

BATTLETECH REFERENCE SHEET

ATTACK MODIFIERS

All Attacks	Modifier
Attacker	
Movement ①	None
Stationary	+1
Walked	+2
Ran	+3
Jumped	+2
Prone	+2
Terrain	
Light Woods	+1 per intervening hex. +1 if target in Light Woods hex.
Heavy Woods	+2 per intervening hex. +2 if target in Heavy Woods hex.
Water ②	
Depth 1	-1 to hit a BattleMech in Water hex. (Partial Cover also applies) +1 to hit for BattleMech firing from Water hex. BattleMechs cannot fire into or out of depth 2+ Water hexes. +3 (Use <i>BattleMech Punch Location</i> table)
Depth 2+	
Partial Cover	
Target	
Prone	-2 from an adjacent hex. +1 from all other hexes.
Immobile	-4
Skidding	+2
Movement	
Moved 0 - 2 hexes	None
Moved 3 - 4 hexes	+1
Moved 5 - 6 hexes	+2
Moved 7 - 9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1
Unit is a Battle Armor unit	+1
Unit is stuck in a Swamp hex	-2
Weapon Attacks	
Attacker	
Gunnery Skill	as per Unit Record Sheet, or see <i>Average Gunnery Skills</i> table.
BattleMech Damage	
Sensors destroyed	+2
Shoulder destroyed	+4 for weapons in that arm. (Disregard modifiers for other damaged actuators in that arm)
Upper Arm Actuator destroyed	+1 for weapons in that arm.
Lower Arm Actuator destroyed	+1 for weapons in that arm.
Heat	
0 - 7	None
8 - 12	+1
13 - 16	+2
17 - 23	+3
24+	+4
Unit is making an indirect LRM attack	+1
Range and Terrain	
Range	
Short	None
Medium	+2
Long	+4
Minimum Range	+1 at minimum range. +1 per additional hex less than minimum range.
Attacker and Target on different levels of same building (concealment)	+3
Target	
Secondary Target (Forward Arc)	+1
Secondary Target (Side or Rear Arc)	+2
Physical Attacks	
Attacker	
Base To-Hit Number	See <i>Physical Attacks Base To-Hit Numbers and Damage</i> table.
BattleMech Damage	
Shoulder destroyed	No Punch or Hatchet/Sword attack with that arm. No Club attack allowed. +2 to Push attack. (Modifier cumulates for each shoulder)
Upper Arm Actuator destroyed	+2 to Punch or Hatchet/Sword attack with that arm (Half damage for a Punch attack with that arm) +2 to Club attack.
Lower Arm Actuator destroyed	+2 to Punch or Hatchet/Sword attack with that arm. (Half damage for a Punch attack with that arm) +2 to Club attack.
Hand Actuator destroyed	+1 to Punch attack with that arm. No Hatchet/Sword attack with that arm. No Club attack allowed.
Hip Actuator destroyed	No Kick attack allowed.
Upper Leg Actuator destroyed	+2 (Half damage for a Kick attack with that leg)
Lower Leg Actuator destroyed	+2 (Half damage for a Kick attack with that leg)
Foot Actuator destroyed	+1 to Kick attack with that leg.
Target	
Infantry	+3 to Stomp and Death From Above attacks.
Other Modifiers	
Charging Attack	Modify for relative piloting skills (p. 42).
Death from Above Attack	Modify for relative piloting skills (p. 42).

① Does not apply to infantry units.
② See *Underwater Operations* (p. 94) for exceptions.

AVERAGE GUNNERY SKILLS

Faction	Warrior Type			
	MechWarrior	ProtoMech Pilot	Vehicle Crew	Infantry
Inner Sphere	4	---	4	4
Clan	3	4	5	4

MISSILE HITS (2D6)

Roll	2	4	6	5	10	15	20
2	1	1	2	1	3	5	6
3	1	2	2	2	3	5	6
4	1	2	3	2	4	6	9
5	1	2	3	3	6	9	12
6	1	2	4	3	6	9	12
7	1	3	4	3	6	9	12
8	2	3	4	3	6	9	12
9	2	3	5	4	8	12	16
10	2	3	5	4	8	12	16
11	2	4	6	5	10	15	20
12	2	4	6	5	10	15	20

BATTLEMECH HIT LOCATION (2D6)

Roll	Left Side	Front / Rear	Right Side
2 *	Left Torso	Center Torso	Right Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Torso
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 as per normal.
Roll once on the *Determining Critical Hits* table.

BATTLEMECH PUNCH LOCATION (1D6)

Roll	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

BATTLEMECH KICK LOCATION (1D6)

Roll	Left Side	Front / Rear	Right Side
1 - 3	Left Leg	Right Leg	Right Leg
4 - 6	Left Leg	Left Leg	Right Leg

DETERMINING CRITICAL HITS (2D6)

Roll	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 *

* If the attack strikes a torso location.

PHYSICAL ATTACKS BASE TO-HIT NUMBERS AND DAMAGE

Physical Attack	Base To-Hit Number	Damage to Defender	Damage to Attacker
Punch	4	Attacker Tonnage ÷ 10	None
Club / Hatchet	4	Attacker Tonnage ÷ 5	None
Sword	3	(Attacker Tonnage ÷ 10) + 1	None
Push	4	None ①	None ②
Kick / Stomp	3	Attacker Tonnage ÷ 5	None
Charge / Ram	5	(Attacker Tonnage ÷ 10) x No. hexes moved ①	Defender Tonnage ÷ 10 ②
Death From Above	5	(Attacker Tonnage ÷ 10) x 3 ①	Attacker Tonnage ÷ 5 ②
Accidental Fall from Above	7	Attacker Tonnage ÷ 10	as per Falling Damage, as per Falling Damage.
Thrashing ③	Automatically Successful	Attacker Tonnage ÷ 3	(Piloting Skill Roll required)

Note: Round all numbers up to the nearest whole number when calculating damage; adjust for any actuator damage.
① Defending BattleMech is moved into the adjacent hex in line with the direction of attack.
② Attacking BattleMech moves into the hex formerly occupied by the Defender.
③ May only be made by a prone BattleMech occupying a Clear or Paved hex.

PHYSICAL ATTACKS FROM DIFFERENT ELEVATIONS

Target	Physical Attack Allowed		
1 Level Higher	BattleMech (standing)	Punch ①	Club ①
	BattleMech (prone)	Punch	Club
	ProtoMech, Vehicle, Infantry	Punch	Club
1 Level Lower	BattleMech (standing)	Kick ②	Club ②
	BattleMech (prone)	None	None
	ProtoMech, Vehicle, Infantry	None	None

Note: Death From Above is always allowed, if the Attacker has sufficient Jumping MPs.

① Use *BattleMech Kick Location* table.
② Use *BattleMech Punch Location* table.