BATTLEFORCE 2

CHARTS AND TABLES

SKILL MODIFIERS TABLE

BattleTech Experience Level	BattleForce Skill Modifier
Green	+1
Regular	+0
Veteran	-1
Elite	-2

BUILDING TABLE

Building Type	MP to Enter*	Strength	Weight Limit	Affects LOS as
Base	2	12	L,M	
City	3	14	L,M,H	Clear
Fortress	4	16	L,M,H,A	Light Woods
				Heavy Woods

*Infantry only pay 1MP to enter Building hexes

CRITICAL HITS TABLE

2d6 Roll	BattleMech Critical Hit	Vehicle Critical Hit	Effects
2-7	No Critical Hit	No Critical Hit	—
8	Arm Actuator Hit	Turret Hit	+1 to attack target numbers
9	Leg Actuator Hit	Wheel/Track Hit	MP -1 (minimum 0)
10	Weapon Destroyed	Weapon Destroyed	Damage Values -1 at all ranges (minimum 0)
11	Engine Hit	Engine Hit	+1 Heat; third hit destroys element*
12	Head Blown Off	Crew Killed	Element destroyed

*Each Engine hit increases the heat build-up from firing weapons by +1. This includes standard attacks as well as attacks made while overheating. Elements that cannot overheat suffer no heat build-up, but the third engine hit still destroys the element.

MOVEMENT COST TABLE

Terrain Type	MP Cost Per Hex	Prohibited Units
Clear	1	naval, submarine
Road/Paved/Bridge	1**	naval, submarine
Rough/Rubble	2	naval, submarine, wheeled
Light Woods	2	hover, naval, submarine, wheeled
Heavy Woods	3	hover, naval, submarine, tracked, wheeled
Water	3***	infantry, tracked, wheeled
Elevation Change	+1 per level	—
Base	2	naval, submarine
City	3	naval, submarine
Fortress	4	Naval, submarine

*See the **Forces** section (p. 7) for more information on the movement of elements other than 'Mechs.
**If traveling along road; otherwise, use the MP cost of the underlying terrain.
***Water costs only 1MP per hex for hover, naval, and submarine units.
Infantry only pay 1MP to enter Building hexes.

COMMAND SUMMARY TABLE

Command	MP	Attacks	Other Effects
Alpha Strike!	—	—	Add +1 to the Overheat Values of the entire unit
Ambush**	—	—	**Hidden**: Reveal after opponent moves; may attack during opponent's turn*
Careful Aim	No Jump	-1	
Charge!	—	—	One Element in unit may make a Charging attack*
Death from Above	—	—	One Jumping element in unit may make a Death-from-Above attack*
Doubletime March	+1	+1	
Evasive Action	—	No attacks	**Hidden**: Reveal after attack is declared on unit; all attacks against unit suffer a +2 To-Hit Modifier
Fall Back!	+2	+2	Affects all subordinate units; no subordinate unit may move closer to enemy units*
Hello, HQ?**	No Move	—	**Negative**
Jam Transmission**	—	—	**Hidden**: Negate effects of one enemy command*
Luck of the Fox	—	—	**Hidden**: Reveal at any time; unit may make a single re-roll or force opponent to re-roll once
Stand and Shoot	No Move	-2	---

*See additional rules on p. 28.
**Special Command: counter is set aside for a turn rather than being returned to cup immediately after use.

SEQUENCE OF PLAY

1. Initiative Phase

2. Player Phases
       First Player Phases
       2a. Command Phase
       2b. Movement Phase
       2c. Combat Phase
       Second Player Phases
       2d. Command Phase
       2e. Movement Phase
       2f. Combat Phase

3. End Phase

ATTACK MODIFIER TABLE

Target's MP	Base To-Hit Number
0-2	4
3-4	5
5-6	6
7-9	7
10+	8

Range	Modifier
Pointblank	+0
Medium	+2
Long	+4

Target	Modifier
Can jump	+1
Is battle armor	+1
Is in Light Woods or City	+1
Is in Heavy Woods or Fortress	+2
Is in Water	-1

Attacker	Modifier
Is in Water	+1
Has exceptional Skill	+ (Skill Modifier)
Has Overheated	+ (Heat Level)
Is using Indirect Fire	+1
Has critical damage	See p. 26

