

BATTLETECH REFERENCE SHEET

PILOTING SKILL MODIFIERS

Situations Requiring a Piloting Skill Roll	Modifier
BattleMech Damage	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech Reactor shuts down	+3 ①
Leg or Foot Actuator is destroyed	+1
Hip Actuator is destroyed	+2
Gyro is hit	+3
Gyro is destroyed	Automatic Fall
Leg is destroyed	Automatic Fall
Physical Attacks against BattleMech	
BattleMech is successfully Kicked	0
BattleMech is successfully Pushed	0
BattleMech is successfully hit by a Charge	+2
BattleMech is successfully hit by a DFA	+2
Unit's Action	
BattleMech misses a Kick	0
BattleMech makes a successful Charge	+2
BattleMech makes a successful DFA	+4
BattleMech makes an unsuccessful DFA	Automatic Fall
BattleMech makes a Thrashing attack	0
BattleMech enters a Water hex of Depth 1	-1
BattleMech enters a Water hex of Depth 2	0
BattleMech enters a Water hex of Depth 3+	+1
BattleMech enters a Rubble hex	0
BattleMech attempts to stand	0
BattleMech runs with a damaged Hip or Gyro	as per Pre-existing Damage, below.
BattleMech jumps with pre-existing damage	as per Pre-existing Damage, below.
BattleMech jumps with a destroyed Leg	as per Pre-existing Damage, below.
Unit enters or leaves a Building hex	as per Building Movement, below.
Unit continues move after changing facing when running or flanking on a Pavement hex	as per Skidding Movement, below.
VTOL continues move after changing facing when flanking	See <i>Slideslipping</i> (p. 57).
Special Circumstances	
MechWarrior is attempting to avoid damage when thier BattleMech is falling	+1 per level fallen.
Additional Modifiers	
Piloting Skill	as per Unit Record Sheet, or see <i>Average Piloting Skills</i> table.
Pre-existing Damage	
per Leg or Foot Actuator destroyed	+1 (Modifier cumulates)
per Hip Actuator destroyed	+2 (Modifier cumulates)
Gyro hit	+3
Leg destroyed	+5 ②
Skidding Movement	
Movement	
Moved 0 - 2 hexes	-1
Moved 3 - 4 hexes	0
Moved 5 - 7 hexes	+1
Moved 8 - 10 hexes	+2
Moved 11+ hexes	+4
Building Movement ③	
Unit enters or leaves a Light Building hex	0
Unit enters or leaves a Medium Building hex	+1
Unit enters or leaves a Heavy Building hex	+2
Unit enters or leaves a Hardened Building hex	+5
Unit is charging or being charged in a Building hex	+1 in addition to normal charge modifiers.
Movement	
Moved 1 - 2 hexes	0
Moved 3 - 4 hexes	+1
Moved 5 - 6 hexes	+2
Moved 7 - 9 hexes	+3
Moved 10+ hexes	+4

- ① Only for the occasion when the BattleMech reactor actually shuts down. If a MechWarrior must make a Piloting Skill Roll for a Mech which has already shut-down, the BattleMech automatically falls.
 ② Do not add any modifiers for other damaged actuators in that leg.
 ③ Piloting Skill Roll is made to avoid damage only. A failed roll does not result in a fall. See *Buildings* (p.50).

AVERAGE PILOTING SKILLS

Faction	Warrior Type			
	MechWarrior	ProtoMech Pilot	Vehicle Crew	Infantry
Inner Sphere	5	---	5	---
Clan	4	---	6	---

