

# BATTLECARDS

"BattleCards" add some of the annoying uncertainty of actual combat to Battletech. When they're used, you never quite know if all of your units are really going to make it to the battle, when a malfunction may occur - or even if your supplies of ammunition will suffice. Of course, there are pleasant surprises as well - even if quite a few of them are due to individual pilots or technicians disregarding the regulation book.

Battlecards can be divided in several ways; Common, Uncommon, and Rare cards refer to their occurrence in the deck. Rare cards occur once, Uncommon ones twice - and Common ones three times each. Attack Cards affect one or more enemy units, usually in an unpleasant fashion. Many attack cards, such as those which indicate a unit has unrepaired damage and / or malfunctions, allow the target to make a "resistance roll" to see if the technicians found and corrected the potential problem in time. In general, truly expensive units have higher maintenance priorities, and thus a better chance to resist. Tactical Cards affect major "elements" of the battle. Strategic Cards affect the entire battle - and possibly others - while Enhancements only affect a single friendly unit. Enhancements may or may not obey the usual rules for a unit; Technicians and Pilots are always coming up with weird and unique ways of doing things. Of course, there are always penalties somewhere else - usually in the realm of requiring continual maintenance and tinkering - but that rarely matters during the course of one battle.

Most of the cards are fairly self-explanatory - but a few categories and individual cards are deserving of special note;

**"Limiting Terrain"** indicates that the approaches to the battlefield hinder particular types of units - and thus restrict their presence on the battlefield. Such terrain types include; "Abrasives and Barriers", "Reefs, Rocks, and Shallows", "Soft Surfaces", and "Rough Terrain"

**"Limiting Circumstances"** indicates that the battle- field is subject to conditions especially hindering to some type of unit. Such conditions include; "Night / Poor Visibility", "Broken Terrain", "Fuel Shortage", and "Poor Morale".

**"Weather"** indicates that the battlefield is subject to some type of "weather" sufficient to interfere with military operations. Such "weather" includes; "Massive Storm", "Electromagnetic Storm", "Severe Weather", and "Heavy Rain".

**"Reinforcements"** indicate that someone on your side - scout, quartermaster, general, or whatever, has come up with something to help out. These include "Minor" and "Major Reinforcements", "Minor Assistance", "Artillery Support" (Normally cheap rocket-shells - but it's much better than nothing), and "Launcher Support".

A **"Parts Shortage"** affects all weaponry of the type specified, on both sides.

**"Entrapment"** generally doesn't affect aerial units, and isn't necessarily total; it merely represents some form of natural barrier that will hinder retreat. This does not make it impossible; some barriers don't block some types of units (E.G.; Hovercraft and oceans), while others can be gotten around - whether by luck (Finding a pass), engineering (Building a bridge), raw military force (Blowing a passable rift in the side of a chasm) - or cleverness. The exact odds of success in such an endeavor should be set by a neutral player.

**"City Combat"** generally indicates that a small town or some such happens to be on top of a strategic spot. Still, even a small town fills quite a few map sheets.

A "**Glorious Victory**" ordinarily indicates that this particular battle was "filmed", reported, or otherwise "made the news", quite favorably. The user looks good. He or she also (D6) 1; Receives an offer from an Inner Sphere Observer who wishes to buy some units, designs, or exotic technology (Make 1D6 MCr), 2; Attract a clan fragment (1/4'th Company). If their leader is defeated in a contest of champions they'll join you, 3; Attract mercenaries, as per Politics, 91-95, 4; Attract a tactical military personality, 5; Gain Interstellar Fame/ Reputation (+1 to Politics), 6; Acquire a 1D6 bonus to the base Morale of your troops. No one player may use this card more than once every four turns. Optionally, a neutral player must agree that the victory was quite impressive before this card may be used.

"**Project Thor**" is actually a fairly old, and simple idea; you take some tough heavy metal bars with points on them, you attach a rudimentary guidance package - and you drop them from orbit on things you dislike. This is very nasty; the impact velocity is several times as fast as a rifle bullet, and the mass is roughly 2000x as great. More than enough to punch a very big hole thru almost anything. This particular gadget was, in fact, largely responsible for the disappearance of the major military units of the past - aircraft carriers, larger tanks, and massed formations. The scattered, few, and wildly varying signatures of "modern" combat units are considerably harder to target than the "old-fashioned" stuff - but not impossible. Still, when it's combined with their rapid movement, it does make the idea a bit uneconomic. They are, however, so cheap and useful against fixed defenses that most invasion forces bring a few packs along anyway - and if one just happens to be in the right place.