BASIC COMMAND LIST: INNER SPHERE

1	Alpha Strike!
2	Ambush
3	Charge!
4	Doubletime March
5	Evasive Action
6	Hello, HQ?
7	Luck of the Fox
8	Stand and Shoot
9	Careful Aim
10	Careful Aim

BASIC COMMAND LIST: CLAN

1	Alpha Strike!
2	Alpha Strike!
3	Doubletime March
4	Evasive Action
5	Hello, HQ?
6	Luck of the Fox
7	Stand and Shoot
8	Stand and Shoot
9	Careful Aim
10	Careful Aim

PLANETARY ASSAULT
CHARTS AND TABLES

COMBINE UNIT REFERENCE TABLE

UNIT TYPE	Counter ID	MP	Attack	Defense	Toughness	Transport
BattleMech Units						
Light 'Mech Co (IS)	ML	3	1	8	6	—
Med 'Mech Co (IS)	MM	2	2	6	8	—
Hvy 'Mech Co (IS)	MH	1	3	5	10	—
Assault 'Mech Co (IS)	MA	1	4	4	12	—
Light 'Mech Co/Binary (IU/C2)	ML	4	1	8	5	—
Med 'Mech Co/Binary (IU/C2)	MM	3	2	7	7	—
Hvy 'Mech Co/Binary (IU/C2)	MH	2	4	6	9	—
Assault 'Mech Co/Binary (IU/C2)	MA	1	6	4	11	—
Light 'Mech Trinary (C2)	ML	4	2	7	6	**
Med 'Mech Trinary (C2)	MM	3	3	6	8	**
Hvy 'Mech Trinary (C2)	MH	2	6	5	10	**
Assault 'Mech Trinary (C2)	MA	1	8	3	12	**
Light 'Mech Binary (C1)	ML	4	2	8	5	—
Med 'Mech Binary (C1)	MM	3	3	7	7	—
Hvy 'Mech Binary (C1)	MH	2	5	6	9	—
Assault 'Mech Binary (C1)	MA	1	7	4	11	—
Light 'Mech Trinary (C1)	ML	4	3	7	6	—
Med 'Mech Trinary (C1)	MM	3	5	6	8	—
Hvy 'Mech Trinary (C1)	MH	2	7	5	10	—
Assault 'Mech Trinary (C1)	MA	1	9	3	12	—
Light Supernova Binary (C1)	ML	4	5	8	6	—
Med Supernova Binary (C1)	MM	3	6	7	8	—
Hvy Supernova Binary (C1)	MH	2	8	6	10	—
Assault Supernova Binary (C1)	MA	1	9	4	12	—
Light Supernova Trinary (C1)	ML	4	7	6	7	**
Med Supernova Trinary (C1)	MM	3	9	5	9	**
Hvy Supernova Trinary (C1)	MH	2	11	4	11	**
Assault Supernova Trinary (C1)	MA	1	13	3	13	**
Ground Vehicle Units						
Light Vehicle Co	GL	4	2	7	3	—
Med Vehicle Co	GM	3	4	6	5	—
Hvy Vehicle Co	GH	1	6	5	7	—
Assault Vehicle Co	GA	1	8	3	9	—
Supply Convoy	GC	2	0	5	4	—
Ground Trans Co/Binary	GT	2	2	6	5	2
Ground Trans Trinary	GT	2	3	5	6	3**
Artillery Co/Binary	AR	1	4*	3	3	—
Artillery Trinary	AR	1	6*	3	4	**
VTOL Units						
Attack VTOL Co	VA	5	2	9	4	—
Air Trans Co/Binary	VT	4	1	6	4	1
Air Trans Trinary	VT	3	2	5	5	2**
Naval Units						
Naval Trans Co/Binary	NT	2	2	5	6	3
Naval Trans Trinary	NT	2	3	4	7	5
Submarine Co	NS	2	6	4	7	—
Infantry Units						
Infantry Bn/Binary	IN	1	2	3	7	—
Infantry Trinary	IN	1	3	3	8	**
Battle Armor Co (IS)	IB	1	3	4	8	—
Battle Armor Binary (C1)	IB	1	4	4	9	—
Battle Armor Trinary (C1)	IB	1	6	3	10	**
Aerospace Fighter Units						
Light Fighter Sqd (IS)	FL	8	2	10	5	—
Med Fighter Sqd (IS)	FM	7	4	9	7	—
Hvy Fighter Sqd (IS)	FH	6	6	8	9	—
Light Fighter Sqd/Star (IU/C2)	FL	8	3	10	4	—
Med Fighter Sqd/Star (IU/C2)	FM	7	5	9	6	—
Hvy Fighter Sqd/Star (IU/C2)	FH	6	7	8	8	—
Light Fighter Star (C1)	FL	8	4	10	5	—
Med Fighter Star (C1)	FM	7	6	9	7	—
Hvy Fighter Star (C1)	FH	6	8	8	9	—
Dropship Groups (3 Dropships per group)						
DropShip Group (Sm trans)	DL	6	3	8	10	3
DropShip Group (Med Trans)	DM	5	4	6	11	6
DropShip Group (Lg Trans)	DH	4	6	4	12	9
DropShip Group (Assault)	DA	6	6	6	10	—
JumpShip	JU	0	0	3	8	—
Warships						
Small WarShip	WM	3	10*	5	13	—
Large WarShip	WH	2	12*	4	14	—
Space Station	SP	0	2	2	10	—
Settlements						
Fortress	T	0	4*	2	14	—
City	C	0	0	2	12	—
Base	B	0	2	2	8	—

