

Battle Armor Design Rules – Charts and Tables (Version 0.98)

Battle Armor Attack Table (Expanded)						
Die Roll	Troopers Active					
(2D6)	1	2	3	4	5	6
2	1	1	1	1	1	1
3	1	1	1	2	2	2
4	1	1	2	2	2	2
5	1	1	2	2	3	3
6	1	1	2	2	3	3
7	1	2	2	3	3	4
8	1	2	2	3	4	4
9	1	2	3	3	4	5
10	1	2	3	4	4	5
11	1	2	3	4	5	6
12	1	2	3	4	5	6

Modifier To-Hit Battle Armor Table			
Armor Type	Range Band Base To-Hit Value for BattleMechs/Vehicles		
	Short	Medium	Long
Standard	+1	+3	+5
Prototype Stealth	+1	+4	+7
Basic Stealth	+1	+4	+7
Stealth	+2	+4	+7
Improved Stealth	+2	+5	+8
Mimetic	+1*	+3*	+5*

*Mimetic Armor also includes a modifier based on how far the unit moved.

Mimetic Armor To-Hit Modifier	
Hexes Moved	Modifier
0	+3
1	+2
2	+1
3+	+0

Camo System To-Hit Modifier	
Hexes Moved	Modifier
0	+2
1	+1
2	+0

Leg Attack Table (Expanded)	
Battle Armored Troopers Active	Base To-Hit Number
4-6	4
3	7
2	10
1	12

Swarm Attacks Table (Expanded)	
Battle Armored Troopers Active	Base To-Hit Number
4 – 6	7
1 – 3	10

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Infantry Range Modifier Table							
	Range In Hexes (To-Hit Modifier)						
Weapon Type	0	1	2	3	4	5	6
Rifle, Infantry	-2	0	+2	-	-	-	-
Shotgun, Infantry	-2	0	-	-	-	-	-
MG, Infantry	-2	0	+2	+4	-	-	-
Gauss Rifle, Infantry	-1	0	0	+2	+4	-	-
Gyrojet, Infantry	-1	0	+2	+4	-	-	-
Heavy Gyrojet, Infantry	-1	0	0	+2	+4	-	-
Flamer, Infantry	-1	0	+2	-	-	-	-
Laser, Infantry	-2	0	+2	+4	-	-	-
Pulse Laser, Infantry	-3	-2	0	-	-	-	-
SRM, Infantry	-1	0	0	+2	+2	+4	+4

Infantry Weapons Damage Table						
	Number of Squad/Point/Level I Members					
Weapon Type	1	2	3	4	5	6
Rifle, Shotgun	1	1	1	1	2	2
MG, Flamer, Gauss Rifle or Gyrojet	1	1	1	2	2	2
Laser, SRM, Pulse Laser, or Heavy Gyrojet	1	1	2	2	3	3

Boarding Actions Target Modifier Table	
Battle Armor Feature	Modifier
Battle Armor equipped with Claws and Magnetic Clamps	-1
Space Operations Adaptation	-1
Heavy Battle Claw	-1

Marine Points Table	
Personnel	Marine Points (each)
Clan Battle Armor	5
Clan Battle Armor with Vibro-Claws	6
Inner Sphere Battle Armor	4
Inner Sphere Battle Armor with Vibro-Claws	5
Clan Elemental (no armor)	2
Marine or Special Forces (DEST etc.)	1
Non-combatant ships crew/Fighter Pilot	0.25
Other service personnel (e.g. MechWarrior/Infantry/Vehicle Crew)	0.25
Civilians/Non-combatants	0.1

Boarding Action Results Table									
Ratio of Attackers Marine Points to Defenders Marine Points									
Dice Roll	Less than 1 to 3	1 to 3	1 to 2	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1	Greater than 3 to 1
2	E/1(R)	E/1 (R)	E/5 (R)	E/10 (R)	75/25 (R)	70/25 (R)	65/25 (R)	60/25 (R)	55/25 (R)
3	E/3 (R)	E/3 (R)	E/7 (R)	E/15 (R)	70/30 (R)	65/30	60/30	55/30	50/30
4	E/5 (R)	E/5 (R)	E/10 (R)	65/20	65/35	60/35	55/35	50/35	45/35
5	E/7 (R)	E/7	E/15	60/25	60/40	55/40	50/40	45/40	40/40
6	E/10	E/10	E/20	55/30	55/45	50/45	45/45	40/45	35/45
7	E/15	E/15	E/25	50/35	50/50	45/50	40/50	35/50	30/50
8	E/20	E/20	45/30	45/40	45/55	40/55	35/55	30/55	25/55
9	E/25	E/25	40/35	40/45	40/60	35/60	30/60	25/E (P)	20/E (P)
10	E/30	E/30	35/40	35/50	35/65	30/65 (P)	35/E (P)	20/E (P)	15/E (P)
11	E/35	30/35	30/35 (P)	30/55 (P)	40/70 (P)	25/E (P)	20/E (P)	15/E (P)	10/E (P)
12	30/40 (P)	25/40 (P)	25/50 (P)	25/60 (P)	25/75 (P)	20/E (P)	15/E (P)	10/E (P)	5/E (P)