A "**Natural Fortress**" is a great pile or outcropping of rocks, ore, coral, or some similar substance. As a large-scale feature of the landscape, it's effectively immune to "damage". Units small enough to find shelter behind boulders or in crevices (Infantry or miniunits) take only 1/4'th damage from external attacks. Other types of units may not enter the area at all.

The "**Battle Objective**" card indicates that the attacker or defender has something important to defend. Exactly what it is can be determined as below (D6) 1; A supply convoy / dump (750 CP worth of maintenance supplies if captured), 2; A "minor command center" (+2 Battlecards for the next battle in this campaign), 3; An extremely "strategic" point (+2 Battlecards to use now), 4; Some technicians and a temporary repair "facility" (If this gets lost repairs may not be made until after the next battle), 5; Rocket Artillery Launchers (Allows one use of the Artillery Support card), or 6; 5000 CP worth of salvaged, standard-design, battlemechs. Unfortunately, they're in severely damaged condition and aren't running at all.

"**Unstable Geology**" can be played before play begins to alter the landscape presented on the mapboards. The card entitles the "user" to one major - or up to three minor - alterations in the terrain, such as a chasm, a small lake, or an avalanche zone. Alternatively it can be played during the game to cause a minor earthquake. All standing mech's will require a "+3" piloting check to remain standing.

## **RESISTANCE :**

**Resistance** is straightforward; it's a 2D6 check and is rolled whenever an "appropriate" Battlecard is used against a unit. If the result is equal to, or greater than, the resistance rating listed below, the card has no effect and is discarded.

- **Battlemech:** Ultralight 11, Light 10, Medium 9, Heavy 8, Assault 7, and Superassault 6.
- **Fighter:** Light 8, Medium 6, Heavy 4.
- **Infantry:** Standard 10, Armored 8, Combat Armor 6.
- **Vehicle:** Drone 12, Mini 11, Ultralight 10, Light 9, Heavy 8, Superassault 7.

**Special Modifiers :** "Omni" Design -2, LAM Design -2

Rare Cards:

<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Grand Betrayal :</i></p> <p>Target unit deserts the enemy and joins your side. This does not affect personalities.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Personalized Programming :</i></p> <p>User enjoys a -2 To Hit and Piloting, but his tinkering requires the expenditure of 250 CP.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Weapons Failure :</i></p> <p>Critical failure in the weapons-control systems leaves many weapons inoperative in target unit; Roll 9+ for each weapon to see if it remains operative.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Clean Withdrawal :</i></p> <p>Due to traps, natural barriers, or whatever, the enemy cannot pursue units which withdraw at least two boards.</p> <p><i>No Resistance</i></p>
---	---	---	--

<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Vendetta :</i></p> <p>Your pilot has a special hatred for a particular unit type (-1 To Hit), or one specific target (-2), but must attack them first.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Momentary Overload :</i></p> <p>Target unit loses one turn, and is Immobile for that time.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Parts Shortage :</i></p> <p>Some specific enemy weapon type is subject to failure; select one weapon type to fail on a 2-4 whenever it's used. Weapons which fail are out until repaired.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Salvage :</i></p> <p>Obtain a sample of any one specific item that was used in the battle - or gain 3D6*100 CP worth of components. <i>"Hey, Look what I found!"</i></p> <p><i>No Resistance</i></p>
--	---	---	--

<p><b>BATTLETECH</b></p> <p>-Strategic/Attack-</p> <p><i>Illness :</i></p> <p>1D6 enemy units are having an off day, receiving a +1 To Hit and Piloting rolls.</p> <p><i>"[Cough] Maybe it was a bad idea to eat that old ladies apple..."</i></p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Weapons Failure :</i></p> <p>Target units weapon shorts, jams, or fails, and is out of action until repaired. Use this card during targeting.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Glorious Victory :</i></p> <p>Usable only after a victorious battle. Please refer to the special rules for this card in the BattleCard notes.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Misjump :</i></p> <p>Target unit falls from a height equal to 1/2 it's attempted jump, landing halfway to it's goal.</p> <p><i>Standard Resistance</i></p>
--	--	---	---

Rare Cards:

