

# BATTLETECH™

## TABELLE DI RIFERIMENTO RAPIDO

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- To Hit numbers and fire modifiers tables
- Hit location, missiles and critical determination tables
- Miscellaneous tables (check, movement, facing, effects)

### BASE TO-HIT NUMBERS

<u>Firing weapons</u>	
Short.....	4
Medium.....	6
Long.....	8
<u>Physical attacks</u>	
Punch.....	4
Kick (one leg only, PC +0 if missed)....	3
Push.....	4
Charge (PC +2).....	5
Death from Above (PC +2).....	5
Hatchet/Club.....	4

### ACTION MODIFIERS TO HIT

<u>'Mech Attacker</u>	<u>Action</u>	<u>Modifier</u>
	Stationary.....	+0
	Walked.....	+1
	Ran.....	+2
	Jumped.....	+3
	Prone.....	+2
<u>Target</u>	Shut down.....	- 4
	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
	Prone (adjacent hex).....	- 2
	Prone (non adjacent hex).....	+1
	Secondary.....	+1

### TERRAIN MODIFIERS TO HIT

Light woods.....	+1/hex
Heavy woods.....	+2/hex
Water level 1.....	-1/hex (PHT)
Water level ≥ 2.....	cannot fire/be fired
Partial Cover.....	+3 (PHT)

### TERRAIN COSTS FOR MOVEMENT (AND PILOTING CHECKS)

<u>Terrain type</u>	<u>MP/entering hex</u>
Clear.....	1
Light woods.....	2
Heavy woods.....	3
Elevation change.....	1/level
Rough/Rubble.....	2 (PC +0/+1)
Facing change.....	1/hexside
Dropping to ground.....	1
Standing up.....	2
<u>Water (cannot run)</u>	
level 0.....	1
level 1.....	2 (PC - 1)
level 2.....	4 (PC +0)
level 3.....	4 (PC +1)

### FACING AFTER A FALL (AND WHERE DAMAGE IS DEALT)

<u>Die</u>	<u>New facing</u>	<u>Damage</u>
1	Same	Front/Back
2	1 hexside right	Right side
3	2 hexsides right	Right side
4	Opposite direction	Front/Back
5	2 hexsides left	Left side
6	1 hexside left	Left side

### PILOTING CHECK TABLE

<u>BattleMech's situation</u>	<u>Modifier</u>
<u>Physical attack on 'Mech</u>	
Kicked.....	+0
Pushed.....	+0
Charged.....	+2
<u>Damage to 'Mech</u>	
≥ 20 damages in one turn.....	+1
Reactor shut down.....	+3
Per leg/foot actuator destroyed.....	+1
Per hip (max 2) destroyed.....	+2
<u>BattleMech's actions</u>	
Missed kick.....	+0
Charging/Death from above.....	+2
Entering water level 1.....	- 1
Entering water level 2.....	+0
Entering water level 3.....	+1
Trying to get up.....	+0
MechWarrior avoid falling dmg.....	+1/levl
BattleMech entering Rough/Rubble.....	+0/+1
'Mech trying to stand up on one leg.....	+5

### HIT LOCATION TABLE

<u>Dice Roll</u>	<u>Left side</u>	<u>Front/Back</u>	<u>Right side</u>
2	Lt. Torso (Crit.)	Ct. Torso (Crit.)	Rt. Torso (Crit.)
3	Lt. Leg	Rt. Arm	Rt. Leg
4	Lt. Arm	Rt. Arm	Rt. Arm
5	Lt. Arm	Rt. Leg	Rt. Arm
6	Lt. Leg	Rt. Torso	Rt. Leg
7	Lt. Torso	Ct. Torso	Rt. Torso
8	Ct. Torso	Lt. Torso	Ct. Torso
9	Rt. Torso	Lt. Leg	Lt. Torso
10	Rt. Arm	Lt. Arm	Lt. Arm
11	Rt. Leg	Lt. Arm	Lt. Leg
12	Head	Head	Head

### PUNCH HIT LOCATION TABLE

To use when hit by punches or hand-held weapons, or if Target in Partial Cover, or Target in adjacent hex 1 level under Attacker

<u>Die</u>	<u>Left side</u>	<u>Front/Back</u>	<u>Right side</u>
1	Lt. Torso	Lt. Arm	Rt. Torso
2	Lt. Torso	Lt. Torso	Rt. Torso
3	Ct. Torso	Ct. Torso	Ct. Torso
4	Lt. Arm	Rt. Torso	Rt. Arm
5	Lt. Arm	Rt. Arm	Rt. Arm
6	Head	Head	Head

### MISSILE HIT TABLE

<u>Dice roll</u>	<u>Number of missile fired</u>						
	2*	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

\* Use this column also to find the number of shots hitting the Target when firing double rate with Ultra Autocannon

### CRITICAL HITS EFFECT

<b>Head</b> .....	<u>Life supports</u> .....	1 damage per turn to MechWarrior if heat is 15-24. 2 damages per turn if is ≥ 25
	<u>Cockpit</u> .....	MechWarrior is dead, BattleMech out of game
	<u>Sensors</u> .....	1 <sup>st</sup> hit: +2 To-Hit with all firing weapons. 2 <sup>nd</sup> hit: BattleMech cannot fire
<b>Center torso</b> .....	<u>Engine</u> .....	1 <sup>st</sup> hit: +5 heat per turn. 2 <sup>nd</sup> hit: +10 heat per turn. 3 <sup>rd</sup> hit: BattleMech out of game
	<u>Gyro</u> .....	1 <sup>st</sup> hit: +3 to all Piloting Checks. 2 <sup>nd</sup> hit: BattleMech falls and cannot stand up
<b>Arm</b> .....	<u>Shoulder</u> .....	+4 To-Hit for punches and weapons on that arm
	<u>Each Arm actuator</u> .....	Cumulative +2 To-Hit for punches and +1 To-Hit for weapons on that arm; punch damage halved. Not cumulative with Shoulder destroyed modifier
	<u>Hand</u> .....	BattleMech cannot pick anything and use hand held weapons with that hand
<b>Leg</b> .....	<u>Hip</u> .....	+2 to all Piloting Checks per hip. 1 <sup>st</sup> hip: movement halved (rounding up). 2 <sup>nd</sup> hip: no movement.
	<u>Each Leg actuator</u> .....	Cumulative - 1 MP and +1 to all Piloting Checks; kick damage halved
<b>Weapon</b> .....	Weapon destroyed. Gauss Rifle destroyed deals 20 damage points (treat as ammo explosion)	
<b>Ammo</b> .....	Deals damage equal to: number of shots left x damage dealt by one shot. MechWarrior takes 2 damages	
<b>Jump Jet</b> .....	Jump Jet destroyed. - 1 jump MP per Jump Jet destroyed	
<b>Heat Sink</b> .....	Heat Sink destroyed. - 1 heat bleed per Heat Sink destroyed. - 2 if Double Heat Sink equipped	

### CRITICAL HITS TABLE

<u>Die roll</u>	<u>Effect</u>
2-7.....	No effect
8-9.....	Roll 1 critical hit
10-11.....	Roll 2 critical hits
12.....	Limb/Head blown off, or Roll 3 critical hits

### KICK LOCATION TABLE

Use when hit by kicks or if Target is in adjacent hex 1 level over Attacker

<u>Die roll</u>	1-3	4-6
<u>Left side</u>	Lt. Leg	Lt. Leg
<u>Front/Back</u>	Rt. Leg	Lt. Leg
<u>Right side</u>	Rt. Leg	Rt. Leg