The number to the left of the slash in each ratio column is the percentage of the defenders' total strength that should be subtracted from the attackers strength as a result of a successful attack. The number to the right of the slash is the percentage of the attackers total strength to be subtracted from the defenders' strength. Round up for results of .5 and above. If an E (eliminated) result appears to the left of the slash, eliminate the attacking force. If the E is to the right of the slash, eliminate the defending force. An additional letter may appear in parenthesis following some results. Interpret these as follows:

R = Attacker repulsed. The attacking force doubles any casualties taken this turn. If the defender wishes, they may take the offensive, and counter-board a docked Dropship or attack craft.

P = Partial Control. The attacking force has seized control of a large portion of the ship, and the defender must take the full damage indicated until an R result occurs or they eliminate the attackers.

Until a **P** result occurs, the defending force will only take half the indicated damage. When the defender's Marine Point total reaches 0 (or the defender chooses to surrender) the attacker captures the ship, and gains control of all systems. If an R result occurs, or the attacker's Marine Point total reaches 0, the boarding action fails.

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Weapons (Clan)

Weapon	MW	Damage	Ammo (wt. Kg)	Min	S	M	L	Component Slots	Mass (kg)	Heat
Light MG	Semi-Portable MG	1	50 (5)	-	1-2	3-4	5-6	1	50	1
MG	Support MG	2	50 (5)	-	1	2	3	1	50	1
Heavy MG	Semi-Portable AC	3	50 (5)	-	1	2	-	1	100	1
Flamer	Heavy Flamer	2	10 (5)	-	1	2	3	1	50	1
Medium Laser	Heavy Support Laser	5	30 (10)	-	1-3	4-6	7-9	3	200	3
Small Laser	Support Laser	3	30 (5)	-	1	2	3	1	95	1
Heavy Medium Laser	ER Heavy Support Laser	10	20 (5)	-	1-3	4-6	7-9	4	300	7
Heavy Small Laser	Semi-Portable Heavy Support Laser	6	20 (5)	-	1	2	3	3	250	3
ER Medium Laser	Very Heavy Support Laser	7	20 (5)	-	1-5	6-10	11-15	3	300	5
ER Small Laser	ER Support Laser	5	20 (5)	-	1-2	3-4	5-6	2	150	2
ER Micro Laser	ER Semi-Portable Support Laser	2	30 (5)	-	1	2	3-4	1	50	1
Medium Pulse Laser	Heavy Support Pulse Laser	7	12/Burst (5)	-	1-4	5-8	9-12	3	400	4
Small Pulse Laser	Support Pulse Laser	3	14/Burst (5)	-	1-2	3-4	5-6	1	200	2
Micro Pulse Laser	Semi-portable Support Pulse Laser	3	17/Burst (5)	-	1	2	3	1	60	1
Light Recoilless Rifle	Light Recoilless Rifle	1	20 (20)	-	1-2	3-4	5-6	2	75	1
Medium Recoilless Rifle	Medium Recoilless Rifle	2	20 (40)	-	1-2	3-5	6-7	2	140	1
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	20 (80)	-	1-3	4-5	6-9	3	225	1
SRM 1	SRM 1	2/missile	1 (10)	-	1-3	4-5	6-9	1	35	N/A
SRM 2	SRM 2	2/missile	1 (20)	-	1-3	4-5	6-9	1	70	N/A
SRM 3	SRM 3	2/missile	1 (30)	-	1-3	4-5	6-9	2	105	N/A
SRM 4	SRM 4	2/missile	1 (40)	-	1-3	4-5	6-9	2	140	N/A
SRM 5	SRM 5	2/missile	1 (50)	-	1-3	4-5	6-9	3	175	N/A