<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Field Modifications :</i></p> <p>Change engine to an XL Ultralight version and add more equipment, including MASC or 3x-Str Myomer, to make up the difference in weight.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Tactical-</p> <p><i>Personal Challenge :</i></p> <p>You may request a "Contest Of Champions" to resolve an issue. While your opponent may refuse, he may suffer small penalties for doing so.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Soft Surfaces :</i></p> <p>Reduces Wheeled and Tracked Unit CP presence by 50%.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Poor Morale :</i> Reduces Infantry and Piloted Miniunit CP presence by 50%.</p> <p><i>"Run Away! Run Away!"</i> -Monty Python In Search Of The Holy Grail</p> <p><i>No Resistance</i></p>
--	--	---	---

<p><b>BATTLETECH</b></p> <p>-Tactical-</p> <p><i>Luck :</i></p> <p>May be used to call for an immediate reroll of any single roll, or to cause automatic success or failure if used before rolling.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic/Attack-</p> <p><i>Fuel Shortage :</i></p> <p>Reduces Attackers ICE Unit CP presence by (1D6*10)%, and the defenders by 1/2 that amount.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Severe Weather :</i></p> <p>Reduces Aerospace and VTOL Unit CP presence by 50%.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Abrasives and Barriers :</i></p> <p>Reduces Hovercraft Unit CP presence by 50%.</p> <p><i>No Resistance</i></p>
---	--	---	---

<p><b>BATTLETECH</b></p> <p>-Tactical-</p> <p><i>Local Connections :</i></p> <p>You receive an extra roll on the "Scouting" table. Poor results are ignored.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Electromagnetic Storm :</i></p> <p>Reduces Drone Unit CP presence by 50%.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Massive Storm :</i></p> <p>VTOL and Aerospace units may not operate. Mech's, Ground, and Naval Units are at; -1 MP and are +2 to hit at ranges of 2+.</p> <p><i>Attacker may refuse.</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Reefs, Rocks, and Shallows :</i></p> <p>Reduces Naval Unit CP presence by 50%.</p> <p><i>No Resistance</i></p>
--	---	--	--

**Rare Cards:**

<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Night/Poor Visibility :</i></p> <p>Reduces Infantry and Combat Armor CP presence by 50%.</p> <p><i>Attacker May Refuse</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Heavy Rain :</i></p> <p>Reduce every units heat buildup by (Tons/40), points per turn rounded up. Fires cannot be started, even by Inferno Ammunition.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Crabmine Patch :</i></p> <p>You get 1D6+1 hexes of crabmines to use during the battle.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Entrapment :</i></p> <p>Natural barriers, whether swamp, ocean, desert, or mountains, will impede some type of unit's easy retreat. Such units must pause on the edge of the map for three turns before departing.</p> <p><i>No Resistance</i></p>
--	--	--	--

<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Broken Terrain :</i></p> <p>Reduces all units basic movement rate by 1. Units of 45 tons or more lose 2 MP.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Mechanical Failure :</i></p> <p>Target unit is unavailable for battle.</p> <p><i>"Whaddya Mean our new Goliath-Class Battlemech Won't Start?"</i></p> <p><i>-Very upset commander</i></p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Jump Capable :</i></p> <p>Reduces units base movement by 1, but make sit jump-capable at it's new base movement rate.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Project Thor :</i></p> <p>The user may allot 2D6 30-point strikes among the enemy units during the third turn. Each hits on an 8+.</p> <p><i>No Resistance</i></p>
---	--	---	--

<p><b>BATTLETECH</b></p> <p>-Strategic/Attack-</p> <p><i>Ammunition Shortage :</i></p> <p>Reduce the Target's Ammunition supplies by 50%.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Sound System :</i></p> <p>One of your pilots has installed a primo sound system with LOUD speakers, allowing YOU to control the music/TV throughout the battle.</p> <p><i>"Hey, It's MY Turn to use the remote!"</i></p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>City Combat :</i></p> <p>This battle takes place on a city map. The Defender gains (Loyalty x 5) CP worth of reinforcements from the local militia but cannot keep them after he battle.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Rough Terrain :</i></p> <p>Thanks to trees, hills, and gullies, offboard artillery may not fire. Not usable at sea.</p> <p><i>"Well, we're within range... Who's going to do something about this mountain?"</i></p> <p><i>No Resistance</i></p>
---	--	--	--

