



HexBots Basic User Guide

All Systems Nominal

1 SQUAD 2 INITIATIVE 3 MOVE 4 FIRE

5 SUMMARY

SQUAD AND MISSION OBJECTIVES

Define your units and possible mission objectives once at the start of the game. Fixed traits (class, role, jump jets, short-range weapon) are remembered - the MOVE and FIRE forms no longer ask about them.

[Export / Import squad](#)

UNITS IN THE SQUAD

Name / designation	Class
HB - HexBot Example	Light

Role (optional)

Scout / Recon ☒ Jump jets

☐ Short-range weapon dominant ☐ Melee weapon

Heat sinks (optional 0.1 beta)

s.g. 10 [+ ADD](#)

The squad is empty - add mechs above.

MISSION OBJECTIVES (optional)

Define possible mission objectives. You roll for which priority is active each turn in the INITIATIVE tab.

[+ ADD MISSION OBJECTIVE](#)

No mission objectives defined.

BATTLEFIELD SUPPORT ASSETS (optional)

A separate squad of vehicles (not mechs) - they always move first and have their own initiative order based on speed.

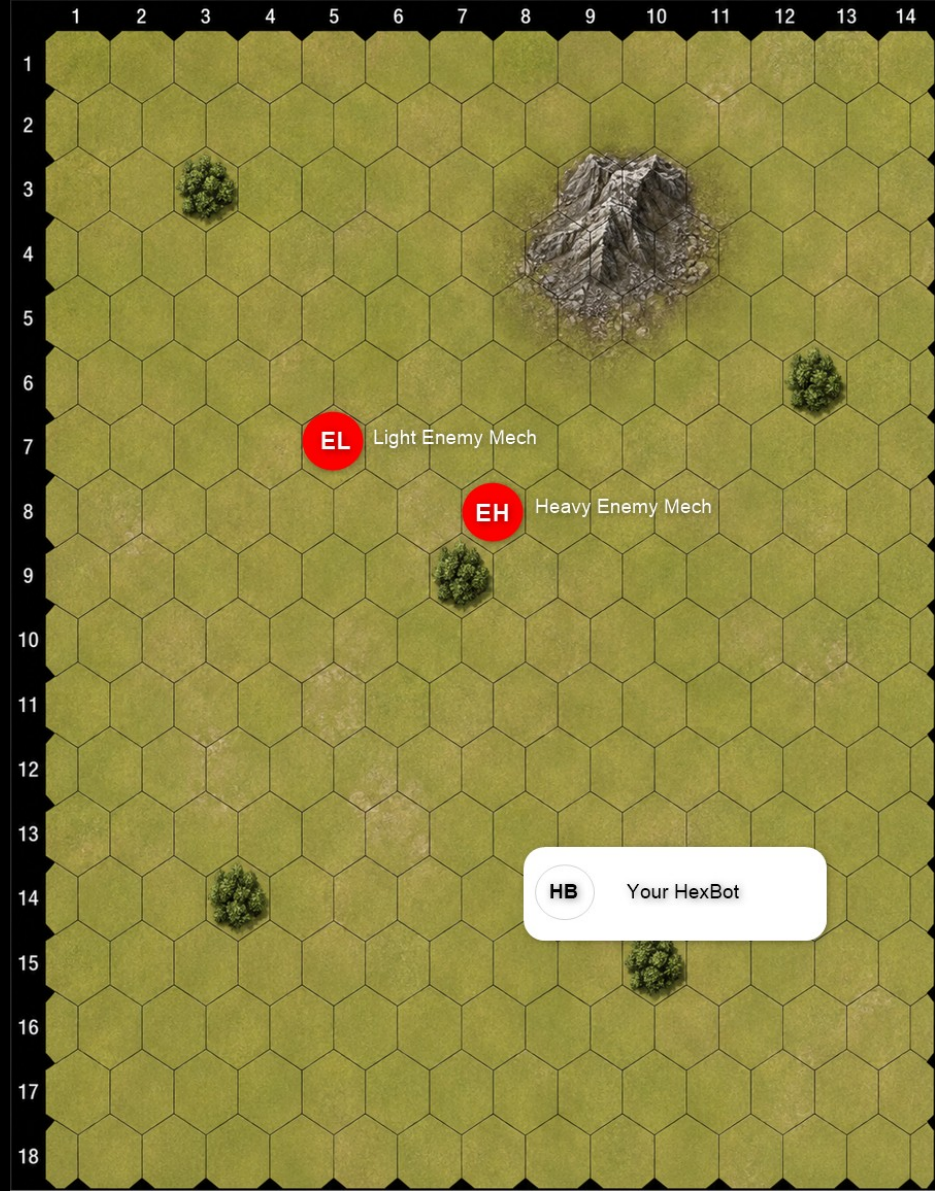
[+ ADD ASSET](#) Emplacement does not perform a movement

phase - only the fire phase.

No support assets added.

[NEXT: INITIATIVE](#)

Create your own hexbots squad



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HEXBOTS

// TARGETING AI

BATTLETECH - SOLO COMMAND INTERFACE

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The squad is empty – add mechs above.

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+ ADD ASSET

Emplacement does not perform a movement

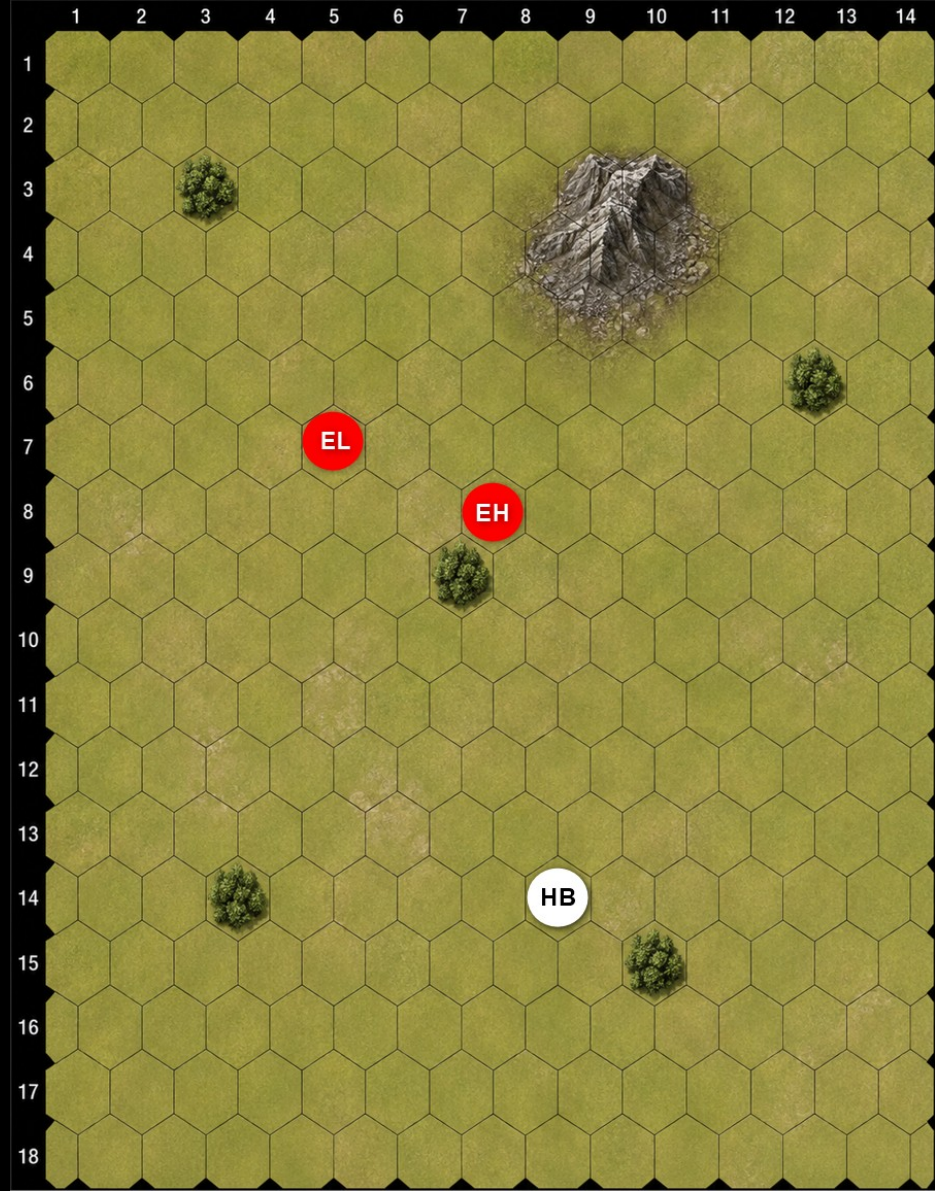
phase – only the fire phase.

