

CLASSIC BATTLETECH

MASTER RULES REVISED: CHARTS AND TABLES

PILOTING SKILL ROLL TABLE

BattleMech's Situation	Modifier
Damage to BattleMech	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech reactor shuts down	+3 ¹
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Automatic Fall
Leg destroyed	Automatic Fall
Physical Attacks on BattleMech	
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was successfully charged/ death from above attack	+2
Target's Actions	
BattleMech missed kick	0
BattleMech makes a successful charging attack	+2
BattleMech made death from above attack	+4 ²
BattleMech entering Depth 1 Water hex	-1
BattleMech entering Depth 2 Water hex	0
BattleMech entering Depth 3+ Water hex	+1
BattleMech attempting to stand	0
BattleMech entering Rubble hex	0
Running unit moves after facing change while on pavement	See Skidding Movement, below
Flanking VTOL moves after facing change	See <i>Sideslipping</i> , p.57
BattleMech jumping with damaged gyro or leg/foot/hip actuators	per Preexisting Damage, below
BattleMech jumping with destroyed leg	per Preexisting Damage, below
BattleMech running with damaged hip or gyro	per Preexisting Damage, below
Special Case	
MechWarrior trying to avoid damage when his BattleMech is falling	+1/level fallen
Preexisting Damage	
Per leg/foot actuator previously destroyed	+1
Per hip actuator previously destroyed	+2
Gyro previously hit	+3
Leg previously destroyed	+5 ⁴
Skidding Movement	
Hexes Moved in Turn	
0-2	-1
3-4	0
5-7	+1
8-10	+2
11+	+4
Building Movement³	
Unit entering/leaving Light Building hex	0
Unit entering/leaving Medium Building hex	+1
Unit entering/leaving Heavy Building hex	+2
Unit entering/leaving Hardened Building hex	+5
Hexes Moved in Turn	
1-2	0
3-4	+1
5-6	+2
7-9	+3
10+	+4

1. Only during the turn that the reactor shuts down. If the MechWarrior must make a Piloting Skill Roll for a Mech with a shut-down reactor, the BattleMech automatically falls.

2. Automatic fall if death from above attack is unsuccessful.

3. To avoid damage only. Does not result in a fall if Piloting Skill Roll fails. See *Buildings*, p. 49. Add an additional modifier of 1 if unit is charging or being charged (in addition to the +2 modifier normally required in that situation).

4. Do not add modifiers for other damaged actuators in the leg.

MOVEMENT COST TABLE

Terrain Type/Activity	MP Cost Per Hex	Prohibited Units
Clear	1	Naval
Paved/Road/Bridge	1 ³	Naval
Rough	2	Wheeled, Naval
Light Woods	2	Wheeled, Hover, Naval
Heavy Woods	3	Ground, Naval
Water		
Depth 0	1	Naval
Depth 1	2 ¹	Infantry, Ground ⁴
Depth 2+	4 ¹	Infantry, Ground ⁴
Elevation Change (up or down)		
1 level	+1 (Mechs, VTOL, Subs)	-
2 levels	+2 (Mechs, VTOL, Subs)	Infantry, Ground
3+ levels	+1/level (VTOL, Subs)	Mechs, Infantry, Ground
Rubble	2 ¹	Wheeled, Naval
Light Building	2 ²	Naval
Medium Building	3 ²	Naval
Heavy Building	4 ²	Naval
Hardened Building	5 ²	Naval
Movement Actions		
Facing Change	1/hexside ⁵	-
Dropping to the Ground	1	-
Standing Up	2/attempt	-

- Piloting Skill Roll required to prevent falling.
- Piloting Skill Roll required to prevent damage; infantry pays only 1 MP to enter or leave any building.
- If traveling along road; otherwise cost of underlying terrain.
- Hovercraft may enter all Water hexes.
- No cost for Infantry.

FACING AFTER A FALL TABLE

Die Roll (1D6)	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	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

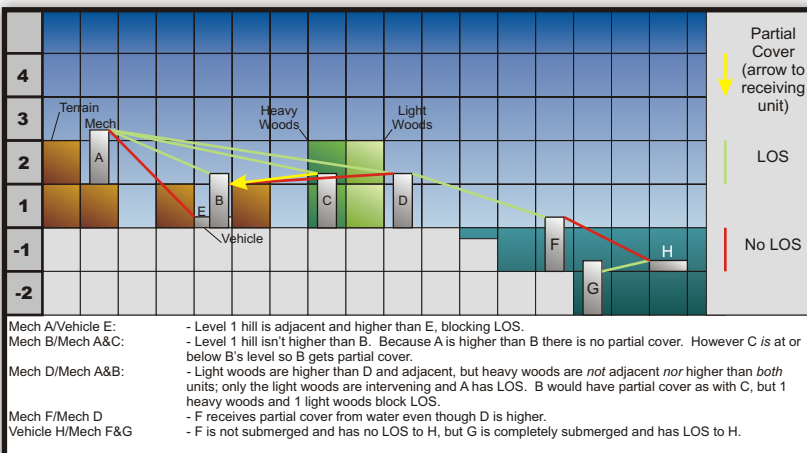
BUILDING MODIFIERS TABLE

Building Type	Original CF	Piloting MP Cost*	Skill Modifier
Light	1-15	2	0
Medium	16-40	3	+1
Heavy	41-90	4	+2
Hardened	91-150	5	+5

* Infantry pay only 1 MP to enter a Building hex, regardless of type.