SRM 6	SRM 6	2/missile	1 (60)	-	1-3	4-5	6-9	3	210	N/A
SRM 1 (OS)	SRM 1 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	20	N/A
SRM 2 (OS)	SRM 2 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	40	N/A
SRM 3 (OS)	SRM 3 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	60	N/A
SRM 4 (OS)	SRM 4 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	80	N/A
SRM 5 (OS)	SRM 5 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	100	N/A
SRM 6 (OS)	SRM 6 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	120	N/A
Advanced SRM 1	Advanced SRM 1	2/missile	1 (10)	-	1-3	45-8	9-12	3	60	N/A
Advanced SRM 2	Advanced SRM 2	2/missile	1 (20)	-	1-3	45-8	9-12	3	95	N/A
Advanced SRM 3	Advanced SRM 3	2/missile	1 (30)	-	1-3	45-8	9-12	4	130	N/A
Advanced SRM 4	Advanced SRM 4	2/missile	1 (40)	-	1-3	45-8	9-12	4	165	N/A
Advanced SRM 5	Advanced SRM 5	2/missile	1 (50)	-	1-3	45-8	9-12	5	200	N/A
Advanced SRM 6	Advanced SRM 6	2/missile	1 (60)	-	1-3	45-8	9-12	5	235	N/A
Advanced SRM 1 (OS)	Advanced SRM 1 (OS)	2/missile	N/A	-	1-3	45-8	9-12	3	45	N/A
Advanced SRM 2 (OS)	Advanced SRM 2 (OS)	2/missile	N/A	-	1-3	45-8	9-12	3	65	N/A
Advanced SRM 3 (OS)	Advanced SRM 3 (OS)	2/missile	N/A	-	1-3	45-8	9-12	4	85	N/A
Advanced SRM 4 (OS)	Advanced SRM 4 (OS)	2/missile	N/A	-	1-3	45-8	9-12	4	105	N/A
Advanced SRM 5 (OS)	Advanced SRM 5 (OS)	2/missile	N/A	-	1-3	45-8	9-12	5	125	N/A
Advanced SRM 6 (OS)	Advanced SRM 6 (OS)	2/missile	N/A	-	1-3	45-8	9-12	5	145	N/A
LRM 1	LRM 1	1/missile	3 (25)	-	1-7	8-14	15-21	2	75	N/A
LRM 2	LRM 2	1/missile	3 (50)	-	1-7	8-14	15-21	2	150	N/A
LRM 3	LRM 3	1/missile	3 (75)	-	1-7	8-14	15-21	3	225	N/A
LRM 4	LRM 4	1/missile	3 (100)	-	1-7	8-14	15-21	3	300	N/A
LRM 5	LRM 5	1/missile	3 (125)	-	1-7	8-14	15-21	4	375	N/A
LRM 1 (OS)	LRM 1	1/missile	N/A	-	1-7	8-14	15-21	1	50	N/A
LRM 2 (OS)	LRM 2	1/missile	N/A	-	1-7	8-14	15-21	1	100	N/A
LRM 3 (OS)	LRM 3	1/missile	N/A	-	1-7	8-14	15-21	2	150	N/A
LRM 4 (OS)	LRM 4	1/missile	N/A	-	1-7	8-14	15-21	2	200	N/A
LRM 5 (OS)	LRM 5	1/missile	N/A	-	1-7	8-14	15-21	3	250	N/A
PPC	Semi-Portable PPC	1	15 (5)	-	1-2	3-5	6-7	2	60	1
Grenade Launcher	Heavy Grenade Launcher	1	5 (5)	-	1	2	3	1	35	1
Compact NARC	Compact NARC	N/A	2 (20)	-	1-2	3-4	5	2*	150	N/A
Light TAG	Light TAG	N/A	60 (5)	-	1-3	4-6	7-9	2	35	0
AMS	AMS	N/A	24 (20)	-	-	-	-	2^	100	0

*Unit cannot jump or perform swarm attacks until discarded.

^Weapon can only be carried as a support weapon. Acts as Clan AMS system for a unit until ammunition runs out or trooper #1 eliminated.

Torpedo versions of the Missile Launchers are available with the same weight and space requirements for SRM and LRM systems, but not for Advanced SRMs.

The Clans also have multi-purpose torpedo/missiles that can be used with SRM and LRM systems (but not Advanced SRMs). The number of salvos carried is reduced to half normal (divide by 2 and round down)

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Weapons (Inner Sphere)

