

Attack Modifiers Table

All attacks: weapons and physical

Attacker	
Movement	
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain	
Light woods	+1 per hex
Heavy woods	+2 per hex
Water	
Target depth 1	-1 for water +3 for partial cover also applies
Attacker depth 1	+1
Partial cover	+3 (Punch Loc. Table)
Target	
Prone	-2 from adjacent hex +1 from other hexes
Immobile	-4
Skidding	+2
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10+ hexes	+4
jumped	+1 additional
is battle armor unit	+1
is stuck in swamp hex	-2
Weapon attacks only	
Attacker	
Damage	
Sensor hit	+2
Shoulder	+4; disregard other dam. actuators
Upper / lower arm act.(each)	+1
Heat	
0-7	None
8-12	+1
13-16	+2
17-23	+3
24+	+4
Making indirect LRM attack	+1
Range and Terrain	
Range	
Short	0
Medium	+2
Long	+4
Minimum range	+1 at min. range and +1 per hex less than min. range
Attacker and target on different levels of building	+3
Target	
Secondary target in forward arc	+1
Secondary target in side or rear arc	+2
Physical attacks only	
Attacker	
Damage	
Shoulder	no punching/hatchet/sword/clubbing attack +2 to pushing attack (each)
Upper / lower arm act. (each)	+2 to punching/hatchet/sword attack half damage for attacks +2 to clubbing
Hand actuator	+1 to punching; no clubbing/hatchet/sword attacks
Hip actuator	no kicking attacks
Upper / lower leg actuator	+2 and half damage
Foot actuator	+1 to kicking attack
Other Modifiers	
Charging attack	modify for relative piloting skills (p. 41)
Death from above attack	modify for relative piloting skills (p. 42)

		Missile Hits Table									
(2D6)	Number of missiles fired										
	2	3	4	5	6	9	10	12	15	20	
2	1	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9	
5	1	2	2	3	3	5	6	8	9	12	
6	1	2	2	3	4	5	6	8	9	12	
7	1	2	3	3	4	5	6	8	9	12	
8	2	2	3	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16	
11	2	3	4	5	6	9	10	12	15	20	
12	2	3	4	5	6	9	10	12	15	20	

Heat Point Table

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (min. 3)
Trying to stand	+1 per attempt
Heat Sink	-1
Double Heat Sink	-2
Heat S. under water	-1 additional (max. -6)
D.Heat S. under water	-2 additional (max. -6)
First engine hit	+5 per turn
Second engine hit	+10 (total) per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn
Hit by an inferno	+6 for three turns
Hit by a flamer	+2

Damage From Physical Attacks

Action	To-Hit	Damage
Punching	4+	t/10
Kicking	3+	t/5, Target must make PSR
Pushing	4+	Target must make PSR
Charging	5+	Target: (t/10)*hexes Attacker: t/10
Death f.a.	5+	both units must make PSR+2 Target: (t/10)*3, PSR+2 Attacker: t/10, PSR+4
Hatchet	4+	t/5
Falling	(7+)	(t/10)*levels fallen

Punch Location Table

(2D6)	Left Side	Front/Rear	Right Side
1	L. Torso	Left Arm	R. Torso
2	L. Torso	L. Torso	R. Torso
3	C. Torso	C.Torso	C.Torso
4	Left Arm	R. Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

Hit Location Table

(2D6)	Left Side	Front/Rear	Right Side
2	L. Torso (critical)	C. Torso (critical)	R. 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	R. Torso	Right Leg
7	L. Torso	C. Torso	R. Torso
8	C. Torso	L. Torso	C. Torso
9	R. Torso	Left Leg	L. Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

Kick Location Table

(2D6)	Left Side	Front/Rear	Right Side
1-3	L.Leg	R.Leg	R.Leg
4-6	L.Leg	L.Leg	R.Leg

Movement Cost Table

Terrain Type/ Activity	MP Cost per hex
Clear	1
Road/Paved/Bridge	1
Rough	2
Light Woods	2
Heavy Woods	3
Water	
Depth 0	1*
Depth 1	2*
Depth 2+	4*
Elevation Change	1/level
Rubble	2*
Buildings	see tables
Other Activities	
Facing change	1/hexside
Dropping to ground	1
Standing up	2/attempt