HEAT POINT TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Attempting to Stand	+1 per attempt
Weapons Fire	Per Weapons and Equipment Tables, p. 121
Heat Sink	-1 per operational heat sink
	-2 per operational double heat sink
	-1 additional per heat sink under water (maximum 6 points)
	-2 additional per double heat sink underwater (maximum 6 points)
First Engine Hit	+5 per turn
Second Engine Hit	+10 (total) per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn



ATTACK MODIFIERS TABLE

All Attacks: Weapons and Physical Attacker	Modifier
Movement*	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain	
Light Woods	+1 per intervening hex; +1 if target in light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Water**	
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
Depth 2	+3 (use BattleMech Punch Location Table)
Partial Cover	
Target	
Prone	-2 from adjacent hex; +1 from all others
Immobile	-4
Skidding	+2
Movement	
Moved 0-2 hexes	0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1 additional
Is battle armor unit	+1
Is stuck in Swamp hex	-2
Weapon Attacks only	
Attacker	
BattleMech Damage	
Sensor Hit	+2
Shoulder Hit	+4 for weapons in arm, disregard other damaged actuators in arm
Upper or lower Arm Actuator (each)	+1 for weapons in arm
Heat	
0-7	None
8-12	+1
13-16	+2
17-23	+3
24+	+4
Making indirect LRM attack	+1
Range and Terrain	
Range	
Short	None
Medium	+2
Long	+4
Minimum Range	+1 at minimum range, additional +1 per hex less than minimum range
Attacker and target on different levels of Same building (Concealment)	+3
Target	
Secondary target in forward arc	+1
Secondary target in side or rear arc	+2
Physical Attacks Only	
Attacker	
BattleMech Damage	
Shoulder Hit	No punching or hatchet/sword attack with arm; No clubbing attacks; +2 to pushing attack (each)
Upper or Lower Arm Actuator Hit (Each)	+2 to punching and hatchet/sword attack with arm; half damage for punching attack with arm; +2 to clubbing attacks
Hand Actuator Hit	+1 to punching attack with arm; no clubbing attacks; no hatchet/sword attacks with arm
Hip Actuator Hit	No kicking attacks
Upper or Lower Leg Actuator Hit (Each)	+2 and half damage to kicking attack with leg
Foot Actuator Hit	+1 to kicking attack with leg
Target	
Infantry	+3 to kicking 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)

* Does not apply to infantry units.
** See *Underwater Operations*, p. 94 for exceptions.

MISSILE HITS TABLE										
Die Roll (2D6)	Number of Missiles Fired									
	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

GROUND VEHICLE HIT LOCATION TABLE

Die Roll (2D6)	Front/Rear	Side
2*	Armor (critical)	Armor (critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor ³	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor ³
10	Turret Armor	Turret Armor
11	Turret Armor ⁴	Turret Armor ⁴
12*	Turret Armor (Critical)	Turret Armor (Critical)

Note: If there is no turret, then all turret hits become normal armor hits.

1. A track, axle, or lift fan has been destroyed; the unit cannot move for the rest of the game. If a hovercraft suffers this hit while over Depth 1 or deeper water, it sinks and is destroyed.

2. A drive, wheel, or air-skirt has been damaged; -1 Cruising MP for the rest of the game.

3. If the vehicle is a hovercraft, an air-skirt has been damaged; -1 Cruising MP for the rest of the game. If not a hovercraft, no additional effect.

4. The turret locks in its current position and cannot be moved for the rest of the game; it can only fire out of its current arc. If there is no turret, no additional effect.

* A result of 2 or 12 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the *Determining Critical Hits Table*, p. 36

GROUND VEHICLE CRITICAL HITS TABLE

Die Roll (1D6)	Result
1	Crew Stunned (no actions for the rest of this turn and 2 more turns)
2	Main Weapon jams (No fire from largest system for 1 turn)
3	Engine Hit (No movement for rest of game; if a hovercraft suffers this hit while over Depth 1 or deeper water, it sinks and is destroyed.)
4	Crew killed (Vehicle out of game)
5	Fuel Tank Hit (Vehicle explodes)
6	Ammo/Power Plant Hit (Vehicle explodes)

BATTLEMECH PUNCH LOCATION TABLE

D6 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 TABLE

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

INFERNO AMMO EXPLOSION TABLE

Heat Level	Avoid Number
10	4+
14	6+
19	10+
23	12+
28	

BATTLEMECH HIT LOCATION TABLE

Die Roll (2D6)	Left Side	Front/Rear	Right Side
2*	L. Torso (critical)	C. Torso (critical)	R. Torso (critical)
3	Left Arm	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. 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 to the armor in that section in the normal manner, but the attacking player also rolls once on the *Determining Critical Hits Table*, p. 36

DETERMINING CRITICAL HITS TABLE

Die Roll (2D6)	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/Roll 3

*Roll 3 critical hit locations if the attack strikes the torso area.