

# BATTLETECH™

## ATTACK MODIFIERS TABLE (PP. 19-20)

| All Attacks: Weapons and Physical                              |  | Modifier           | Weapon Attacks Only   |  |
|--|--|--------------------|---|--|
| <b>Gunnery Skill</b>   |  | Base Target Number | Heat [Heat Modifier (GATOR)]                                |  |
| <b>Attacker Movement Modifier (GATOR)</b>                      |  |                    | 0-7   | None   |
| Movement ( <i>modifiers are cumulative</i> )                   |  |                    | 8-12  | +1   |
| Stationary [White Movement Die, number 6 showing]              | None   |                    | 13-16   | +2   |
| Walked [White Movement Die]                                    | +1   |                    | 17-23   | +3   |
| Ran [Black Movement Die]                                       | +2   |                    | 24+   | +4   |
| Jumped [Red Movement Die]                                      | +3   |                    | <b>Target</b> [Multiple Targets Modifier (GATOR)]           |  |
| Prone  | +2   |                    | Secondary target in forward arc                             | +1   |
| <b>Target Movement Modifier (GATOR)</b>                        |  |                    | Secondary target in side or rear arc                        | +2   |
| Hexes Moved ( <i>highest applicable modifier only</i> )        |  |                    | <b>Specialized Attacks</b>                                  |  |
| Moved 0-2 hexes  | 0  |                    | Making Indirect Fire attack                                 | +1 (+2 instead if the spotter also attacked this turn)               |
| Moved 3-4 hexes  | +1   |                    | Spotting for Indirect Fire                                  | +1   |
| Moved 5-6 hexes  | +2   |                    | <b>Terrain Modifiers (GATOR) (modifiers are cumulative)</b> |  |
| Moved 7-9 hexes  | +3   |                    | Light Woods   | +1 per intervening hex;<br>+1 if target in light woods               |
| Moved 10-17 hexes  | +4   |                    | Heavy Woods   | +2 per intervening hex;<br>+2 if target in heavy woods               |
| Moved 18-24 hexes  | +5   |                    | Water   |  |
| Moved 25+ hexes  | +6   |                    | Depth 1   | +1; see Partial Cover Modifier, p. 17                                |
| <i>Other Movement (cumulative, including with Hexes Moved)</i> |  |                    | Depth 2   | Underwater 'Mechs cannot target units that are not underwater        |
| Jumped   | +1   |                    | Partial Cover   | +1; see Partial Cover Modifier, p. 17                                |
| Immobile   | -4   |                    | <b>Range Modifier (GATOR)</b>                               |  |
| Prone  | -2 from adjacent hex; +1 from all others                           |                    | Range   |  |
| <b>Attacker</b>  |  |                    | Short   | None   |
| 'Mech Damage [Damage Modifier (GATOR)]                         |  |                    | Medium  | +2   |
| Sensor hit   | +2   |                    | Long  | +4   |
| Shoulder hit   | +4 for weapons in arm,<br>disregard other damaged actuators in arm |                    | Minimum range   | [Minimum] - [Target Range] +1<br>(see Minimum Range Modifier, p. 18) |
| Upper or lower arm actuator (each)                             | +1 for weapons in arm  |                    |   |  |

## ATTACK MODIFIERS TABLE (P. 20)

| Physical Attacks Only                  | Modifier   |
|--|--|
| <b>Attacker</b>                        |  |
| 'Mech Damage [Damage Modifier (GATOR)] |  |
| Shoulder hit                           | No punch or physical weapon attacks with arm; no club attacks; +2 to push attacks (each)                     |
| Upper or lower arm actuator hit (each) | +2 to punch and physical weapon attacks with arm; half damage for punch attacks with arm; +2 to club attacks |
| Hand actuator hit                      | +1 to punch attacks with arm; no club attacks; no physical weapon attack with arm                            |
| Hip actuator hit                       | No kick attacks  |
| Upper or lower leg actuator hit (each) | +2 and half damage to all kick attacks   |
| Foot actuator hit                      | +1 to all kick attacks   |
| <b>Other Modifiers</b>                 |  |
| Charging attack                        | Modify for relative Piloting Skills (see Comparative Modifier, p. 25)  |
| Unintentional charge                   | +3   |
| Death from above attack                | Modify for relative Piloting Skills (see Comparative Modifier, p. 25)  |

## HEAT POINT TABLE (P. 37)

| Activity            | Heat Points  |
|---------------------|--|
| Walking             | +1 per turn  |
| Running             | +2 per turn  |
| Jumping             | +1 per hex (min. of 3 per turn)  |
| Attempting to stand | +1 per attempt   |
| Weapons fire        | Per entry in the Weapons and Equipment Table, p. 55, and on the record sheet                           |
| Heat sink           | -1 per operational heat sink<br>-1 additional per operational heat sink under water (maximum 6 points) |
| First engine hit    | +5 per turn  |
| Second engine hit   | +10 (total) per turn   |

## PHYSICAL ATTACK MODIFIERS TABLE (P. 24)

| Attack Type            | Modifier  |
|------------------------|-----------|
| Charging               | +0        |
| Clubbing               | -1        |
| Death From Above (DFA) | +0*       |
| Kicking                | -2        |
| Punching               | +0        |
| Pushing                | -1        |
| Physical Weapon        | See p. 28 |

\*All the normal attack modifiers apply, including the attacker's jumping movement, but the roll is not modified for terrain.

