Core Mechanics

Movement changes:

1. Walking is now a +0 modifier for the attacker
2. Units cannot fire when running, but generating an additional +1 modifier
3. TMM is the same as in Alpha Strike: a unit standing still generates no TMM, but otherwise the unit gets the full TMM. Critical hit effects to the legs decreasing movement will affect TMM normally. Example: a 'mech with a 5/8 movement profile and TMM of +2 taking a crit to the foot actuator will reduce movement to 4/6 and now generates a TMM of +1.
4. Jumping gives a +2 modifier for the attacker, but always generates full heat because it always generates the max TMM of movement +1
5. Standing still gives a -1 bonus to-hit for the attacker
6. One-hexside facing changes do not cost a movement point; 2 or 3 hexside facings cost one point in order to force 'mechs to use backwards movement and their restrictions for level changes.

Terrain:

7. Rough terrain affects PSR checks by +1 in addition to movement costs.
8. Partial cover gives a +2 modifier to hit. Roll 2D6 for hit location, but leg hits are re-rolled.
9. For L1 water: 1/2 TMM for moving unit. +2 to hit and re-roll per leg hit. Heat dissipation is vastly improved. In addition to number of submerged heat sinks to a maximum of 6 extra points of sinking ability, each leg generates an additional -2 sinking ability. This was reasoned that a 'mech being made mostly of metals, which are excellent conductors, would likely be able to dissipate more heat than the rules allow. Example: A Rifleman 3N standing in L1 water would dissipate 5 heat due to the two legs and one heatsink in the left leg. A Scorpion would dissipate 8 additional heat, but all limb hits would be re-rolled for the torso.
10. Woods work as normally for line of sight and direct-fire weapons. However, woods do not affect to-hit for missiles, but instead affect cluster hits to a minimum of 2. Each light woods decreases cluster hits roll by -1; heavy woods by -2. Therefore, missiles will have an easier time hitting, but may see decreased damage. A die result of 12 on cluster hits means that all missiles still connect. Line of sight still applies.
11. Skidding is removed. Consider a PSR to avoid a fall when running on pavement. If falling occurs, treat normally.

Combat:

12. Clubbing attacks force a PSR on hit. This gives more viability to hatchet and sword carrying 'mechs when compared to just kicking instead.
13. Side hit locations: Allow for rear torso shots for the corresponding side. For hits to the left side and right side, change die result 9 from the opposite torso to the corresponding rear torso. For punch location, change die roll 1 to the corresponding rear torso.
14. Ranges are calculated based on absolute ranges rather than each weapon's traditional range bracketing. For example, a small laser only has a maximum range of 3 hexes, but because it is within the new short-range bracket, it will only ever generate a +0 range modifier. This is similar to Alpha Strike, but keeps intact individual weapon maximums. This drastically reduces the math involved as every weapon, if it can hit, generates the same range modifier. A large laser and PPC would generate the same range modifier at 12 hexes, but a large laser can still only hit at 15 hexes and a PPC reach 18 hexes.
- Short: 6 (+0 modifier)
- Medium: 7 to 12 (+2 modifier)
- Long: 13 to 24 (+4 modifier)
- Extreme: 25+ (+6 modifier)

New Autocannon stats: Naming convention based on weight of ammunition fired per shot rather than damage. Damage buffed to improve competitiveness with lasers and missiles The damage improvement is the same for slug rounds of LB-X autocannons; however, the cluster rounds maintain their original damage of 2, 5, 10, and 20 points respectively.

	Damage	Heat	Minimum	Range	Weight	Crits	Shots/Ton
AC/2	3	1	4	24	6	1	50
AC/5	7	1	3	18	8	4	20
AC/10	12	3	0	15	12	7	10
AC/20	22	7	0	9	14	10	5