///// ALL ATTACKS /////

Attacker Movement

Stationary	+0
Walked (White Die)	+1
Ran (Black Die)	+2
Jumped (Red Die)	+3
Prone Biped Mech	+2 (w/o wpns in prop. arm)
Skidding	+1

Terrain

Light Woods/Jungle	+1
Heavy Woods/Jungle	+2
Water Depth 1	+1 (Partial Cover p.26 / 102)
Water Depth 2	— (p.26 / 102)
Partial Cover	+1 (p.26 /102)

Target

Prone	-2 adjacent / +1 other
Immobile	-4
Skidding	+2
Jumped	+1
Moved: 0-2	+0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6
Stealth Armor	+1 medium / +2 long

///// WEAPON ATTACKS /////

Attacker

Sensor Hit	+2
Shoulder Hit	+4 (arm wpns, disreg. actuat.)
Arm Actuator	+1 (arm weapons)
Heat: 0-7	+0
8-12	+1
13-16	+2
17-23	+3
24+	+4
Indirect Fire Attack	spotter AMM +1 or +2 if spot. att.
Spotting	+1
Targeting Computer	-1 (p. 114 / 143)
Pulse Laser	-2
Heavy Laser	+1
LB-X AC	-1 for (C)luster ammo
MRM & Rocket L.	+1
Flak	-2 against flying (p. 97 / 114)

Range and Terrain

Range:	Short	+0
	Medium	+2
	Long	+4
	Minimum	Min - Range + 1 (p.27 / 109)
Intervening hex/level in same building		+1 per hex/level (p.72 / 175)

Target

2nd Target Forward	+1
2nd Target Side/Rear	+2

Weather

Heavy Fog	+1 to (P) and (DE)
Light:	Reduced if target high heat!
Dusk/Dawn	+1
Full Moon Night	+2 (if target not illuminated)
Moonless Night	+3 (if target not illuminated)
Moderate/Heavy Rain	+1
Torrential Downpour	+2
Moderate/Heavy Snow	+1
Wind: Moderate Gale	+1 to (M)
Strong Gale	+2 to (M) / +1 to (DB)
Storm	+3 to (M) / +2 to (DB)

///// PHYSICAL ATTACKS /////

Attacker

Kick	-2
Punch	+0
Club	-1
Push	-1
Shoulder Hit	No pun, phy, club / +2 to push
Arm Actuator Hit	+2 to pun, phy, club half damage to punch
Hand Actuator Hit	No phy, club / +1 to punch
Hip Actuator Hit	No kick
Leg Actuator Hit	+2 and half damage to kick
Foot Actuator Hit	+1 to kick

Other Modifiers

Charging Attack	Relative Pilot Skill (p.34 / 40)
DFA	Relative Pilot Skill (p.34 / 40)
Rear Kick (quad only)	+1
Unintentional Charge	+3

Weather

Moonless Night	+1 (if target not illuminated)

///// CLUSTER HITS /////

	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	3	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	3	4	5	6	10	12
4	1	1	2	2	3	4	4	4	5	6	9	12	18
5	1	2	2	3	3	5	5	6	8	9	12	18	24
6	1	2	2	3	4	5	5	6	8	9	12	18	24
7	1	2	3	3	4	5	5	6	8	9	12	18	24
8	2	2	3	3	4	5	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

///// HIT LOCATIONS /////

	Left	Front-Rear	Right
2	LT Critical	CT Critical	RT Critical
3	LL / LRL	RA / RFL	RL / RRL
4	LA / LFL	RA / RFL	RA / RFL
5	LA / LFL	RL / RRL	RA / RFL
6	LL / LRL	RT	RL / RRL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL / LRL	LT
10	RA / RFL	LA / LFL	LA / LFL
11	RL / RRL	LA / LFL	LL / LRL
12	H	H	H