MOVEMENT COSTS

Terrain Type	MP Cost per hex	Prohibited Units		
Clear	1	Naval		
Rough	2	Naval	Wheeled	
Light Woods	2	Naval	Wheeled	Hover
Heavy Woods	3	Naval	Ground	
Water				
Depth 0	1	Naval		
Depth 1	2 ①		Ground ①	Infantry
Depth 2+	4 ①		Ground ①	Infantry
Pavement / Road / Bridge	1 ②	Naval		
Building				
Light	2 ②	Naval		
Medium	3 ②	Naval		
Heavy	4 ②	Naval		
Hardened	5 ②	Naval		
Rubble	2 ②	Naval	Wheeled	
Activity				
Movement Actions				
Facing Change	1 per hexside. ③			
Dropping to the Ground	1			
Standing Up	2 per attempt.			
Elevation Change				
1 Level	+1 (Mech, Sub, VTOL)			
2 Levels	+2 (Infantry, Ground)			
3+ Levels	+2 (Mech, Sub, VTOL)		Ground	Infantry
	+1 per level. (Sub, VTOL)	Mech	Ground	Infantry

- ① Piloting Skill Roll required to prevent BattleMech falling.
 ② Piloting Skill Roll required to avoid damage to BattleMech. Infantry pay only 1 MP to enter or leave any building.
 ③ If the unit is travelling along the road, otherwise cost is as per the underlying terrain type.
 ④ Hovercraft may enter Water hexes at the surface level elevation.
 ⑤ No cost for Infantry.

HEAT POINTS

Activity	Heat Points
Walking	+1 per turn.
Running	+2 per turn.
Jumping	+1 per hex. (Minimum 3 points)
Attempting to Stand	+1 per attempt.
Weapons Fire	as per the <i>Weapons and Equipment</i> tables.
Heat Sink	-1 per operational heat sink.
	-1 per heat sink under water. (Maximum 6 points)
Heat Sink (Double)	-2 per operational double heat sink.
	-2 per double heat sink under water. (Maximum 6 points)
Engine Hits	+5 per turn for 1st hit.
	+5 per turn for 2nd hit.
Fire	+2 per hex containing fire that a unit moves through.
	+5 per turn for a unit standing in fire.

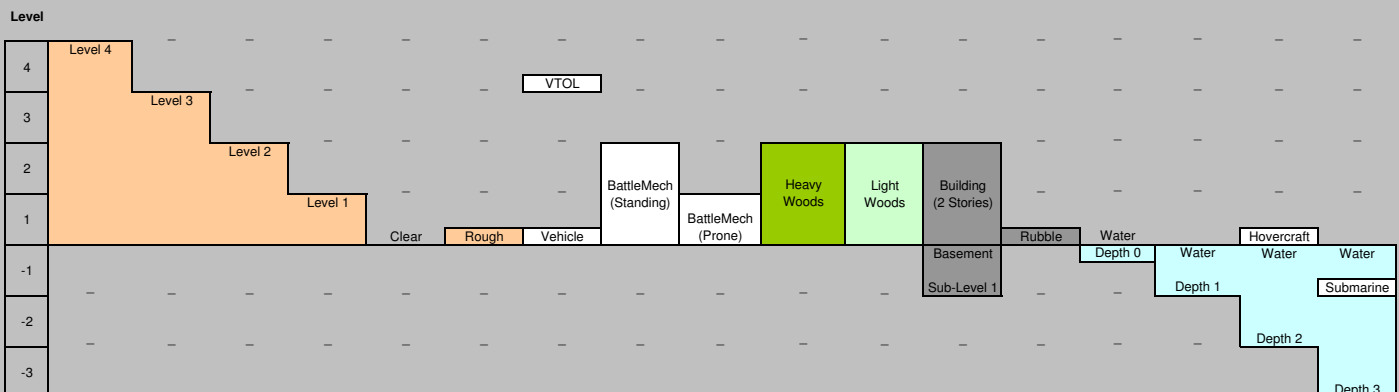
FACING AFTER A FALL (1D6)

Roll	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

FALLING DAMAGE

BattleMech Tonnage	Number of Hexes Fallen	+ 1
10		

ELEVATION AND HEIGHT COMPARISONS



Note: Objects such as Rough terrain hexes, Rubble hexes, depth 0 Water hexes and Vehicles do not rise a level of elevation higher than that upon which they occupy.