

Attack Modifiers

Attacker

Stationary	None	
Walked	+1	}
Ran	+2	
Boosted	+3	
Jumped	+3	
Prone	+2	

Target

Prone	+1/-2 (within 1")	
Immobile	-4	
Moved		}
less than 3"	0	
at least 3"	+1	
at least 5"	+2	
at least 7"	+3	
at least 10"	+4	
at least 18"	+5	
more than 25"	+6	
Boosted	+0 additional	
Jumped	+1 additional	

Range

Short	0
Medium	+1
Long	+2
Extreme	+3
Minimum	(Min-Rng*)+1

*round up range

Terrain

Water	
Depth 1	+1
Depth 2+	no LOS
Intervening Woods	
Each 1"	+1/1"
Over 3"	no LOS
Target In Woods	+1 additional

Partial Cover 0
any rolls on the hit locations table resulting in a location that is clearly >50% hidden counts as a miss

Damage

Sensor Hit	+2
Shoulder Hit	+4 (max)
Actuator Hit	+1/actuator

Secondary Target

In Forward Arc	+1
In Side Arc	+2
In Rear Arc	+2

Movement

Rough/Rubble	+1
Light Woods	+1
Water	
Depth 0	+0
Depth 1	+1 ^{1 2}
Depth 2+	+2 ^{1 2}
Level Change	
1 Level	+1
2 Levels	+2
3+ Levels	Prohibited

Pivot (once/move)	Free 30°
Facing Change	1/60°
Dropping Prone	1
Standing Up	2/attempt

1 does not include cost for level change
2 requires PSR for each hex moved

Falling Direction

Roll	Facing	Damage
1	Same	Front
2	1 Right	Right
3	2 Right	Right
4	Opposite	Rear
5	2 Left	Left
6	1 Left	Left

Critical Hits

Roll	Result
2-7	No critical hit
8-9	Roll 1 critical
10-11	Roll 2 criticals
12	Blown Off or Roll 3 criticals

Piloting Skill Rolls

Damage to Mech

20+ Points of Damage	+1/20 Damage
Fusion Reactor Shutdown	+3 ¹
Leg/Foot Actuator Destroyed	+1
Hip Actuator Destroyed	+2
Gyro Hit	+3
Gyro Destroyed	Auto Fall ²
Leg Destroyed	Auto Fall ³

Physical Attacks

was Kicked	0
was Pushed	0
was Charged/DFA'd	+2

Unit Actions

Missed Kick	0
Kicked	0
Successful Charge/Charged	+2
Executed DFA	+4 ⁴
Entered Depth 1 Water	-1
Entered Depth 2 Water	0
Entered Depth 3+ Water	+1
Attempted to Stand	0
Jumped with damage	
Leg/Foot/Hip Actuator Destroyed Leg	+1/actuator +5 ⁶
Ran with Damage	
Hip Actuator	+2 ⁵
Gyro	+3

Special Cases

Avoid Falling Damage	+1/level ⁷
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Preexisting Damage

Per Leg/Foot Actuator	+1/actuator
Per Hip Actuator	+2 ⁵
Gyro Hit	+3
Leg Destroyed	+5 ⁶

1 only in the same phase as the shutdown; otherwise fall it automatic
2 the modifier to avoid damage in this fall is +6
3 the modifier to avoid damage in this fall is +5
4 if the DFA is unsuccessful, the fall is automatic
5 ignore all modifiers for other previous critical hits on that leg
6 do not add modifiers for other damaged actuators in that leg
7 when falling, the mech counts as 1 level above the underlying terrain