* Piloting Skill Roll required to prevent falling

Piloting Skill Roll Table

BattleMech's Situation	Modifier
BattleMech takes 20+ Damage Points	+1
BattleMech reactor shuts down	+3
Leg/foot actuator destroyed	+1(each)
Hip destroyed	+2(each)
Gyro hit	+3
Gyro destroyed	automatic fall
Leg destroyed	automatic fall
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was charged/jumped on	+2
BattleMech missed kick	0
BattleMech charging	+2
BattleMech executing death from above	+4*
BattleMech entering Depth 1 water hex	-1
BattleMech entering Depth 2 water hex	0
BattleMech entering Depth 3+ water hex	+1
BattleMech attempting to stand up	0
BattleMech entering rubble hex	0
Mech entering/leaving Building hex	see both building tables**
BattleMech jumping with dam. leg actuators / gyro	see below
BattleMech jumping with destroyed leg	see below
BattleMech running with damaged leg or gyro	see below
MechWarrior trying to avoid damage when his BattleMech is falling	+1/level fallen
Additional Modifiers	
Per leg/foot actuator previously destroyed	+1
Per hip previously destroyed	+2
Gyro previously hit	+3
Leg previously destroyed	+5

* Automatic fall if attack is unsuccessful

** To avoid damage only. Does not result in a fall if Skill Roll fails

Extra Critical Hits Effects

Look also at other tables

Leg actuator destroyed -> -1 MP
Gyro damaged -> Running or jumping requires PSR to prevent falling
Hip actuator destroyed -> Half MP-Rate (rounding up)
Life Support destroyed -> 1 point of damage for the pilot at 15-25 heat points and 2 points of damage above 25 points of heat
Ammunition explosion -> 2 points of damage for the mechwarrior, auto ejection
Gauss rifle explosion -> treated like a 20 point ammo-explosion

Building Modifiers Table

Building Type	Original CF	MP Cost	Piloting Skill Modifier
Light	1-15	2	0
Medium	16-40	3	+1
Heavy	41-90	4	+2
Hardened	91-150	5	+5

Underwater Range Table

Weapon	Short Medium Long		
	Short	Medium	Long
Small Laser	1	2	NA
Medium Laser	2	4	6
Large Laser	3	6	9
PPC	4	7	10
ER Micro Laser	1	2	NA
ER Small Laser (Clan)	1	2	4
ER Small Laser (IS)	1	2	3
ER Medium Laser (Clan)	3	7	10
ER Medium Laser (IS)	3	5	8
ER Large Laser (Clan)	5	10	16
ER Large Laser (IS)	3	9	12
ER PPC	4	10	16
Micro Pulse Laser	1	2	NA
Small Pulse Laser (Clan)	1	2	4
Small Pulse Laser (IS)	1	2	NA
Medium Pulse Laser (Clan)	3	5	8
Medium Pulse Laser (IS)	2	3	4
Large Pulse Laser (Clan)	4	10	14
Large Pulse Laser (IS)	2	5	7
Small Heavy Laser	1	2	NA
Medium Heavy Laser	2	4	6
Large Heavy Laser	3	6	9

All damage from physical attacks is halved. After each hit 2D6 must be rolled. 10+ results in hull breach.

Building Movement Modifiers Table

Hexes moved in turn	Piloting Skill Modifier
1-2	0
3-4	+1
5-6	+2
7-9	+3
10+	+4

Critical Hits

(2D6)	Effect
2-7	No Hit
8-9	1 Hit
10-11	2 Hits
12	Head/Limb blown off or 3 Hits

Inferno Ammo Explosion Table

Heat Level	Avoid Number
10	4+
14	6+
19	8+
23	10+
28	12

Skid Modifier Table

Hexes moved	Modifier
0-2	-1
3-4	0
5-7	+1
8-10	+2
11+	+4

BattleTech Reference Table

according to the BattleTech Master Rules
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