
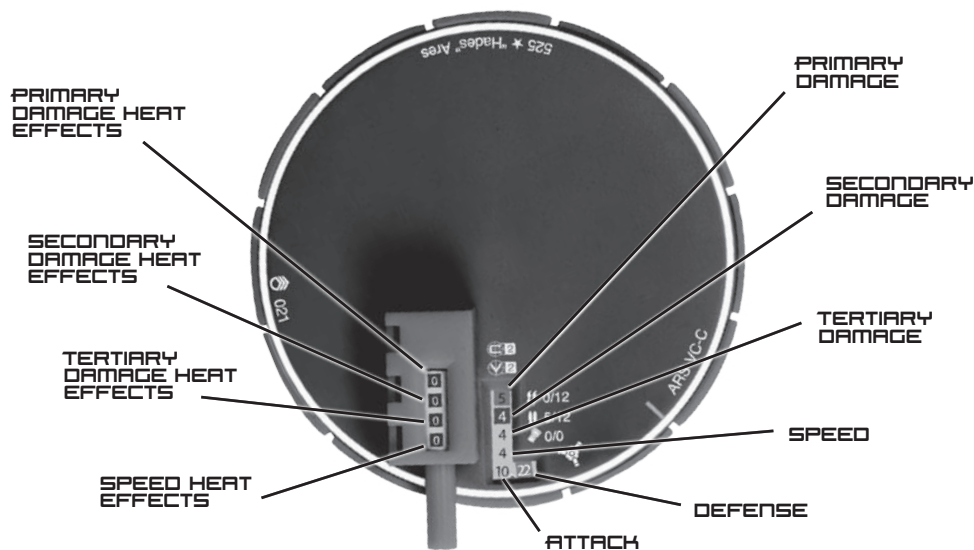


MECHWARRIOR

AGE OF DESTRUCTION

Colossal-class BattleMechs™ are machines of destruction weighing in at 130 tons, built to be versatile and mobile weapon platforms. Colossal 'Mechs™ list a "C" for their class, and have the  speed mode.

In addition to the combat values shared by all other 'Mechs, colossal 'Mechs also have tertiary damage values and heat effects.



A colossal 'Mech can be given more than one order each turn, with the following exceptions:

- It can be given only one move order and one assault order each turn.
- It cannot be given orders after being given a vent order.
- Once you give a colossal 'Mech an order, you cannot give an order to another figure and then go back and give additional orders to the colossal 'Mech.

A colossal 'Mech can be assigned up to three pilots; more than one pilot can be Unique. No two assigned pilots can have the same requirements.

GENERAL COLOSSAL 'MECH RULES

A colossal 'Mech

- treats all hindering terrain as shallow water terrain as clear terrain for movement purposes,
- treats deep water terrain as hindering terrain for movement purposes,
- ignores infantry bases when determining its movement path,
- always succeeds at breaking away from infantry without requiring a die roll,
- fails to break away from opposing vehicles and 'Mechs only on a result of 1,
- deals 1 pushing damage to all opposing infantry and vehicles in base contact with it when it successfully breaks away,
- ignores other figures' Grapple energy special equipment,
- cannot run,
- gets a +1 called-shot modifier instead of +2,
- cannot target and deal damage to the same figure more than once per turn, and
- does not benefit from the hindering terrain modifier.

EXAMPLE

Dawn and Jeff are playing a game with a 600-point build total, so they each get four orders per turn. Dawn has a colossal-class *Ares* with pilots and one Peasant Company. On her first turn, she gives her *Ares* a move order and then gives it an order token. She then gives it an assault order using its primary damage value with Jeff's *Malice* and *Atlas* as the targets. The attack succeeds, and she chooses to deal 5 damage to the *Malice*, but no damage to the *Atlas*. Her *Ares* gains 2 heat when the order resolves. After checking for heat effects, she then gives her *Ares* a ranged combat order targeting Jeff's Manteuffel Attack Tank and *Atlas*. (She cannot target the *Malice* again because she has already targeted it and dealt damage to it once this turn. Because she did not deal damage to the *Atlas*, she may target it again.) After resolving the ranged combat order, her *Ares* gains an additional 1 heat. After again checking for heat effects, she finally gives her *Ares* a vent order and checks for heat effects. Dawn would like to give her *Ares* a fourth order, but because she has given it a vent order she cannot give it any more orders this turn. Likewise, if Dawn had given an order to her Peasant Company after giving an order to her *Ares*, she could not have given her *Ares* any more orders that turn.

COLOSSAL-CLASS UNITS

RULES OF WARFARE