

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

Head	<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 st hit: +2 To-Hit with all firing weapons. 2 nd hit: BattleMech cannot fire
Center torso	<u>Engine</u>	1 st hit: +5 heat per turn. 2 nd hit: +10 heat per turn. 3 rd hit: BattleMech out of game
	<u>Gyro</u>	1 st hit: +3 to all Piloting Checks. 2 nd hit: BattleMech falls and cannot stand up
Arm	<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
Leg	<u>Hip</u>	+2 to all Piloting Checks per hip. 1 st hip: movement halved (rounding up). 2 nd hip: no movement.
	<u>Each Leg actuator</u>	Cumulative - 1 MP and +1 to all Piloting Checks; kick damage halved
Weapon	Weapon destroyed. Gauss Rifle destroyed deals 20 damage points (treat as ammo explosion)	
Ammo	Deals damage equal to: number of shots left x damage dealt by one shot. MechWarrior takes 2 damages	
Jump Jet	Jump Jet destroyed. - 1 jump MP per Jump Jet destroyed	
Heat Sink	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