///// CRITICAL HITS /////

2-7: 0 hits   **8-9:** 1 hit   **10-11:** 2 hits

12: Limb blown off or 3 hits if Torso was hit

///// PUNCH LOCATIONS /////

	Left	Front-Rear	Right
1	LT	LA / LFL-LRL	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA / LFL	RT	RA / RFL
5	LA / LRL	RA / RFL-RRL	RA / RRL
6	H	H	H

///// KICK LOCATIONS /////

	Left	Front-Rear	Right
1-3	LL / LFL	RL / RFL-RRL	RL / RFL
4-6	LL / LRL	LL / LFL-LRL	RL / RRL

Terrain Cost

Cost To Enter Any Hex	1	
Clear	+0	
Road/Paved/Bridge	+0	
Rough	+1	
Sand	+0	PSR +1
Light Woods	+1	
Heavy Woods	+2	
Light Jungle	+2	PSR +1
Heavy Jungle	+3	PSR +2
Water Depth 1	+1	PSR -1
Water Depth 2	+3	PSR +0
Water Depth 3+	+3	PSR +1
Level Change 1	+1	
Level Change 2	+2	
Rubble	+1	PSR +0
Light Building	+1	PSR p. 67 / 166
Medium Building	+2	PSR p. 67 / 166
Heavy Building	+3	PSR p. 67 / 166
Hardened Building	+4	PSR p. 67 / 166

Additional Movement

Facing Change	+1/hexside	
Dropping to Prone	+1	
Standing Up	2/att.	PSR +0
Lateral Shift (Quads)	+1	

Terrain Modifications

Ice	+1	PSR +3 (to all PSRs)
Mud/D.Snow/Swamp	+1	PSR +1 (to all PSRs)

Weather Conditions

Light Fog	+1	
Heavy Fog	+2	
Full Moon Night	+1	(unless active searchlight)
Moonless Night	+2	(unless active searchlight)

Damage to Mech

20+ Points of Damage	+1
Involuntary Fusion Reactor Shutdown	+3
Leg/Foot Actuator Destroyed	+1
Hip Actuator Destroyed	+2
Gyro Hit	+3
Gyro Destroyed	Fall! Seatbelt+6
Leg Destroyed	Fall! Seatbelt+5

Physical Attacks Against Mech

Kicked or Pushed	+0
Sucessfully Charged / DFA	+2

Mech Actions

Missed Kick	+0
Successful Charge	+0
Successful DFA	+4
Stand Up Attempt	+0
Entered Water Depth 1	-1
Entered Water Depth 2	+0
Entered Water Depth 3+	+1
Entered Sand Hex	+1
Entered Light Jungle Hex	+1
Entered Heavy Jungle Hex	+2
Entered Rubble Hex	+0
Running + Facing Change on Pavem.	p. 68 / 62
Jumped with damaged gyro, leg, foot or hip actuators or destroyed leg	see preex. dmg
Ran with damaged gyro or hip	see preex. dmg

Terrain Modifications

Ice	+3 (to all PSRs)
Mud/Deep Snow/Swamp	+1 (to all PSRs)

Skidding Movement

Hexes moved:	
0-2	-1
3-4	+0
5-7	+1
8-10	+2
11-17	+4
18-24	+5
25+	+6

Building Movement

|	
Entering Light Building Hex	+0
Entering Medium Building Hex	+1
Entering Heavy Building Hex	+2
Entering Hardened Building Hex	+5
Hexes moved: 1-2	+0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6

Special Cases

Seatbelt Check when Falling	+1/per level >1
Quad Mech with all Legs	-2
Unintentional Charge	+3
Mech mounts AES in its Legs	-2
Mech mounts Hardened Armor	+1
Mech mounts small or torso-mounted Cockpit	+1

Preexisting Damage

Per Leg/Foot Actu. prev. Destroyed	+1
Per Hip Actuator prev. Destroyed	+2
Gyro prev. Hit	+3
Leg prev. Destroyed	+5