*This unit can attack non-adjacent units. See Planetary Combat, p. 84.
**Trinary units count as two units when being carried by transports and DropShips.

TO-HIT MODIFIERS TABLE

Condition	Modifier
Attacker	
Quality Rating	
Green	+1
Regular	+0
Veteran	-1
Elite	-2
Out of Supply	+2
Damaged	+2
On Target's Flank	-1
On Target's Rear	-2
Harassed (enemy units adjacent to attacker)	+1 per unit
Target	
Damaged	-2
Out of Supply	-1
Harassed (enemy units adjacent to target)	-1 per unit
Target's Terrain*	
Arctic	-1
Base	+1
City	+2
Plains	+0
Desert	-1
Forest/Jungle	+2
Fortress	+3
Mountains	+3
Water	-2

*Double these modifiers for infantry units, whether the result is good or bad for the unit. Terrain modifiers are not cumulative; use the single highest applicable modifier only.

DAMAGE ROLL MODIFIERS TABLE

Condition	Modifier
Attacker	
Attack Rating	+Rating
Out of Supply	-2
Damaged	-2
On Target's Flank	+2
On Target's Rear	+4
Harassed (enemy units adjacent to attacker)	-1 per unit
Arctic Terrain*	+1
Desert Terrain*	-1
Target	
Damaged	+2
Out of Supply	+1
Harassed (enemy units adjacent to target)	+1 per unit

*This modifier applies to BattleMechs only.

BATTLE BOARD TERRAIN TABLE

Shaded Terrain	Outlying Terrain
Arctic	Arctic
Desert	Desert
Woods	Plains
Mountains	Woods
Plains	Plains
Space	Space
Water	Water
Island Hex	
Primary*	Water
Lake Hex	
Water	Primary*

*For Island and Lake hexes, the primary terrain feature is whatever non-water terrain is in the hex. For example, if the land in an Island hex is wooded, then the shaded boxes are considered Woods terrain, surrounded by water. If the land surrounding a lake is wooded, then the outlying terrain is Woods.

PLANETARY TERRAIN TABLE

Terrain type	MP Cost	Prohibited Units
Plains	1	Naval*
Woods	2(3)	Naval*
Mountains	3(4)	Naval*
Desert	2	Naval*
Arctic	2	Naval*
Water	1	BattleMech, Ground Vehicle, Infantry**

Aerospace and VTOL units pay 1MP per hex regardless of terrain. The MP cost in parentheses applies to ground vehicle units only (see Unit Reference Tables, p. 75).
*Naval units can occupy these hexes as long as there is some water in the hex.
**Ground Units can occupy these hexes as along as there is some land in the hex.