**Rare Cards:**

<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Long Campaign :</i></p> <p>The current campaign will be extended for one additional turn beyond the norm.</p> <p><i>“Aren’t these people EVER going to run out of escape routes?”</i></p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Local Personality :</i></p> <p>Gain a tactical personality for the duration of the battle</p> <p><i>“Say... I wonder if he could be referring to old Ben Kenobi?”</i></p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Tactical/Attack-</p> <p><i>Pressed For Time :</i></p> <p>The victim does not get to make repairs after this battle.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Theft :</i></p> <p>Your scouts steal one of your enemies units. If used in the current battle all rolls are at +2 if the type is new to your forces.</p> <p><i>Standard Resistance</i></p>
---	---	--	---

<p><b>BATTLETECH</b></p> <p>-Attack/Mech-</p> <p><i>Unrepaired Damage :</i></p> <p>D6) 1-2 Heat Sink, 2; Myomer (-1 Move), 3; A Secondary Weapon, 4; Legs (-1 Piloting), 5; Life Support, 6; Torso (No Torso-twist).</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement/Mech-</p> <p><i>Bruce Lee Modification:</i></p> <p>Unit may (D6) 1-3; Kick on the general hit location chart, 4-6; Kick on the punch location chart.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic/Attack-</p> <p><i>Used Munitions :</i></p> <p>There is a shortage of some specific type of munitions: select SRM’s, LRM’s, Thunderbolts, Drop Mines, or similar. Supplies are 25% of normal</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Enhancement-</p> <p><i>Priority Maintenance :</i></p> <p>Counters any one "Attack" card which would result in a damaged unit.</p> <p><i>No Resistance</i></p>
--	---	--	--

<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Damaged Engine :</i></p> <p>ICE / Microfusion Inoperative, Fusion Engines -1 Movement, cannot power Flamers or Plasers.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Attack-</p> <p><i>Damaged Engine :</i></p> <p>ICE / Microfusion Inoperative, Fusion Engines -1 Movement, cannot power Flamers or Plasers.</p> <p><i>Standard Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Natural Fortress :</i></p> <p>The Defender has occupied a Natural Fortress, as described in the card notes. The Attacker may draw two extra Battlecards for use in this battle.</p> <p><i>No Resistance</i></p>	<p><b>BATTLETECH</b></p> <p>-Strategic-</p> <p><i>Natural Fortress :</i></p> <p>The Defender has occupied a Natural Fortress, as described in the card notes. The Attacker may draw two extra Battlecards for use in this battle.</p> <p><i>No Resistance</i></p>
--	--	---	---

**Common Cards:**

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack-</p> <p><i>Light Damage :</i> The target unit takes (Tonnage/20, round up) random 5-point clusters of damage. <i>"Captian, the Klingons seem to be throwing rocks at us"</i> -Commander Spock</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Minor Reinforcements :</i> Gain up to 5% of your current forces CP total in light (5-45 ton) unit reinforcements. Regardless of whether these are mercenaries, locals, or scouts, you can keep them later.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Artillery Support :</i> 1D6; 1-2; Thumper, 3; two Thumpers, 4-5; Sniper, 6) Long Tom. 3D6 Shots Available.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack-</p> <p><i>Engine Damage :</i> Vehicles out of action. Mech's and Aerospace +1/2/3/4 heat/turn for light/medium/heavy/assault units. <i>"She canna' take much more o' this Cap'n!"</i> -Lt. Scott, USS Enterprise</p> <p align="center"><i>No Resistance</i></p>
--	--	--	--

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack-</p> <p><i>Moderate Damage :</i> The target unit takes (Tonnage/10, round up) random 5-point clusters of damage.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Major Reinforcements :</i> Recieve reinforcements totaling CP equal to 10% of your current forces. No infantry or miniunits may be gained in this way however.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical/Attack-</p> <p><i>Dogfight :</i> Opponents Aerospace support (if any) is delayed for 1D6 extra turns. <i>"Turn And Burn, Baby!"</i> -Maverick, unknown earth pilot record</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack/Mech-</p> <p><i>Partial Repairs :</i> D6) 1; Gyro Hit, 2; Engine Hit, 3; +1 To Hit, 4; +1 to Piloting, 5; -1 Base Move, 6; Main Weapon Inoperative. <i>"For the record, Duct tape doesn't fix these things!"</i> Standard Resistance</p>
---	--	--	--

