

### ////// 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 [+10 Heat]

### ////// WEAPON ATTACKS ////

#### Attacker

Sensor Hit	+2
Shoulder Hit	+4 [arm wpns, disreg. actuat.]
Arm Actuator Hit	+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]
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### ////// 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

### ////// MOVEMENT COSTS ////

#### Terrain Cost

Cost To Enter Any Hex	1	
Clear	+0	
Road/Paved/Bridge	+0	
Rough	+1	
Rubble	+1	PSR +0
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	
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]

### ////// PILOTING SKILL ROLL ////

#### Damage to Mech

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

#### Physical Attacks Against Mech

Kicked or Pushed	+0
Successfully 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 pre ex. dmg
Ran with damaged gyro or hip	see pre ex. 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

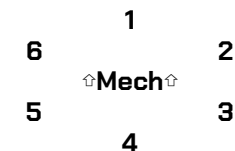
Seat Belt Check when Falling	+1/per level >1
Quad Mech with all Legs	-2
Unintentional Charge	+3
Mech mounts AES in its Legs	-2
Mech mounts Hardened Armor	+1
Mech mounts small or torso-mounted Cockpit	+1

#### Pre Existing Damage

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

### ////// FACING AFTER FALL ////

	New Facing	Hit Location
1	Same Direction	Front
2	1 Hex Side Right	Right Side
3	2 Hex Sides Right	Right Side
4	Opposite Direction	Rear
5	1 Hex Side Left	Left Side
6	2 Hex Sides Left	Left Side



### ////// HEAT POINTS ////

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]
Stealth Armor Active	+10

## ////// PROCEDURES ////

### 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.

### Under Water

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[0] 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

### 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 1 Damage to Pilot

### Damage Groups

**SRM:** 2 Damage/Group (1 missile = 1 group)

**LRM:** 5 Damage/Group

**AC LB-X:** 1 Damage/Group

**Charge:** 5 Damage/Group

**DFA:** 5 Damage/Group

**Fall:** 5 Damage/Group

**Kick:** All damage to one location

**Punch:** Each arm's damage to one location

### Falling

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

### 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

### Comparative Modifier

Attacker Piloting Skill - Target Piloting Skill

### Charge Attacks (p. 35 / 148)

1. Declare in Movement Phase
  - a. Spend walk or run MP
  - b. Stop adjacent to Target
2. No Weapon Attacks
3. If not interrupted in Weapon Attack Phase, resolve charge in Physical Attack Phase:
  - a. Base Target Number: Comparative Mod.
  - b. Target Dmg: (Weight / 10) x Hexes moved  
5 Damage/Group
  - c. Attacker Dmg: (Target Weight / 10)  
5 Damage/Group
  - d. Attacker moves into Target Hex and displaces Target by 1 Hex
  - e. Both roll PSR +2

### Push Attacks (p. 40 / 147)

1. Base Target Number: Piloting -1
2. Attacker must use both arms (arms cannot fire)
3. On success, Target is displaced and Attacker moves into Hex
4. Target Fall PSR

### Death From Above (DFA, p. 36 / 149)

1. Declare in Movement Phase
  - a. Spend Jump MP
  - b. Stop adjacent to Target
  - c. LOS Level: 2 levels above Target
2. No Weapon Attacks
3. If not interrupted in Weapon Attack Phase, resolve the DFA in Physical Attack Phase:
  - a. Base Target Number: Comparative Mod.
  - b. Target Damage: (Weight / 10) x 3\*  
5 Damage/Group in Punch Loc.  
... or Rear Hit Loc. if prone
  - c. Attacker Damage: (Weight / 5)  
5 Damage/Group in Front Kick Loc.
  - d. Attacker moves into Target Hex and displaces Target by 1 Hex
  - e. Attacker Fall PSR +4
  - f. Target Fall PSR +2

**Notes:**

**Notes:**

**Critical Hit Effects (p. 47 / 125)**

**Ammo:** Apply damage to int. structure. Pilot +2 Damage.

**Cockpit:** Pilot dead. Mech destroyed.

**Engine:** +5 heat/hit. 3 hits = Mech destroyed.

**Foot Act.:** PSR +1. Walking MP -1. PSR after jump. Kick +1.

**Gyro:** PSR +3. Seat Belt Check +6.  
PSR after run or jump.  
2 hits = auto fall & stay prone.

**Hand Act.:** Punch +1. No Phys. Weapon or Club attacks.

**Hip:** PSR +2 [overrides other foot/leg crits in leg].  
PSR after run or jump.  
Walking MP halved.  
No Kick attacks.  
Both hips destroyed: Movement MP = 0.

**Life Support:** Pilot +1 damage if heat 15-25.  
Pilot +2 damage if heat 26+.  
Pilot +1 damage if Mech submerged.

**Lo. Arm Act.:** Firing +2.  
Punch, Phys. Weapon, Club +2.  
Punch damage halved.

**Lo. Leg Act.:** PSR +1.  
Walking MP -1.  
PSR after jump.  
Kick +2 and damage halved.

**Sensors:** Weapon att. +2. 2 hits = No more Weapon att.

**Shoulder:** Weapon att. +4 [overrides other crits]  
Push +2.  
No more Punch, Phys. Weapon, Club att.

**Up. Arm. Act.:** Firing +1.  
Punch, Phys. Weapon, Club +2.  
Punch damage halved.

**Up. Leg. Act.:** PSR +1.  
Walking MP -1.  
PSR after jump.  
Kick +2 and damage halved.