	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	1 Hexside Left	Left Side
6	2 Hexsides Left	Left Side

```
              1
        6           2
          ⇧Mech⇧
        5           3
              4
```
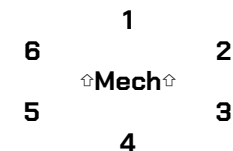
Activity	Heat Points
Walking	+1 per Turn
Running	+2 per Turn
Jumping	+1 per Hex (min. 3 per Turn)
Stand Up Attempt	+1 per Attempt
Weapons Fire	see Tables (p.120+ / 303+)
Equipment	see Tables (p.120+ / 303+)
Heat Sink	-1 per Heat Sink
	-2 per Double Heat Sink
	Double if underwater (max. 6 points)
First Engine Hit	+5
Second Engine Hit	+10 (total)

Run MP Calculation

Run MP = Walk MP x 1.5 (round up)

E.g.:	Walk	Run
	1	2
	2	3
	3	5
	4	6
	5	8
	6	9
	7	11

Line of Sight* (p. 22 / 100)

Terrain along the LOS between two units intervenes if:

- The level of the terrain or feature is equal to or higher than the level of both units or ...
- The terrain or feature is adjacent to the attacker and equal to or higher than the attacker's level or ...
- The terrain or feature is adjacent to the target and equal to or higher than the target's level.

Partial Cover

Partial cover is negated when the attacker's level is higher than the target's level.
Partial cover from water is not negated by this however.

Underwater

The water surface always provides partial cover.
A fully submerged target can only be attacked with submerged weapons, e.g. by underwater leg weapons or if the attacker is also fully submerged.

Attacking

1. Declare all Attacks (per initiative)
2. Resolve each Attack
   a. Calculate GAT(O) for base value
   b. Roll GATOR for each weapon
   c. Roll Hit Locations & Apply Damage
   d. Mark Ammo
3. Declare all Physical Attacks (per initiative)
4. Resolve each Physical Attack
   a. Calculate & Roll PATOR
   b. Roll Hit Location & Apply Damage
5. Mark Heat

Comparative Modifier

Attacker Piloting Skill - Target Piloting Skill

Damage Calculation

Fall: (Weight / 10*) x (Levels + 1)
Punch: Weight / 10*
Kick/Club: Weight / 5*
Charge: (Att. Weight/10) x Hexes moved (excl. Tgt. Hex)
      -> Attacker Damage: Target Weight/10
Ammo Explosion:
      Pilot: 2 Damage
      Mech: Shots x Damage Value
              or Missiles x Shots x Damage Value
Head: Always also 1 Damage to Pilot
* round up

Damage Groups

SRM: 2 points/group (1 missile = 1 group)
LRM: 5 points/group
AC LB-X: 1 points/group
Falling: 5 points/group
DFA: 5 points/group

Death From Above (DFA)

1. Declare in Movement Phase
2. Spend Jump MP
3. Stop adjacent to Target
4. No Weapon Attacks
5. Target Damage: (Weight / 10) x 3*
6. 5 Damage/Group on Punch Locations
   a. ... or Rear Hit Loc. if prone
7. Attacker Damage: (Weight / 5)
8. 5 Damage/Group on Front Kick Locations
9. Displace Target 1 Hex opposite Attacker

Falling

1. Fall PSR
2. Seat Belt Check PSR (w/ same modifiers as 1.)
   a. Fail: 1 Pilot Hit & Conscious Check
3. Roll Facing & Hit Location
4. Damage: (Weight / 10*) x (Levels + 1)

* round up

Standing Up

1. Declare Walk or Run
2. Spend 2 MP
3. Add 1 Heat (plus heat from movement)
4. PSR (no modifiers)
   a. Fail: Roll a new fall (and try again)
   b. Success: May continue Movement

* Check out the free GATOR & LOS Trainer app on
gamesbyfelix.com (click on Battletech)