve to modify the layout of these terrains.

A special record sheet is included for use with the Dueling System. Permission is granted to photocopy this sheet for personal use only. The Dueling Sheet is used to keep track of TICS, Weapon Delay and Heat. Players may either use the counters included for this purpose or some kind of erasable writing instrument such as pencil or sheet protectors and dry-erase markers.

NAME \_\_\_\_\_

MECH PLAYER \_\_\_\_\_

RECORD SHEET

Circuits	Weapon type	Heat	Dmg	Min	Delay	Ranges	Delay
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3
A B C						/ / / / /	1 2 3

HEAT SCALE

120	Auto Shutdown
112	Ammo Explosion • avoid on 8+
104	Shutdown • avoid on 10+
100	-5 Movement points
96	+4 Fire Modifier
92	Ammo Explosion • avoid on 6+
88	Shutdown • avoid on 8+
80	-4 Movement points
76	Ammo Explosion • avoid on 4+
72	Shutdown
68	+3 Fire Modifier avoid on 6+
60	-3 Movement points
56	Shutdown • avoid on 4+
52	+2 Modifier
40	-2 Movement points
32	+1 Modifier
20	-1 Movement points

0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

HEAT COST

+1/Turn	Walking
+2/Turn	Running
+3/Turn	Sprinting
+1/Hex	Jumping
+12 Minimum	Trying to Stand
+4/Try	Weapon Fire
4X B-Tech	Heat Cost
-1/OP HS	Heat Sinks
-2/OP DB HS	
-2/HT Submerged	
-2/DB HS Submerged	1st Engine Hit
+20/Turn	
+40/Turn Total	2nd Engine Hit
+8/Hex	Walking Thru Fire
+20/Turn	Standing in Fire