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Strongpoint/Sabotage :</i> Defender; Place two standard "pillboxes". Attacker; Sabotague any one installation on an 8+, destroying it. <i>"Oy, I Love Blowin Things Up!"</i> -Dwarven Demolition Team</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Minor Assistance :</i> Recieve reinforcements totaling 250 CP. Miniunits are allowed, but basic infantry are not. <i>"Well, look who finally showed up!"</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Artillery Interdiction:</i> Any artillery support the enemy has could not be set up offboard in advance. Doing so takes an additional 4D6 turns. <i>"Where's that damn support?"</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack/Vehicle-</p> <p><i>Partial Repairs :</i> D6) 1; -20% Armor, 2; Half Movement, 3; +1 To Hit, 4; +1 to Piloting, 5; Turret Immobilized, 6; Delayed 1D6 turns. <i>"Where's Scotty When You need Him?"</i> -Gene Roddenberry</p> <p align="center"><i>Standard Resistance</i></p>
---	--	--	---

## Common Cards

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Enhancement-</p> <p style="text-align: center;"><i>Freshly Tuned Up :</i></p> <p style="text-align: center;">-1 To Hit and Piloting.</p> <p style="text-align: center;"><i>"Hot Dog!"</i></p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Enhancement-</p> <p style="text-align: center;"><i>Weapons Pod :</i></p> <p style="text-align: center;">Add a strap-on weapons pod of 1D6/2 tons to any one unit. If the location chosen is hit, the pod is destroyed.</p> <p style="text-align: center;"><i>"I've got a what attached to my Mech?"</i></p> <p style="text-align: center;"><i>-Confused pilot on his first day of real work.</i></p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Unstable Geology :</i></p> <p style="text-align: center;">Play before battle to modify the maps. Play during battle to cause an earthquake. See special rules in the card notes.</p> <p style="text-align: center;"><i>"Oh fuck"</i></p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Enhancement-</p> <p style="text-align: center;"><i>Priority Maintenance :</i></p> <p style="text-align: center;">Counters any one "Attack" card which would result in a damaged unit.</p> <p style="text-align: center;"><i>No Resistance</i></p>
--	---	---	--

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Attack-</p> <p style="text-align: center;"><i>Shoddy Pilot :</i></p> <p style="text-align: center;">+1 to Hit and Piloting.</p> <p style="text-align: center;"><i>(Don't you hate people with connections?)</i></p> <p style="text-align: center;"><i>Standard Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Civilians Present :</i></p> <p style="text-align: center;">Both sides make hidden bids of troops to remove or protect them. Whoever sends the most CP gets the benefit of a 5% loyalty shift. Engineering Infantry and Mini-units count triple. Troops sent are out of the battle.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Escape :</i></p> <p style="text-align: center;">All of your units may take a free move towards your side of the board. Any of your units which manage to exit the current array of boards are presumed safe.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Attack-</p> <p style="text-align: center;"><i>Unrepaired Damage :</i></p> <p style="text-align: center;">D6) 1-2 Heat Sink, 2; Myomer/Motive (-1 Move), 3; A Secondary Weapon, 4; Legs / Controls (-1 Piloting), 5; Life Support, 6; Torso/Turret (No twist).</p> <p style="text-align: center;"><i>Standard Resistance</i></p>
--	---	---	--

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Enhancement-</p> <p style="text-align: center;"><i>Hotshot Pilot :</i></p> <p style="text-align: center;">-1 To Hit and Piloting.</p> <p style="text-align: center;"><i>"Finally, someone who can actually fly this damn thing..."</i></p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Seize the Initiative :</i></p> <p style="text-align: center;"><i>Play before Battle Begins</i></p> <p style="text-align: center;">For this battle, treat the Defender as the Attacker and vice versa. Invert loyalty modifiers.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Construction Zone :</i></p> <p style="text-align: center;">The user may place 2D6 assorted civilian buildings on the map.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Screening Troops :</i></p> <p style="text-align: center;">The user may negate any one opposing Scouting Advantage by allocating at least 1000 CP worth of units to the job.</p> <p style="text-align: center;"><i>No Resistance</i></p>
---	--	---	---



**Uncommon Cards :**

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Superior Position :</i> User may designate two positions as having water, cover, or CF 60 "Improved Positions".</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Extra Equipment :</i> A Pilot has "tacked on" (Unit Tonnage/25) tons of extra gear - and is so used to it that there's no penalty. Add stuff. <i>"Oh, that Altarian Express Guass Rifle? I've had it since I was a kid."</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>MASC Equipped :</i> Unit is equipped with MASC, Overdrive, or Ultrathrust, as appropriate. <i>"When this baby hits 88 miles per hour, You'll see some serious shit!"</i> <i>-Doc Brown</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Strap-On Missile Pod :</i> D6) 1-2; Dual LRM 5, 3; Dual SRM 4, 4; LRM 10, 5-6; Dual Thunderbolt.</p> <p align="center"><i>No Resistance</i></p>
---	---	---	---