## HIT LOCATION TABLE (P. 23)

| 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. 31.

## DETERMINING CRITICAL HITS TABLE (P. 31)

| Roll (2D6) | Effect  |
|------------|---|
| 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.

## MOVEMENT COSTS TABLE (P. 10)

| Movement Action/Terrain Type           | MP Cost Per Hex/Terrain Cost             | Piloting Skill Roll |
|--|--|---------------------|
| Cost to Enter Any Hex                  | 1  | —                   |
| Terrain Cost When Entering Any New Hex |  |                     |
| Clear                                  | +0                                       | —                   |
| Paved/Bridge                           | +0                                       | —                   |
| Road                                   | +0*                                      | —                   |
| Rough                                  | +1                                       | —                   |
| Light woods                            | +1                                       | —                   |
| Heavy woods                            | +2                                       | —                   |
| Water                                  |  |                     |
| Depth 1                                | +1** (Level change MP cost not included) | -1                  |
| Depth 2+                               | +3** (Level change MP cost not included) | +0 (+1 if Depth 3+) |
| Level change (up or down)              |  |                     |
| 1 level                                | +1                                       | —                   |
| 2 levels                               | +2                                       | —                   |
| Rubble                                 | +1                                       | +0                  |
| Additional Movement Actions            |  |                     |
| Facing change                          | 1/hexside                                | —                   |
| Dropping to the ground                 | 1  | —                   |
| Standing up                            | 2/attempt                                | +0                  |

\* If traveling along road; otherwise cost of underlying terrain.  
 \*\* MP cost to move along the bottom of the water hex.

## PUNCH LOCATION TABLE (P. 28)

| Roll (1D6) | 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         |

## KICK LOCATION TABLE (P. 28)

| Roll (1D6) | Left Side | Front/Rear | Right Side |
|------------|-----------|------------|------------|
| 1-3        | Left Leg  | Right Leg  | Right Leg  |
| 4-6        | Left Leg  | Left Leg   | Right Leg  |

## DIFFERENT LEVELS TABLE (P. 25)

| Target is:                    | Allowed Physical Attack   |
|-------------------------------|---|
| Standing 'Mech 1 level higher | Charge, Punch (Kick Table), Club (Kick Table), Physical Weapon (Kick Table)   |
| Standing 'Mech 1 level lower  | Charge, Kick (Punch Table), Club (Punch Table), Physical Weapon (Punch Table) |
| Prone 'Mech 1 level higher    | Punch, Club, Physical Weapon  |
| Prone 'Mech 1 level lower     | None  |

Note: A 'Mech can always make a death from above attack if it has the necessary Jumping MP, provided the target is valid.

## FACING AFTER FALL TABLE (P. 43)

| 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    |



## PILOTING SKILL ROLL TABLE (P. 41)

| Situation  | Modifier                      |
|--|-------------------------------|
| Damage to 'Mech  |                               |
| 'Mech takes 20+ damage points in one phase                     | +1                            |
| 'Mech fusion reactor shuts down                                | +3 <sup>1</sup>               |
| Leg/foot actuator destroyed                                    | +1                            |
| Hip actuator destroyed   | +2                            |
| Gyro hit   | +3                            |
| Gyro destroyed   | Automatic fall <sup>2</sup>   |
| Leg destroyed  | Automatic fall <sup>3</sup>   |
| Physical Attacks Against 'Mech                                 |                               |
| 'Mech was kicked   | 0                             |
| 'Mech was pushed   | 0                             |
| 'Mech was successfully charged/hit by death from above         | +2                            |
| 'Mech's Actions  |                               |
| Missed kick  | 0                             |
| Made a successful charging attack                              | +2                            |
| Made a successful death from above attack                      | +4 <sup>4</sup>               |
| Entered Depth 1 water hex                                      | -1                            |
| Entered Depth 2 water hex                                      | 0                             |
| Entered Depth 3+ water hex                                     | +1                            |
| Attempted to stand   | 0                             |
| Entered rubble hex   | 0                             |
| Jumped with damaged gyro or leg/foot/hip actuators             | per Preexisting Damage, below |
| Jumped with destroyed leg                                      | per Preexisting Damage, below |
| Ran with damaged hip or gyro                                   | per Preexisting Damage, below |
| Special Cases  |                               |
| MechWarrior trying to avoid damage when their 'Mech is falling | +1/every level above 1        |
| Unintentional charge   | +3                            |
| Preexisting Damage   |                               |
| Per leg/foot actuator previously destroyed                     | +1                            |
| Per hip actuator previously destroyed                          | +2 <sup>5</sup>               |
| Gyro previously hit  | +3                            |
| Leg previously destroyed                                       | +5 <sup>6</sup>               |

<sup>1</sup>Only 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 a MechWarrior*, p. 43).  
<sup>2</sup>The modifier for a destroyed gyro is +6 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.  
<sup>3</sup>The modifier for a destroyed leg is +5 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.  
<sup>4</sup>Automatic fall if death from above attack is unsuccessful.  
<sup>5</sup>Ignore all modifiers from previous critical hits on that leg.  
<sup>6</sup>Do not add modifiers for other damaged actuators in the leg.

## CLUSTER HITS TABLE (P. 23)

| 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 |