No support assets added.

NEXT: INITIATIVE ▶

Create your own hexbots squad

- Add mech names to help with identification
- Specify the class
- Specify the role
- Indicate optional features such as jump engines, etc.



SQUAD AND MISSION OBJECTIVES

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[Export / Import squad](#)

UNITS IN THE SQUAD

Name / designation Class
 HB - HexBot Example Light

Role (optional)
 Scout / Recon ☐ Jump jets
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[+ ADD ASSET](#) ☐ Emplacement does not perform a movement

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No support assets added.

[NEXT: INITIATIVE ►](#)

Create your own hexbots squad

- Add mech names to help with identification
- Specify the class
- Specify the role
- Indicate optional features such as jump engines, etc.
- Optionally, specify mission objectives if your scenario requires them to be accomplished by hexbots



SQUAD AND MISSION OBJECTIVES

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[Export / Import squad](#)

UNITS IN THE SQUAD

Name / designation	Class
HB - HexBot Example	Light

Role (optional)

Scout / Recon ☐ Jump jets ☐ Short-range weapon dominant ☐ Melee weapon ☐

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s.g. 10 [+ ADD](#)

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[+ ADD ASSET](#) ☐ Emplacement does not perform a movement

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No support assets added.

[NEXT: INITIATIVE ►](#)

Create your own hexbots squad

- Add mech names to help with identification
- Specify the class
- Specify the role
- Indicate optional features such as jump engines, etc.
- Optionally, specify mission objectives if your scenario requires them to be accomplished by hexbots
- Optionally, add assets



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BATTLETECH - SOLO COMMAND INTERFACE

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SUMMARY

SQUAD AND MISSION OBJECTIVES

Define your units and possible mission objectives once at the start of the game. Fixed traits (class, role, jump jets, short-range weapon) are remembered - the MOVE and FIRE forms no longer ask about them.

Export / Import squad

UNITS IN THE SQUAD

Name / designation	Class
e.g. Alpha-1	Light
Role (optional)	
Scout / Recon	☐ Jump jets
☐ Short-range weapon dominant	☐ Melee weapon
Heat sinks (optional 0.1 beta)	
e.g. 10	+ ADD
HB - HexBot Example [Scr] X	

MISSION OBJECTIVES (optional)

Define possible mission objectives. You roll for which priority is active each turn in the INITIATIVE tab.

+ ADD MISSION OBJECTIVE

No mission objectives defined.

BATTLEFIELD SUPPORT ASSETS (optional)

A separate squad of vehicles (not mechs) - they always move first and have their own initiative order based on speed.

+ ADD ASSET

Emplacement does not perform a movement phase - only the fire phase.

No support assets added.

NEXT: INITIATIVE ▶

Proceed to the next step:

Initiatives



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 **HEXBOTS** // TARGETING AI
BATTLETECH - SOLO COMMAND INTERFACE

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INITIATIVE

Do this once per turn: set the mission objective priority (if applicable) and roll the movement order for units.

MOVEMENT ORDER

Each unit rolls 2d6 to determine this turn's movement order.

ROLL MOVEMENT ORDER AND GO TO MOVE ►

Once the order is rolled, the app will automatically switch to the MOVE tab.

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v1.1.3

Initiatives

Roll Movement order

Go to NEXT step:

MOVE





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UNIT MOVEMENT

Do this separately for each unit, in the order from the INITIATIVE tab.
"Next" after the last unit will switch to FIRE.

Mech to move (from squad)

HB - HexBot Example (LIGHT, SCT)

MOVE: HB - HexBot Example - SCT

Mech class



LIGHT

Flanker



MEDIUM

all-rounder



HEAVY

Firepower



ASSAULT

Tank

Distance to the nearest / relevant enemy

1-4 hexes 5-9 hexes 10-14 hexes 15+ hexes

Has this enemy already moved this turn?

YES NO

Serious damage in the last combat phase?

YES NO

RUN MOVE

WAITING FOR DATA...

Set movement parameters and run the simulation.

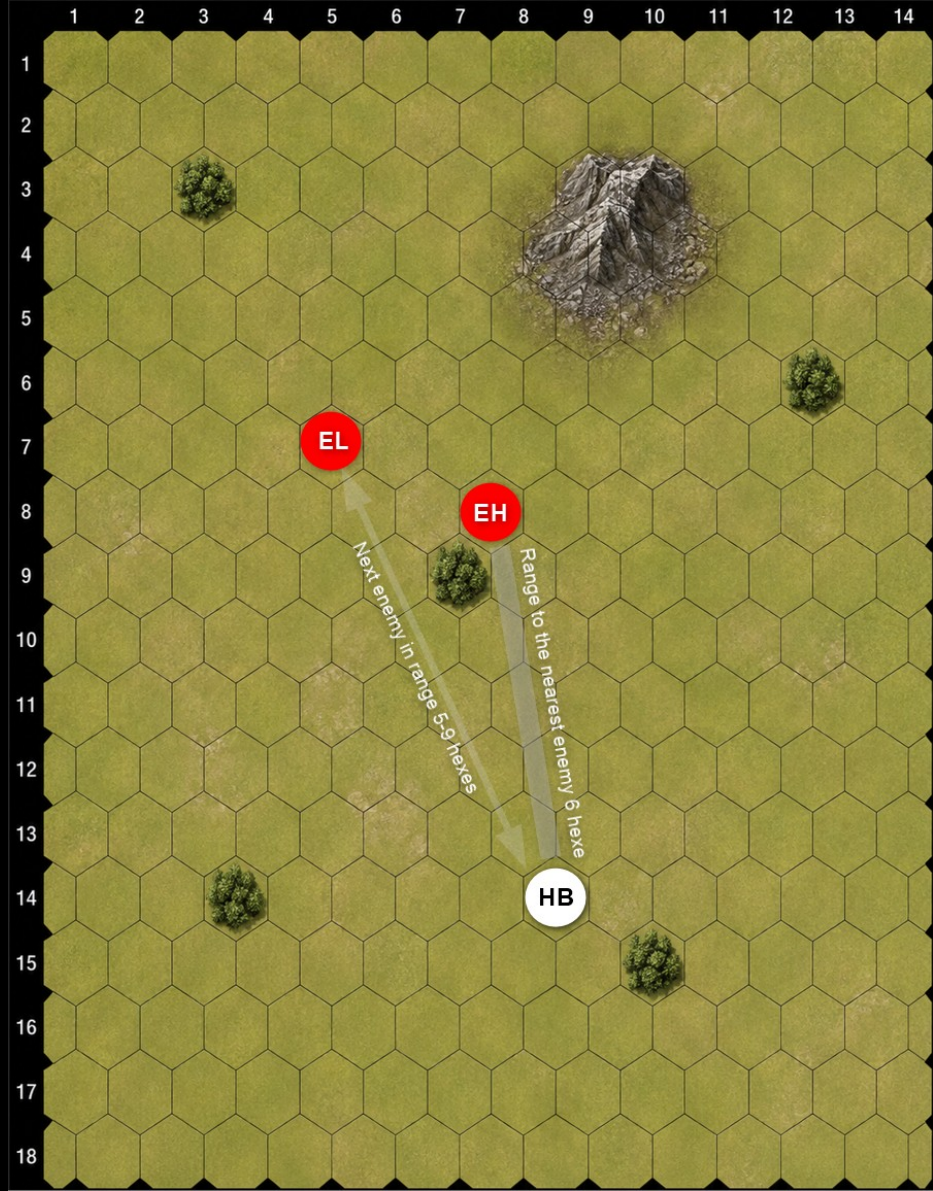
PREVIOUS

Unit 1 of 1

NEXT

Move

Check the hexbot's name to move it



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MOVE: HB - HexBot Example - SCT