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Tactical-</p> <p><i>Supplies Hit :</i> Target loses 2D6*100 CP worth of ammunition and supplies. The user of this card has a 2 in 6 chance of gaining them.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Field Modification :</i> You may change to any "standard" variant or exchange up to (Tonnage/10) tons of equipment on any Mech, Vehicle, or Aerospace Fighter. A neutral player must approve the change.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Strategic-</p> <p><i>Inspiration :</i> Troop morale is raised by 10%. <i>"FREEEEDOOOOM!!!"</i> <i>-William Wallace</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Attack-</p> <p><i>Coolant Failure :</i> Any one weapon produces twice the heat it usually does when fired for the rest of the battle.</p> <p align="center"><i>Standard Resistance</i></p>
---	---	--	---

<p align="center"><b>BATTLETECH</b></p> <p align="center">-Strategic-</p> <p><i>General Destruction :</i> Victor may salvage only 1/4'th the usual amount of CP and has no chance of obtaining any special technology.</p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Emergency Bypass :</i> Negates any one critical hit. Use when needed. <i>"I made a small modification to the thunder-tank just yesterday..."</i> <i>-Panthro</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Detonation :</i> Any one of your units with a fusion engine explodes violently, doing 30/15 points as per artillery rules. <i>"I wonder what this button does..."</i> <i>-Famous last words</i></p> <p align="center"><i>No Resistance</i></p>	<p align="center"><b>BATTLETECH</b></p> <p align="center">-Enhancement-</p> <p><i>Water Cladding :</i> You may ignore the first twelve points of heat generated by a specific weapon.  Inner Sphere Only</p> <p align="center"><i>No Resistance</i></p>
---	---	--	---

## Uncommon Cards

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Rally :</i> Negates any one failure of morale.</p> <p style="text-align: center;"><i>"I have not yet begun to fight"</i> -John Paul Jones</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Espionage :</i> Clever manipulation causes units totaling up to 1000 CP (Or any one unit) to miss the battle.</p> <p style="text-align: center;"><i>"Whaddyamean, "We already lost!?"</i> -Mech pilot soon to be unemployed.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Battle Objective :</i></p> <p>The user may determine a random battle objective for his or her forces as per the card notes. Optionally, he or she and the opponent may agree on some specific prize</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Attack-</p> <p style="text-align: center;"><i>Ammo Explosion :</i></p> <p>Any one bin of ammunition aboard the target unit detonates.</p> <p style="text-align: center;"><i>Standard Resistance</i></p>
--	---	---	--

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Intimidation :</i></p> <p>Forces all enemy units to make a morale check.</p> <p style="text-align: center;"><i>Standard Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Alternative Route :</i></p> <p>Negates any one battle advantage when played at the start of a battle.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Mobile Combat</i></p> <p>Units on either side with basic movement rates of 6 or less cannot make it to this particular battle.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Launcher Support :</i></p> <p>Defender may place 1D6 standard Point Defence Turrets as desired. The Attacker may eliminate 2D6 such turrets or get a bonus scouting result.</p> <p style="text-align: center;"><i>No Resistance</i></p>
---	--	--	---

<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical/Attack-</p> <p style="text-align: center;"><i>Command Mixup :</i> Up to four associated units will not be able to reach the scene of the battle for 1D6 turns.</p> <p style="text-align: center;"><i>"I thought you called in the heavy cavalry!"</i> <i>"I thought you did!"</i> -How wars are lost</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Technical Inspiration :</i></p> <p>Your technicians have worked a near-miracle. You may make a repair roll for each damaged unit if you have the parts.</p> <p style="text-align: center;">Play before or after battle</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Strategic-</p> <p style="text-align: center;"><i>Used Munitions :</i></p> <p>The target suffers from a 50% shortage of some type of ammunition. The user may select SRM's, LRM's, Autocannon, Gauss, or some similar type.</p> <p style="text-align: center;"><i>No Resistance</i></p>	<p style="text-align: center;"><b>BATTLETECH</b></p> <p style="text-align: center;">-Tactical-</p> <p style="text-align: center;"><i>Brilliant Improvisation:</i></p> <p>Repairs 3D6*100 CP worth of damage within a few hours after the battle</p> <p style="text-align: center;"><i>No Resistance</i></p>
--	---	---	---

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**

**BATTLETECH**