

BATTLETECH™

ATTACK MODIFIERS TABLE (PP. 19-20)

Modifier		Modifier	
Gunnery Skill	Base Target Number	Heat [Heat Modifier (GATOR)]	
Attacker Movement Modifier (GATOR)		0–7	None
Movement		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	Target [Multiple Targets Modifier (GATOR)]	
Prone	+2	Secondary target in forward arc	+1
Target Movement Modifier (GATOR)		Secondary target in side or rear arc	+2
<i>Hexes Moved (highest applicable modifier only)</i>		Specialized Attacks (GATOR)	
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	Terrain Modifiers (GATOR) (modifiers are cumulative)	
Moved 7–9 hexes	+3	Light Woods	+1 per intervening hex; +1 if target in light woods
Moved 10–17 hexes	+4	Heavy Woods	+2 per intervening hex; +2 if target in heavy woods
Moved 18–24 hexes	+5	Water	
Moved 25+ hexes	+6	Depth 1	+1; see <i>Partial Cover Modifier</i> , 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 <i>Partial Cover Modifier</i> , p. 17
Immobile	–4	Range Modifier (GATOR)	
Prone	–2 from adjacent hex; +1 from all others	Range	
Attacker		Short	None
'Mech Damage [Damage Modifier (GATOR)]		Medium	+2
Sensor hit	+2	Long	+4
Shoulder hit	+4 for weapons in arm, disregard other damaged actuators in arm	Minimum range	[Minimum] – [Target Range] +1 (see <i>Minimum Range Modifier</i> , p. 18)
Upper or lower arm actuator hit (each)	+1 for weapons in arm		

ATTACK MODIFIERS TABLE (P. 20)

Physical Attacks Only	Modifier
Attacker	
'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
Other Modifiers	
Charging attack	Modify for relative Piloting Skills (see <i>Comparative Modifier</i> , p. 25)
Death from above attack	Modify for relative Piloting Skills (see <i>Comparative Modifier</i> , p. 25)

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

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
10–11	Roll 2 Critical Hits
12	Head or Limb Blown Off / Roll 3 Critical Hits*

*Roll 3 critical hits if the attack strikes a torso location.

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
Depth 3+	+3** (Level change MP cost not included)	+1
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. 25)			
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, Club (Kick Table), DFA, Physical Weapon (Kick Table), Punch (Kick Table)
Standing 'Mech 1 level lower	Charge, Club (Punch Table), DFA, Kick (Punch Table), Physical Weapon (Punch Table)
Prone 'Mech 1 level higher	Club, DFA, Physical Weapon, Punch
Prone 'Mech 1 level lower	DFA

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)	
Cause of PSR	Modifier
Damage to 'Mech	
'Mech takes 20+ damage points in one phase	+1
Involuntary fusion reactor shutdown	+3 ¹
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2 ²
Gyro hit	+3
Gyro destroyed	Automatic fall ³
Leg destroyed	Automatic fall ⁴
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 ⁵
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 ⁶	
MechWarrior trying to avoid damage when their 'Mech is falling	+1/every level above 1
Preexisting Damage	
Per leg/foot actuator previously destroyed	+1
Per hip actuator previously destroyed	+2 ⁷
Gyro previously hit	+3
Leg previously destroyed	+5 ⁸

¹ 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).
² This modifier can replace other modifiers. See *Hip (Leg)* on page 33 for details.
³ The modifier for a destroyed gyro is +6 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.
⁴ The modifier for a destroyed leg is +5 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.
⁵ Automatic fall if death from above attack is unsuccessful.
⁶ These cases do not cause PSRs, but their modifiers apply to all PSRs made.
⁷ Ignore all PSR modifiers from critical hits on that leg suffered in previous phases/turns.
⁸ Do not add PSR modifiers for other damaged actuators in the leg.

HEAT PT. 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
	-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
Physical Weapon	See p. 28
Punching	+0
Pushing	-1

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