Mech class

LIGHTFlanker

MEDIUMall-rounder

HEAVYfirepower

ASSAULTtank

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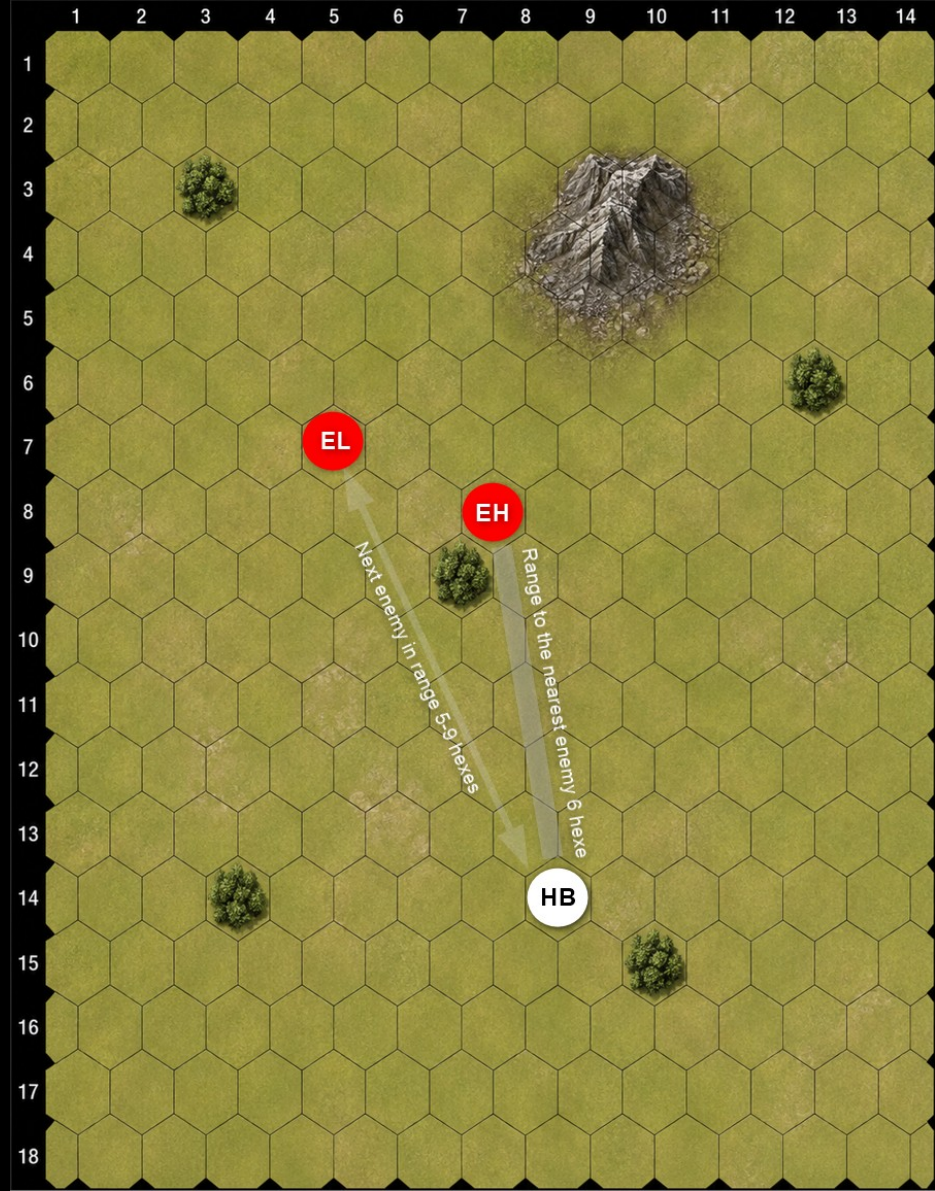
Unit 1 of 1

NEXT

Move

Check the hexbot's name to move it

Determine the distance to the nearest significant enemy



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LIGHT Flanker

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HEAVY Firepower

ASSAULT Tank

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YES

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Serious damage in the last combat phase?

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NO

RUN MOVE

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Set movement parameters and run the simulation.

PREVIOUS

Unit 1 of 1

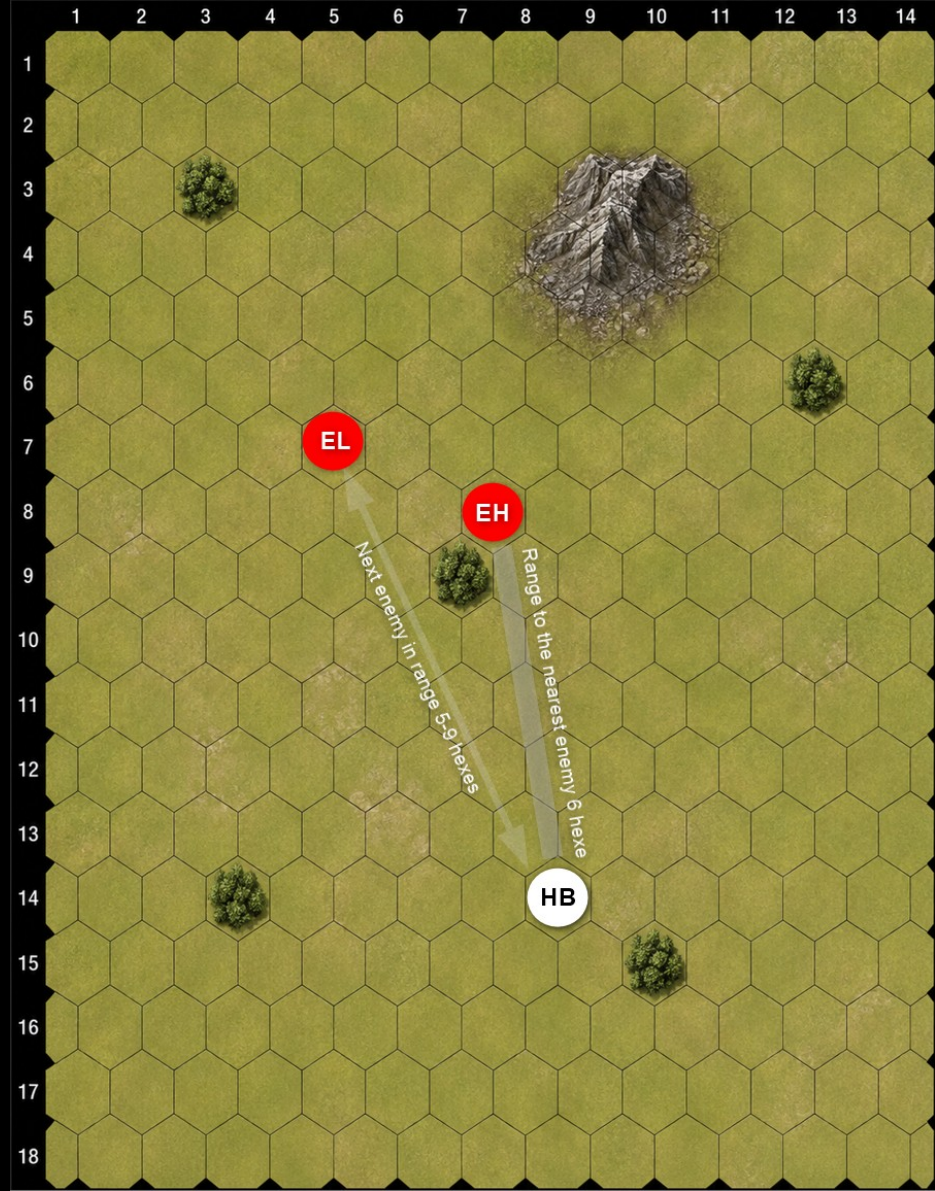
NEXT

Move

Check the hexbot's name to move it

Determine the distance to the nearest significant enemy

Determine whether the enemy has already moved Yes/No



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15+ hexes

Has this enemy already moved this turn?

