

MOVEMENT COSTS TABLE

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Movement Action/ Terrain Type	MP Cost Per Hex/ Terrain Cost
Cost to Enter Any Hex	1
Terrain Cost When Entering Any New Hex	
Clear	+0
Rough	+1
Light woods	+1
Heavy woods	+2
Water	
Depth 0	+0
Depth 1	+1 ¹ (Level change MP cost not included)
Depth 2+	+3 ¹ (Level change MP cost not included)
Level change (up or down)	
1 level	+1
2 levels	+2
3+ levels	Prohibited ²
Additional Movement Actions	
Facing change	1/hexside
Dropping to the ground	1
Standing up	2/attempt

¹MP cost to move along the bottom of the water hex; Piloting Skill Roll required to prevent falling.

²BattleMechs may not change more than two levels in a single hex.

FACING AFTER FALL TABLE

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Die Roll 1D6	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

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Die Roll (2D6)	Weapon Size						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

'MECH KICK LOCATION TABLE

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D6 Roll Result	Left Side	Front/Rear	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

PILOTING SKILL ROLL TABLE

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Situation	Modifier
Damage to 'Mech	
'Mech takes 20+ damage points in one phase	+1
'Mech fusion reactor shuts down	+3 ¹
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Automatic fall ²
Leg destroyed	Automatic fall ³
Physical Attacks Against 'Mech	
'Mech was kicked	0
'Mech was pushed	0
'Mech was successfully charged/ hit by death from above	+2
Unit's Actions	
'Mech missed kick	0
'Mech made a successful charging attack	+2
'Mech made death from above attack	+4 ⁴
'Mech entered Depth 1 water hex	-1
'Mech entered Depth 2 water hex	0
'Mech entered Depth 3+ water hex	+1
'Mech attempted to stand	0
'Mech jumped with damaged gyro or leg/foot/hip actuators	per Preexisting Damage, below
'Mech jumped with destroyed leg	per Preexisting Damage, below
'Mech ran with damaged hip or gyro	per Preexisting Damage, below
Special Cases	
MechWarrior trying to avoid damage when his 'Mech is falling	+1/level fallen ⁷
Preexisting Damage	
Per leg/foot actuator previously destroyed	+1
Per hip actuator previously destroyed	+2 ⁵
Gyro previously hit	+3
Leg previously destroyed	+5 ⁶

¹Only during the phase that the reactor shuts down. If the MechWarrior must make a Piloting Skill Roll for a 'Mech with a shutdown reactor, the 'Mech automatically falls; in either case, if the 'Mech falls, the warrior automatically takes 1 point of damage (see *Falling Damage to the MechWarrior*, p. 29).

²The modifier for a destroyed gyro is +6 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.

³The modifier for a destroyed leg is +5 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.

⁴Automatic fall if death from above attack is unsuccessful.

⁵Ignore all modifiers from previous critical hits on that leg.

⁶Do not add modifiers for other damaged actuators in the leg.

⁷For the purposes of falling, a 'Mech only rises 1 level above the underlying terrain.

'MECH HIT LOCATION TABLE

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Die Roll (2D6)	Left Side	Front/Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Right Torso [critical]
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 45.

ATTACK MODIFIERS TABLES

All Attacks: Weapons and Physical	Modifier
Attacker	
<i>Movement (modifiers are cumulative)</i>	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain (modifiers are cumulative)	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods
Water*	
Depth 1	+1; see <i>Partial Cover</i> , p. 33
Depth 2	'Mechs cannot fire into or out of a Depth 2+ water hex (see <i>Terrain Modifiers</i> , p. 37).
Partial Cover	+1; see <i>Partial Cover</i> , p. 33
Target (modifiers are cumulative)	
Prone	-2 from adjacent hex; +1 from all others
Immobile	-4
Movement	
Moved 0-2 hexes	0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1 additional

Weapon Attacks Only	Modifier
Attacker	
<i>'Mech Damage</i>	
Sensor hit	+2
Shoulder hit	+4 for weapons in arm, disregard other damaged actuators in arm
Upper or lower arm actuator (each)	+1 for weapons in arm
Heat	
0-7	None
8-12	+1
13-16	+2
17-23	+3
24+	+4
Range	
Short	None
Medium	+2
Long	+4
Minimum range	[Minimum] - [Target Range] +1 (see <i>Minimum Range Modifier</i> , p. 36)
Target	
Secondary target in forward arc	+1
Secondary target in side or rear arc	+2

Physical Attacks Only	Modifier
Attacker	
<i>'Mech Damage</i>	
Shoulder hit	No punching or physical weapon attack with arm; no clubbing attacks; +2 to pushing attack (each)
Upper or lower arm actuator hit (each)	+2 to punching and physical weapon attack with arm; half damage for punching attack with arm; +2 to clubbing attacks
Hand actuator hit	+1 to punching attack with arm; no clubbing attacks; no physical weapon attack with arm
Hip actuator hit	No kicking attacks
Upper or lower leg actuator hit (each)	+2 and half damage to kicking attack with that leg; Foot actuator hit +1 to kicking attack with that leg
Other Modifiers	
Charging attack: Modify for relative Piloting Skills (see p. 18)	
Death from above attack: Modify for relative Piloting Skills (see p. 18)	

*See *Terrain Modifiers*, p. 37, for exceptions.

HEAT POINT TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Attempting to stand	+1 per attempt
Weapons fire	Per Weapons and Equipment Table, p. 71
Heat sink	-1 per operational heat sink -1 additional per operational single heat sink under water (max 6 points)
First engine hit	+5 per turn
Second engine hit	+10 (total) per turn

PHYSICAL ATTACK MODIFIERS TABLE

Attack Type	Modifier
Charging	+0*
Clubbing	-1
Death From Above (DFA)	+0*†
Kicking	-2
Punching	+0
Pushing	-1

*Whenever one unit charges or DFAs another, compare their Piloting Skill Ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Rating is lower, subtract the modifier from the to-hit number.
†All the normal attack modifiers apply, including the attacker's jumping movement, but the roll is not modified for terrain.

DETERMINING CRITICAL HITS TABLE

Die Roll (2D6)	Effects
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off; Roll 3 Critical Hit Locations*

*Roll 3 critical hit locations if the attack strikes the torso.

'MECH PUNCH LOCATION TABLE

D6 Roll Result	Left Side	Front/Rear	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

