

## PILOTING SKILL ROLL TABLE

Battlemech's Situation	Modifier
<b>Damage To Battlemech</b>	
Battlemech Takes 20+ Points of Damage in one phase	+ 1
Battlemech Reactor shuts down	+ 3 (1)
Leg/Foot/Hip Actuator destroyed	+ 1
Gyro Hit	+ 3
Gyro Destroyed	Automatic Fall
Leg Destroyed	Automatic Fall
<b>Physical Attacks on Battlemech</b>	
Battlemech was kicked	0
Battlemech was pushed	0
Battlemech was charged/death from above attack	+ 2
<b>Units Action</b>	
Battlemech Missed Kick	0
Battlemech Charging	+ 2
Battlemech Death From Above attack	+ 4 (2)
Battlemech entering Depth 1 Water	- 1
Battlemech entering Depth 2 Water	0
Battlemech entering Depth 3+ Water	+ 1
Battlemech Attempting to Stand	0
Battlemech entering Rubble Hex	0
Unit entering/leaving Light Building Hex	0 (3)
Unit entering/leaving Medium Building Hex	+ 1 (3)
Unit entering/leaving Heavy Building Hex	+ 2 (3)
Unit entering/leaving Hardened Building Hex	+ 5 (3)
Unit Skids	See Skid Modifier Table
Battlemech jumping with damaged leg actuators per additional modifiers below	
Pilot tries to avoid damage when mech is falling	+ 1/Level Fallen

(1) Only during the turn that the reactor shuts down. If the Mechwarrior must make a Piloting Skill Roll for a mech with a shutdown reactor, the Battlemech automatically falls.

(2) Automatic Fall if Death From Above attack is unsuccessful.

(3) To Avoid Damage Only. Does not result in a fall if Piloting Skill Roll Fails. See Buildings

**Additional Modifiers**

Per leg/foot actuator previously destroyed	+ 1
Per hip also/previously destroyed	+ 2
Gyro also/previously hit (automatic fall if 2 previous hits)	+ 3
Leg Previously destroyed	+ 5 (4)

(4) Do not add modifiers for the destroyed hip and other damaged actuators in leg

## BATTLEMECH

### HIT LOCATION TABLE

DiceRoll	LeftSide	Front/Rear	RightSide
(2d6)			
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	Right Torso	Right Leg
7	Left Torso	Center Torso	RightTorso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Leg
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

\* Apply Damage as normal then roll once on Determining Critical Hits table

## WEAPONS FIRE

### MODIFIERS TABLE

Attacker	
<b>Movement</b>	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
<b>Battlemech Damage</b>	
Sensor Hit	+2
Shoulder	+4 for weapons in arm
Arm Actuator (each)	+1 for weapons in arm
<b>Heat</b>	
8-12	+1
13-16	+2
17-23	+3
24+	+4
Prone	+2
<b>Range and Terrain</b>	
<b>Range</b>	
Short	None
Medium	+2
Long	+4
Minimum Range	+1 additional +1 per every 2" less than minimum
Light Woods	+1 per intervening 2" +1 if target in
Heavy Woods	+1 per intervening 1" +2 if target in
<b>Water</b>	
Depth 1	-1 to hit into water, use punch table +1 to hit from water
Depth 2+	No Fire (into or from)
<b>Target</b>	
Partial Cover	+1 See LOS pg94, EMR
Prone	-2 within 2" +1 outside 2"
Secondary Target	+1
Immobile	-4
<b>Movement</b>	
Moved Less than 6"	0
Moved at least 6"	+1
Moved at least 10"	+2
Moved at least 14"	+3
Moved at least 20"	+4
Jumped	+1 additional

## MOVEMENT COST TABLE

Terrain/Activity	MP Cost/Per Inch
Clear	1 MP/inch
Road/Paved/Bridge	1 MP/inch
Rough	2 MP/inch
Light Woods	2 MP/inch
Heavy Woods	3 MP/inch
<b>Water</b>	
Depth 0	1 MP/inch
Depth 1	2 MP/inch
Depth 2+	4 MP/inch
<b>Rubble</b>	
Light Building	4 MP
Medium Building	6 MP
Heavy Building	8 MP
Hardened Building	10 MP
<b>Elevation/Depth Change</b>	
MECH,Vtol,Sub	+2 MP/level
Infantry,Ground	+4 MP/level
Gradual Slope	+1 MP/inch
Facing Change	2 MP/per hexside
Dropping to ground	2 MP
Standing Up	4 MP

## MISSILE HITS TABLE

(2d6)	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

## HEAT POINT TABLE

Activity	HeatPoints
Walk	+1 per turn
Run	+2 per turn
Jump	+1 per 2" (min +3)
Attempt Stand	+1 per attempt
Weapons Fire	Per Weapon
One Engine Hit	+5 per turn
Two Engine Hits	+10 per turn
Walk Thru Fire	+2 per 2"
Stand in Fire	+5 per turn
Heat Sink	-1 per operational HS
	-2 per operationl Double HS
	-1 additional per HS under water-6HP Max
	-2 additional per Dbl HS under water-6MP Max

## CRIT HITS TABLE

(2d6)	Effect
2-7	No Critical Hits
8-9	Roll 1 Critical Hit
10-11	Roll 2 Critical Hits
12*	Head/Limb Blown Off/Roll 3 Crit Hits

\*Roll 3 Cit hits is section hit if Center Torso

## PUNCH LOCATION TABLE

(1d6)	Left Side	Front/Rear	Right Side
1	L. Torso	L. Arm	R. Torso
2	L. Torso	L. Torso	R. Torso
3	C. Torso	C. Torso	C. Torso
4	L. Arm	R. Torso	R. Arm
5	L. Arm	R. Arm	R. Arm
6	Head	Head	Head

## FACING AFTER A FALL TABLE

Die Roll	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	LeftSide