YES

NO

Serious damage in the last combat phase?

YES

NO

RUN MOVE

WAITING FOR DATA...

Set movement parameters and run the simulation.

PREVIOUS

Unit 1 of 1

NEXT

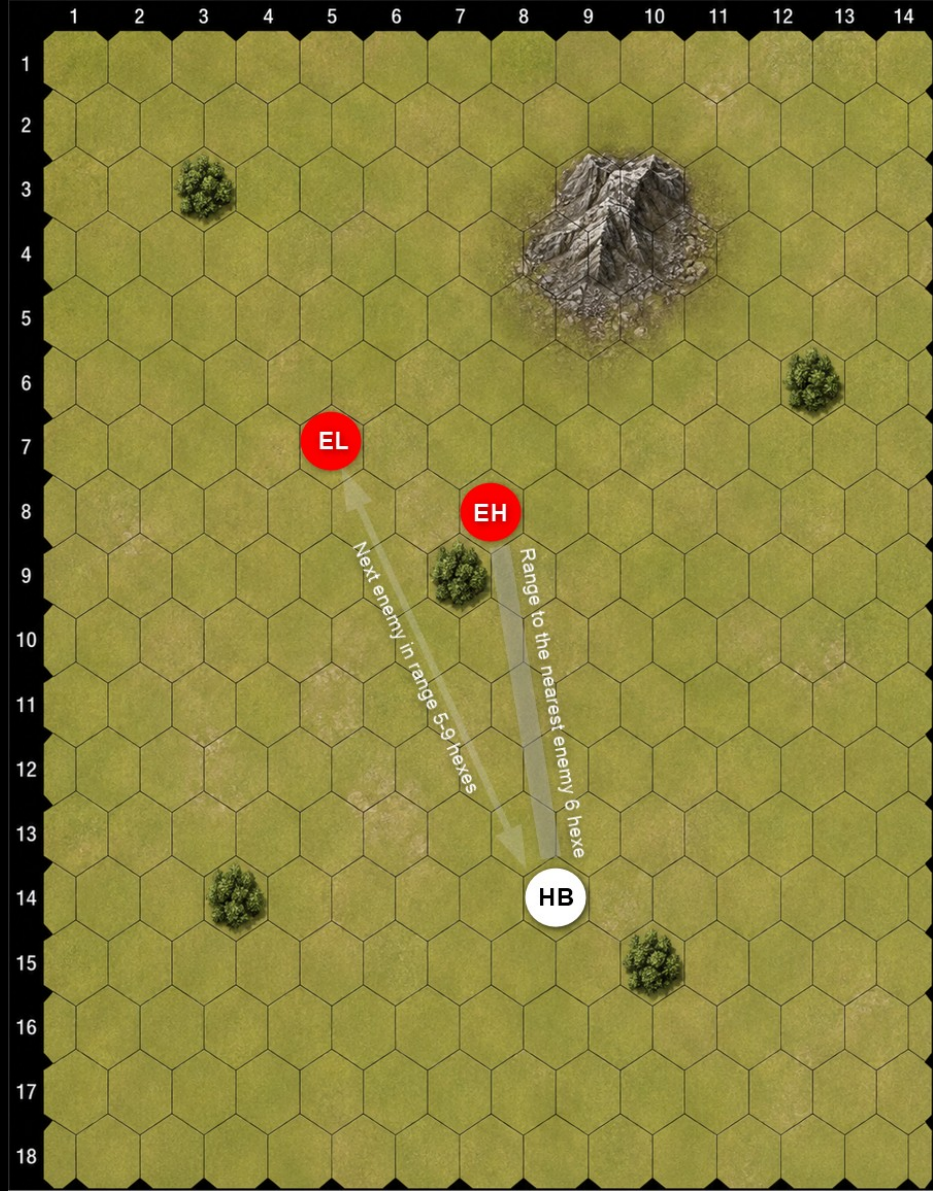
Move

Check the hexbot's name to move it

Determine the distance to the nearest significant enemy

Determine whether the enemy has already moved Yes/No

Determine whether the hexbot has taken serious damage Yes/No



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HEAVYfirepower

ASSAULTtank

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5-9 hexes

10-14 hexes

15+ hexes

Has this enemy already moved this turn?

YES

NO

Serious damage in the last combat phase?

YES

NO

▶ RUN MOVE

WAITING FOR DATA...

Set movement parameters and run the simulation.

◀ PREVIOUS

Unit 1 of 1

NEXT ▶

Move

Check the hexbot's name to move it

Determine the distance to the nearest significant enemy

Determine whether the enemy has already moved Yes/No

Determine whether the hexbot has taken serious damage Yes/No

Go to NEXT step:

Run Move

UNIT MOVEMENT

Do this separately for each unit, in the order from the INITIATIVE tab.
"Next" after the last unit will switch to FIRE.

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YES

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Serious damage in the last combat phase?

YES

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► RUN MOVE

MOVE ORDER

MOVEMENT TARGET PROPOSALS

- A)** Head toward the enemy, avoiding movement through water.
- B)** Head toward the target: with the highest firepower, facing away, easiest to hit (lowest TMM).
- C)** Use available cover.
- D)** Minimize the number of enemy firing lines on you.
- E)** Angle your approach instead of crossing open ground in a straight line, to increase distance from some of the enemies.

Need additional orders?