Weapon	MW	Damage	Ammo (wt. Kg)	Min	S	M	L	Component Slots	Mass (kg)	Heat
MG	Support MG	2	50 (5)	-	1	2	3	1	50	1
Flamer	Heavy Flamer	2	10 (5)	-	1	2	3	1	50	1
Medium Laser	Heavy Support Laser	5	30 (15)	-	1-3	4-6	7-9	3	200	3
Small Laser	Support Laser	3	30 (5)	-	1	2	3	1	95	1
ER Medium Laser	ER Heavy Support Laser	5	20 (5)	-	1-4	5-8	9-12	3	300	5
ER Small Laser	ER Support Laser	3	20 (5)	-	1-2	3-4	5	2	150	2
Medium Pulse Laser	Heavy Support Pulse Laser	6	12/Burst (5)	-	1-2	3-4	5-6	3	400	4
Small Pulse Laser	Support Pulse Laser	3	14/Burst (5)	-	1	2	3	1	200	2
Light Recoilless Rifle	Light Recoilless Rifle	1	20 (20)	-	1-2	3-4	5-6	2	90	1
Medium Recoilless Rifle	Medium Recoilless Rifle	2	20 (40)	-	1-2	3-5	6-7	2	160	1
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	20 (80)	-	1-3	4-5	6-9	3	250	1
SRM 1	SRM 1	2/missile	1 (10)	-	1-3	4-5	6-9	1	60	N/A
SRM 2	SRM 2	2/missile	1 (20)	-	1-3	4-5	6-9	1	120	N/A
SRM 3	SRM 3	2/missile	1 (30)	-	1-3	4-5	6-9	2	180	N/A
SRM 4	SRM 4	2/missile	1 (40)	-	1-3	4-5	6-9	2	240	N/A
SRM 5	SRM 5	2/missile	1 (50)	-	1-3	4-5	6-9	3	300	N/A
SRM 6	SRM 6	2/missile	1 (60)	-	1-3	4-5	6-9	3	360	N/A
SRM 1 (OS)	SRM 1 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	50	N/A
SRM 2 (OS)	SRM 2 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	75	N/A
SRM 3 (OS)	SRM 3 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	125	N/A
SRM 4 (OS)	SRM 4 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	150	N/A
SRM 5 (OS)	SRM 5 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	175	N/A
SRM 6 (OS)	SRM 6 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	200	N/A
MRM 1	MRM 1	1/missile	1 (5)	-	1-3	4-8	9-15	1	75	N/A
MRM 2	MRM 2	1/missile	1 (10)	-	1-3	4-8	9-15	1	150	N/A
MRM 3	MRM 3	1/missile	1 (15)	-	1-3	4-8	9-15	1	225	N/A
MRM 4	MRM 4	1/missile	1 (20)	-	1-3	4-8	9-15	1	300	N/A
MRM 5	MRM 5	1/missile	1 (25)	-	1-3	4-8	9-15	1	375	N/A
MRM 1 (OS)	MRM 1 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	65	N/A
MRM 2 (OS)	MRM 2 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	130	N/A
MRM 3 (OS)	MRM 3 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	195	N/A
MRM 4 (OS)	MRM 4 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	260	N/A
MRM 5 (OS)	MRM 5 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	325	N/A
LRM 1	LRM 1	1/missile	3 (25)	6	1-7	8-14	15-21	2	90	N/A
LRM 2	LRM 2	1/missile	3 (50)	6	1-7	8-14	15-21	2	180	N/A
LRM 3	LRM 3	1/missile	3 (75)	6	1-7	8-14	15-21	3	270	N/A
LRM 4	LRM 4	1/missile	3 (100)	6	1-7	8-14	15-21	3	360	N/A
LRM 5	LRM 5	1/missile	3(125)	6	1-7	8-14	15-21	4	450	N/A
LRM 1 (OS)	LRM 1	1/missile	N/A	6	1-7	8-14	15-21	1	75	N/A
LRM 2 (OS)	LRM 2	1/missile	N/A	6	1-7	8-14	15-21	1	150	N/A
LRM 3 (OS)	LRM 3	1/missile	N/A	6	1-7	8-14	15-21	2	225	N/A
LRM 4 (OS)	LRM 4	1/missile	N/A	6	1-7	8-14	15-21	2	300	N/A
LRM 5 (OS)	LRM 5	1/missile	N/A	6	1-7	8-14	15-21	3	375	N/A
PPC	Semi-Portable PPC	1	15 (5)	-	1-2	3-5	6-7	2	60	1
Magshot	Magshot	2	20 (10)	-	1-3	4-6	7-9	3	70	1
Tsunami/Grand Mauler	Tsunami/Grand Mauler	1	5 (5)	-	1-2	3-4	5-6	1	25	1
Heavy Mortar	Heavy Mortar	2	20 (80)	2	1-3	4-6	7-9	3	300	1
Light Mortar	Light Mortar	1	20 (40)	2	1-2	3-4	5-6	2	100	1
Grenade Launcher	Heavy Grenade Launcher	1	20 (5)	-	1	2	3	1	35	1
Micro Grenade Launcher	Automatic Grenade Launcher	1	20 (5)	-	1	2	-	1	10	1
Compact NARC	Compact NARC	N/A	2 (20)	-	1-2	3-4	5	2*	150	N/A
Light TAG	Light TAG	N/A	60 (5)	-	1-3	4-6	7-9	2	35	0

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Torpedo versions of the Missile Launchers are available with the same weight and space requirements for SRM, MRM and LRM systems.