! Commander's decision

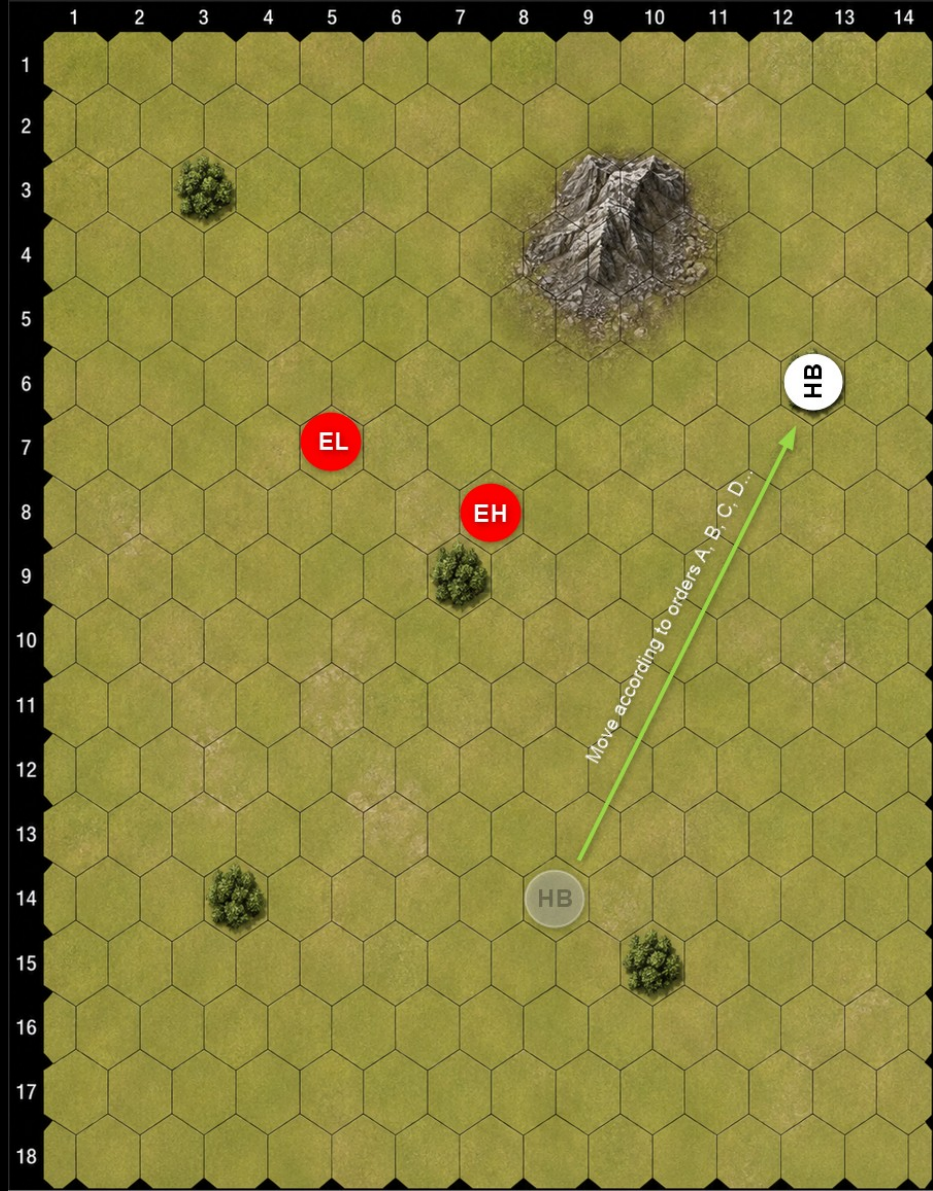
◀ PREVIOUS

Unit 1 of 1

NEXT ▶

Move

A) Check the main order



UNIT MOVEMENT

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Mech to move (from squad)

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RUN MOVE

MOVE ORDER

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Need additional orders?

Commander's decision

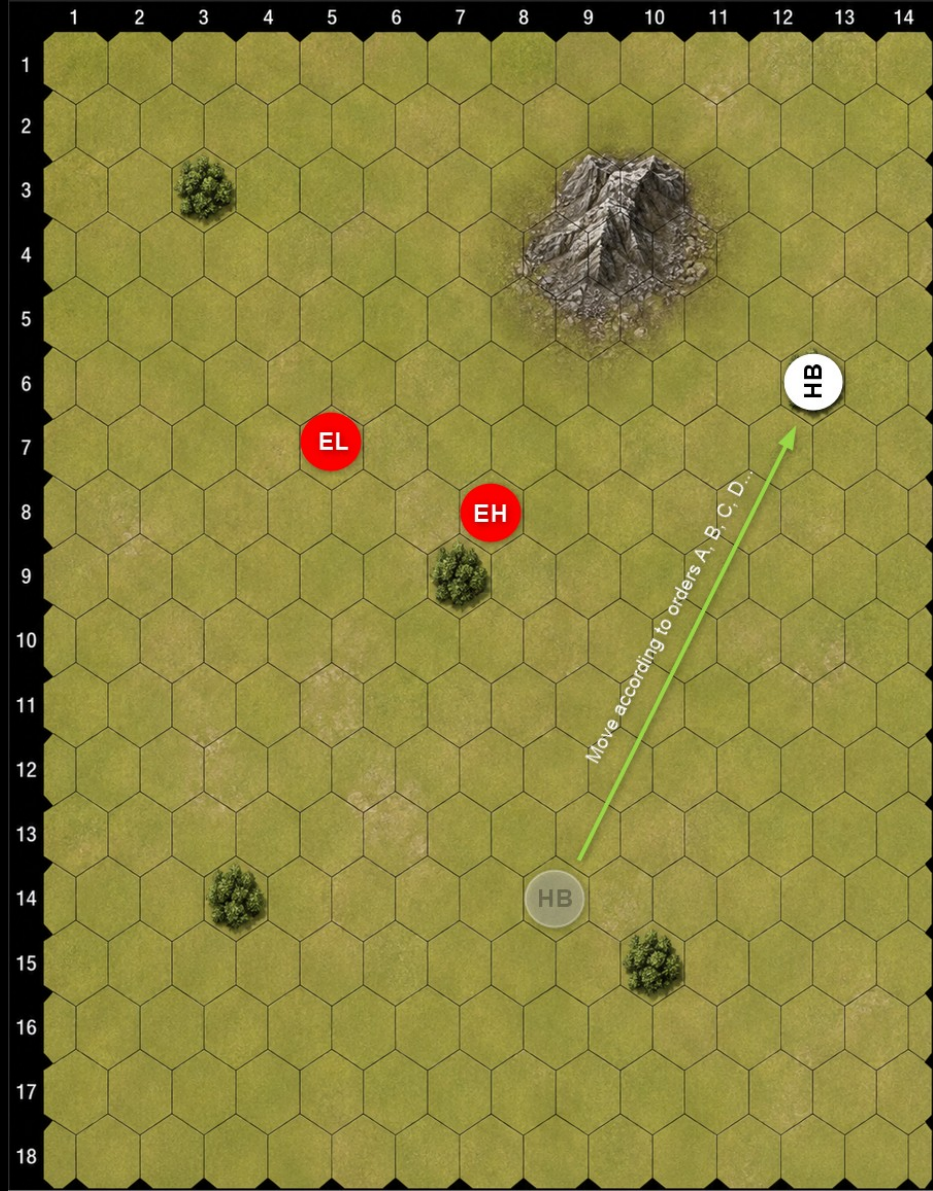
PREVIOUS

Unit 1 of 1

NEXT

Move

- Check the main order
- Identify the enemy that determines the direction of movement



UNIT MOVEMENT

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"Next" after the last unit will switch to FIRE.

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HB - HexBot Example (LIGHT, SCT)

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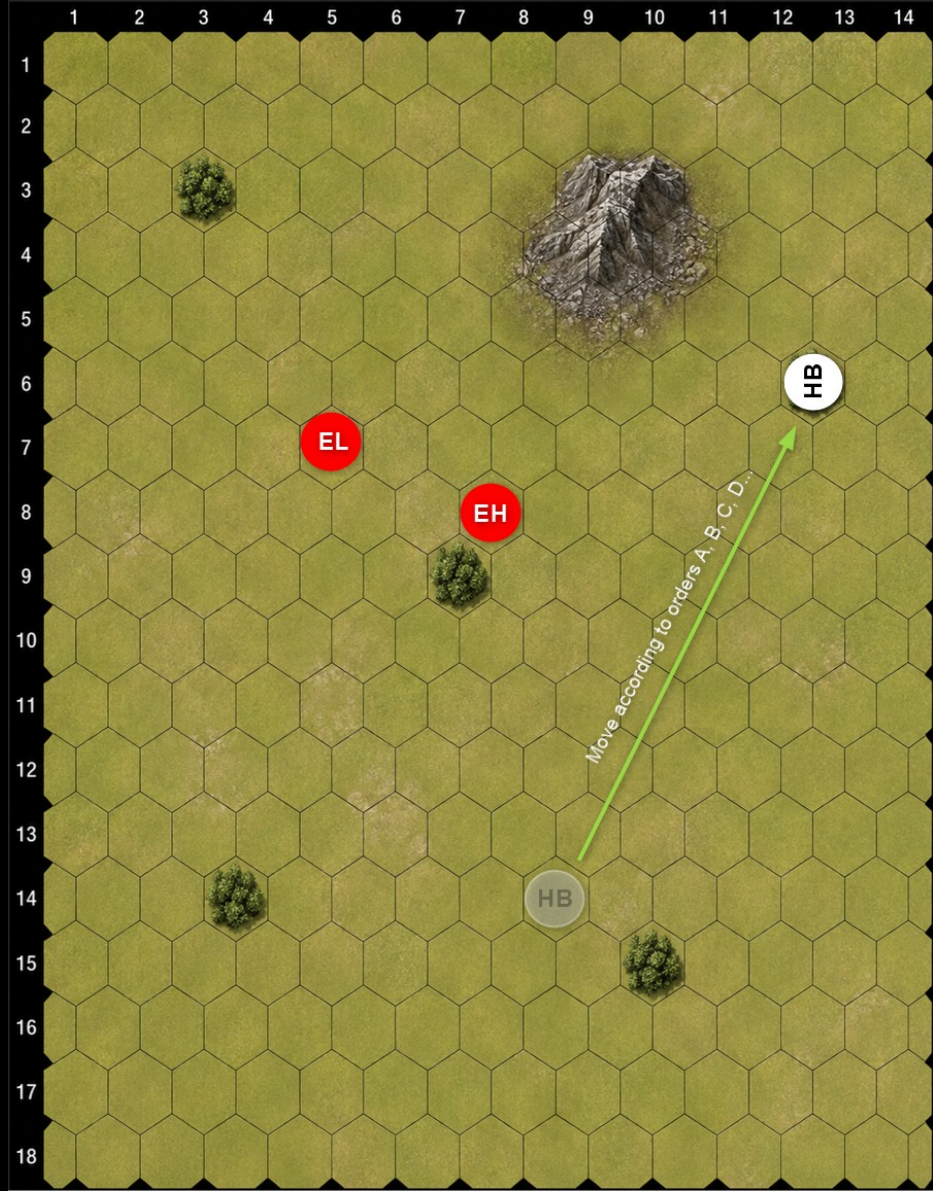
PREVIOUS

Unit 1 of 1

NEXT

Move

- A) Check the main order
- B) Identify the enemy that determines the direction of movement
- C), D), E)... Optional orders to be carried out



UNIT MOVEMENT

Do this separately for each unit, in the order from the INITIATIVE tab.
"Next" after the last unit will switch to FIRE.

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HB - HexBot Example (LIGHT, SCT)

MOVE: HB - HexBot Example - SCT

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RUN MOVE

MOVE ORDER

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Need additional orders?

Commander's decision

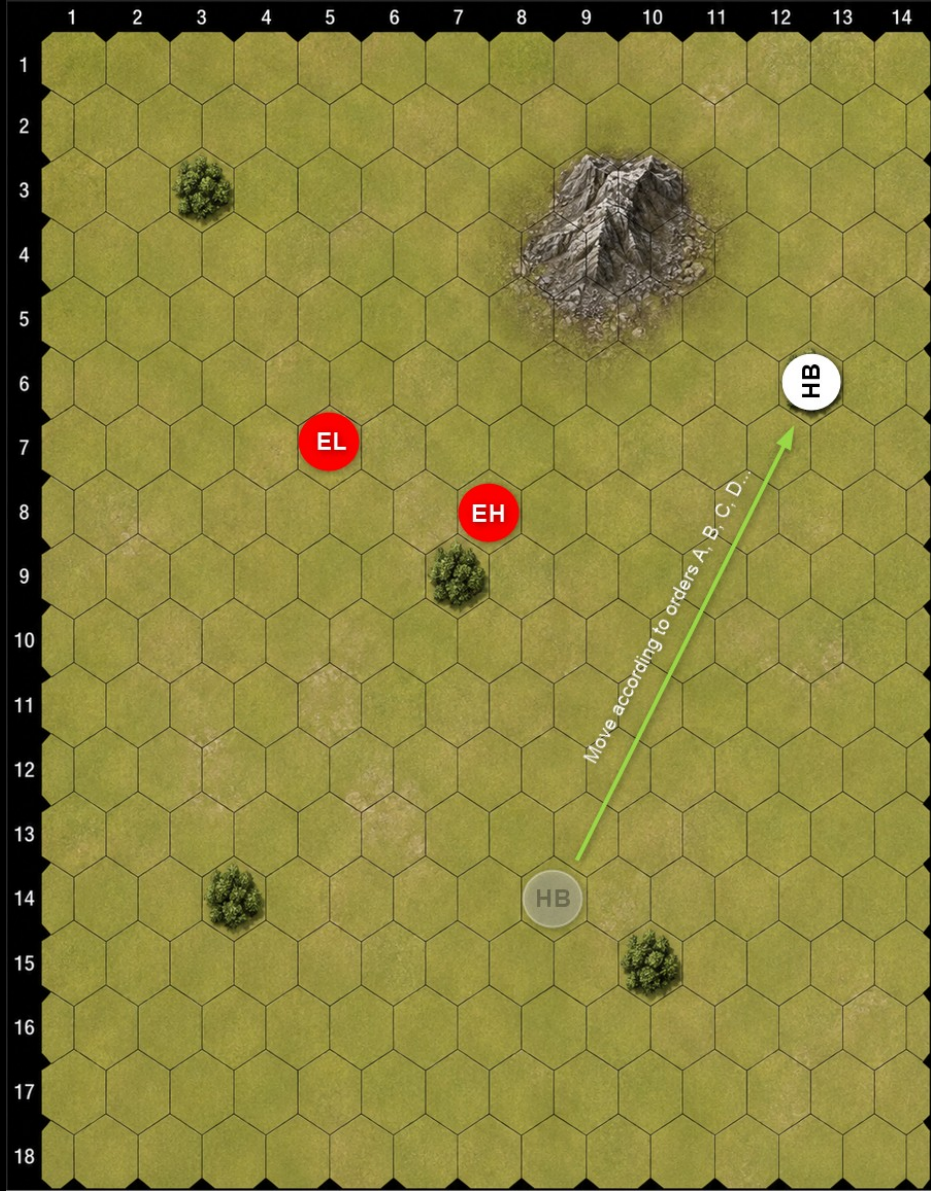
PREVIOUS

Unit 1 of 1

NEXT

Move

A) Check the main order
B) Identify the enemy that determines the direction of movement
C), D), E)... Optional orders to be carried out
If you can't determine the purpose of the movement, you can opt for the commander's decision



UNIT MOVEMENT

Do this separately for each unit, in the order from the INITIATIVE tab.
"Next" after the last unit will switch to FIRE.

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HB - HexBot Example (LIGHT, SCT)

MOVE: HB - HexBot Example - SCT

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RUN MOVE

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Need additional orders?

Commander's decision

PREVIOUS

Unit 1 of 1

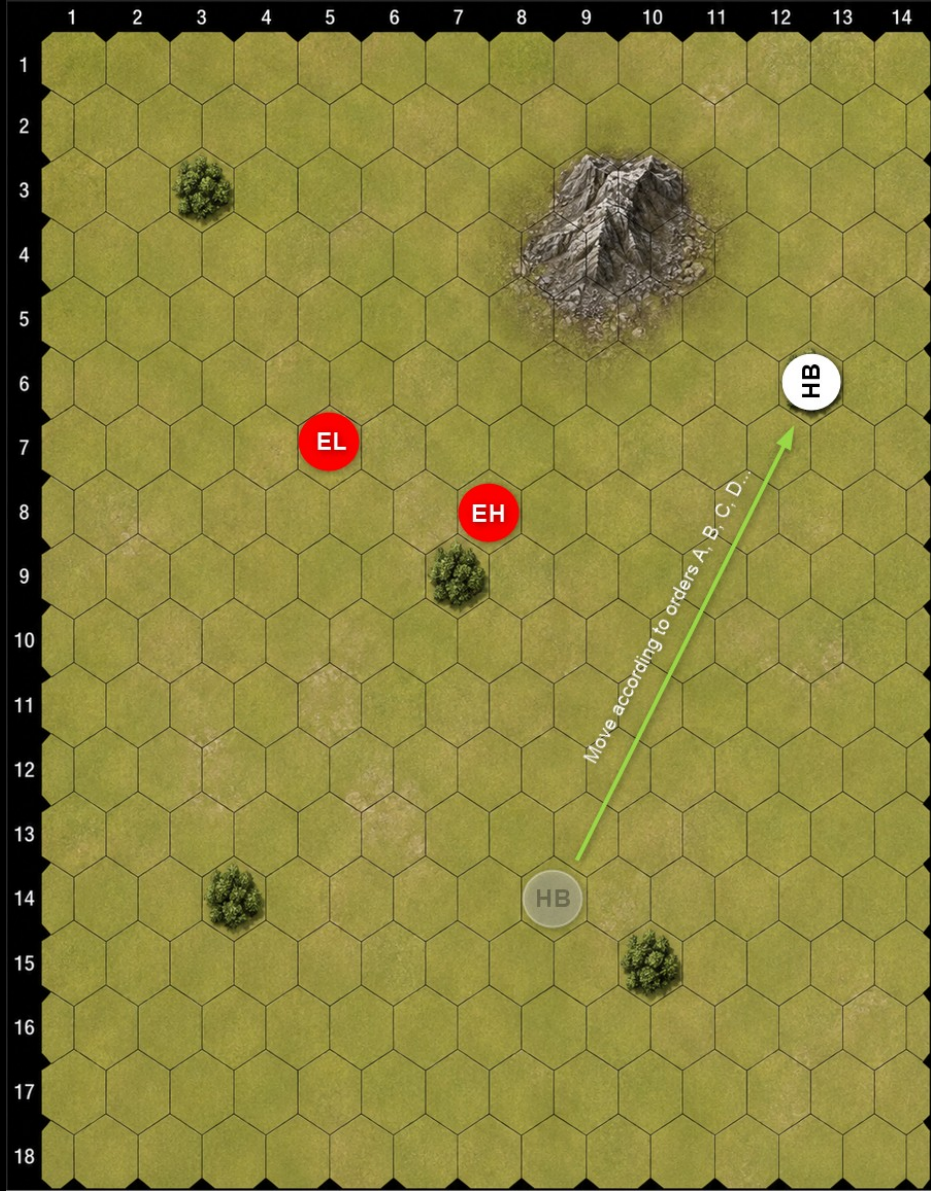
NEXT

Move

- A) Check the main order
 - B) Identify the enemy that determines the direction of movement
 - C), D), E)... Optional orders to be carried out
- If you can't determine the purpose of the movement, you can opt for the commander's decision

Go to NEXT step:

Fire



Mech class

LIGHT
flanker

MEDIUM
all-rounder

HEAVY
firepower

ASSAULT
tank

Range to the nearest enemy after moving

Out of range Up to 3 hexes Up to 9 hexes

Up to 14 hexes Above 15 hexes

Possible physical attack

YES NO — fire only

Heat load of this unit (scale 0-30)

Heat: 0/30

Keep an eye on your heat between turns to stay able to fire at full strength.
You now track heat in the SUMMARY tab (persists between turns) — this is read-only here.

► RUN FIRE

FIRE ORDER

CLASS / ROLE / RANGE

LIGHT (flanker) — Scout/Recon — Up to 9 hexes (medium)

TARGET SELECTION PROPOSALS

☒ A) Most damaged target

☐ B) Easiest to hit

☐ C) Nearest target

Need additional orders?

! Commander's decision

HEAT (level 0/30) AND SALVO

ACTIVE EFFECTS

No active effects at this heat level.

FULL SALVO

If, after firing, your heat would allow cooling down to the 5-8 point range, fire a full salvo (Alpha Strike). Otherwise, limit yourself to an attack that lets you reach the 5-8 point range.

◀ PREVIOUS

Unit 1 of 1

NEXT ▶

Fire!

Check which units are within range 9 hexes and Run Fire



Mech class



Range to the nearest enemy after moving

Out of range Up to 3 hexes Up to 9 hexes

Up to 14 hexes Above 15 hexes

Possible physical attack

YES NO - fire only

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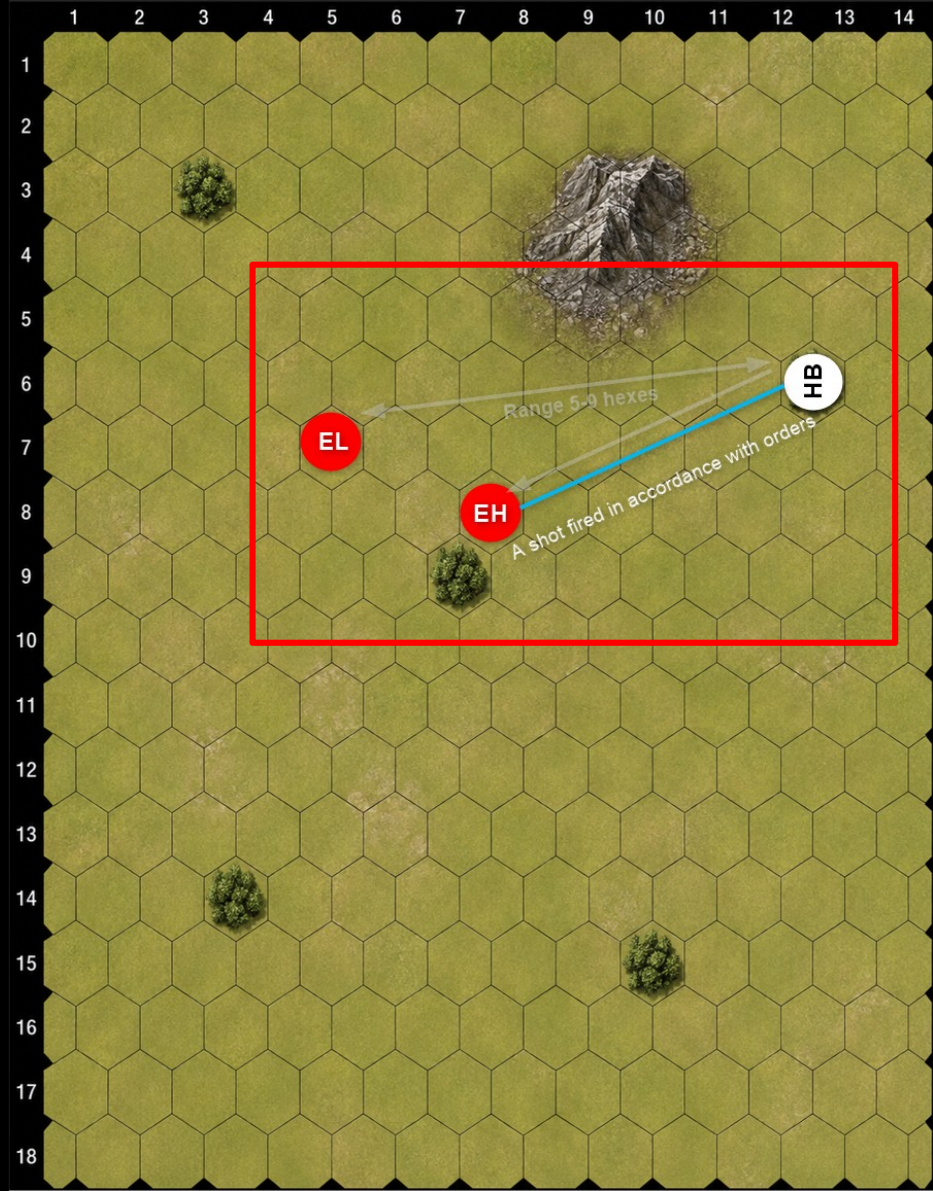
Unit 1 of 1

NEXT ▶

Fire!

Check which units are within range 9 hexes and Run Fire

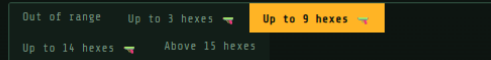
If there are more enemies within 9 hexes



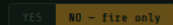
Mech class



Range to the nearest enemy after moving



Possible physical attack



Heat load of this unit (scale 0-30)

Heat: 0/30

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RUN FIRE

FIRE ORDER

CLASS / ROLE / RANGE

LIGHT (flanker) - Scout/Recon - Up to 9 hexes (medium)

TARGET SELECTION PROPOSALS

- ☒ A) Most damaged target
- ☐ B) Easiest to hit
- ☐ C) Nearest target

Need additional orders?

Commander's decision

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PREVIOUS

Unit 1 of 1

NEXT

Fire!

Check which units are within 9 hexes

If there are more enemies within 9 hexes

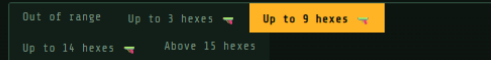
Check the firing orders
If A did not allow you to designate a target, go to B, and so on.



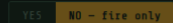
Mech class



Range to the nearest enemy after moving



Possible physical attack



Heat load of this unit (scale 0-30)

Heat: 0/30

Keep an eye on your heat between turns to stay able to fire at full strength.
You now track heat in the SUMMARY tab (persists between turns) - this is read-only here.

▶ RUN FIRE

FIRE ORDER

CLASS / ROLE / RANGE

LIGHT (flanker) - Scout/Recon - Up to 9 hexes (medium)

TARGET SELECTION PROPOSALS

☒ A) Most damaged target

☐ B) Easiest to hit

☐ C) Nearest target

Need additional orders?

☒ Commander's decision

HEAT (level 0/30) AND SALVO

ACTIVE EFFECTS

No active effects at this heat level.

FULL SALVO

If, after firing, your heat would allow cooling down to the 5-8 point range, fire a full salvo (Alpha Strike). Otherwise, limit yourself to an attack that lets you reach the 5-8 point range.

◀ PREVIOUS

Unit 1 of 1

NEXT ▶

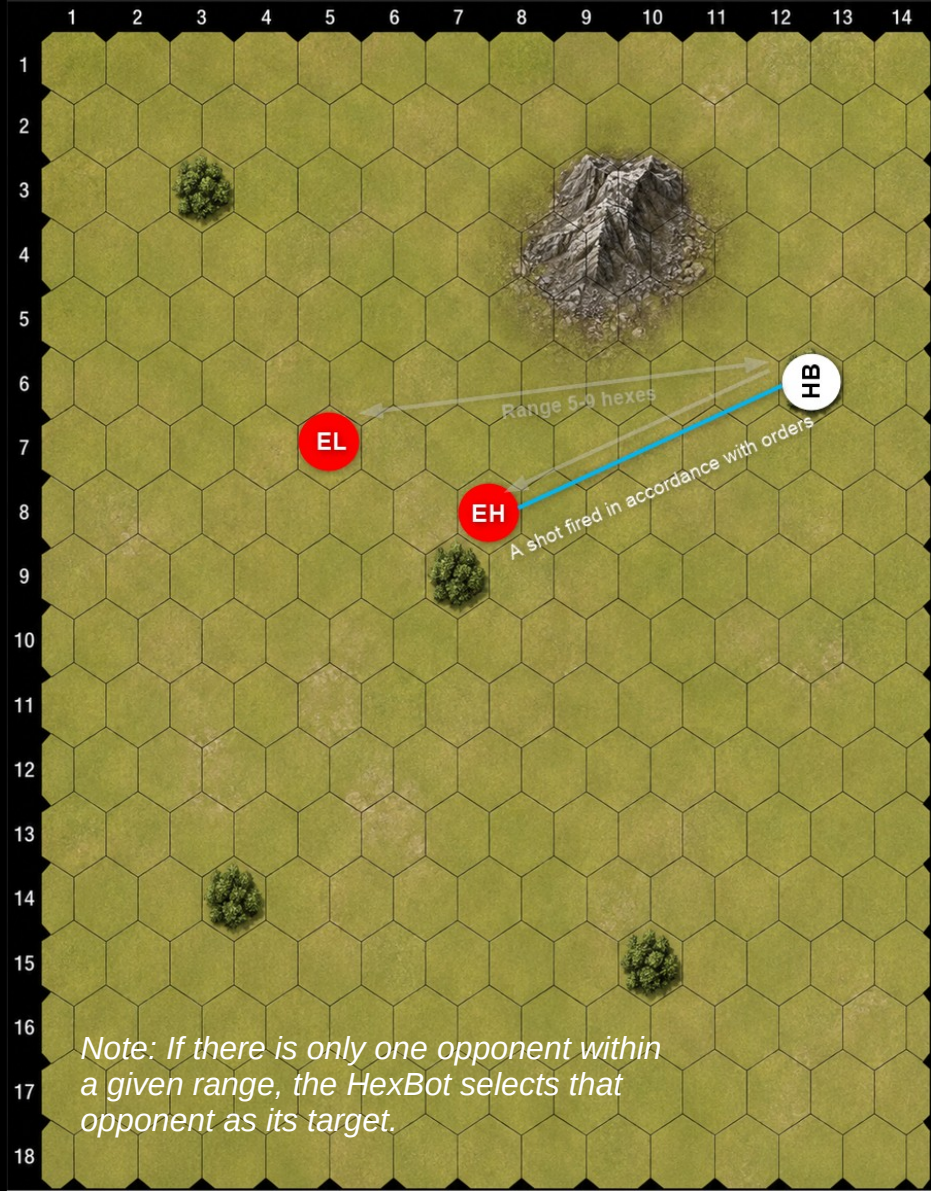
Fire!

Check which units are within 9 hexes

If there are more enemies within 9 hexes

Check the firing orders
If A did not allow you to designate a target, go to B, and so on.

If necessary, you can always rely on the commander's decision, following the sequence of his decisions



Note: If there is only one opponent within a given range, the HexBot selects that opponent as its target.

Mech class

LIGHT
flanker

MEDIUM
all-rounder

HEAVY
firepower

ASSAULT
tank

Range to the nearest enemy after moving

Out of range

Up to 3 hexes

Up to 9 hexes

Up to 14 hexes

Above 15 hexes

Possible physical attack

YES

NO – fire only

Heat load of this unit (scale 0-30)

Heat: 0/30

Keep an eye on your heat between turns to stay able to fire at full strength.
You now track heat in the SUMMARY tab (persists between turns) – this is read-only here.

RUN FIRE

FIRE ORDER

CLASS / ROLE / RANGE

LIGHT (flanker) – Scout/Recon – Up to 9 hexes (medium)

TARGET SELECTION PROPOSALS

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Commander's decision

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PREVIOUS

Unit 1 of 1

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Press NEXT:





Salvage Drop - 3D Printable BattleTech Terrain & Miniatures

Check out the models on Cults3D →

1
SQUAD

2
INITIATIVE

3
MOVE

4
FIRE

TURN SUMMARY

Confirming will switch back to the INITIATIVE tab, ready for the next turn.

Who dealt more damage this turn?

The automated squad

Player forces

About the same

Did any enemy (player mech) die this turn?

YES

NO

Was any enemy heavily damaged this turn (but not destroyed)?

YES

NO

SQUAD UNIT STATUS

▲ HexBot Example



Fell down



Pilot unconscious



Structural damage



Crippled - trying to flee the battlefield



Destroyed

Heat (optional, beta):

-5

-1

0

+1

+5

✓ CONFIRM AND START NEW TURN ►

Skip (no changes)



Buy me a coffee

Summary

Determine who had the advantage

Determine if any enemy pilot is dead

Determine if HexBots dealt heavy damage (over 25) to a single mech or caused structural damage
Optionally, add the heat accumulated by the HexBot

Indicate whether the HexBot:

- prone
- its pilot is unconscious
- structural damage
- crippled
- destroyed

Confirm and start the next turn