

ATTACK MODIFIERS TABLE

SKILL (SATOR)		OTHER MODIFIERS (SATOR)		OTHER MODIFIERS (SATOR) CONTINUED		RANGE MODIFIERS (SATOR)		
Attacker	Modifier Skill Level	Intervening Terrain	Modifier	Attack	Modifier	Range	Distance	Modifier
Base Target Number		Woods	+1	Is an Area-Effect Attack	+1	Short	Up to 6"	+0
ATTACKER MOVEMENT MODIFIERS (SATOR)		Underwater	+1	Is an Indirect Fire Attack	+1	Medium	>6" to 24"	+2
Attacker	Modifiers	Partial Cover	+1	Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target	+1	Long	>24" to 42"	+4
Jumping Movement	+2	Physical Attack Type	Modifier	Is attacking a secondary target	+1	Extreme	>42"	+6
Standstill	-1	Charge	+1	Is from unit that is also spotting	+1	Variable TMM		
Ground/Minimum Movement	+0	Death From Above (DFA)	+1	Is using REAR special ability	+1			
TARGET MOVEMENT MODIFIERS (SATOR)		Anti-Mech Infantry Attack	+1	Is from IndustrialMech with no AFC special	+1	Distance traveled	TMM	
Ground Movement	+TMM	Attacker is convention infantry	+3	<i>Is from Support Vehicle with:</i>		0-4"		+0
Standstill/Minimum Movement	+0	Target is transporting battle armor	+3	Basic Fire Control (BFC) special	+1	5-8"		+1
Jumping Movement	+TMM	Target	Modifier	Neither AFC nor BFC specials	+2	9-12"		+2
Strong Jump Jets (JMPS#)	+#	Is airborne Aerospace	+2	Is from a grounded DropShip	-1	13-18"		+3
Weak Jump Jets (JMPW#)	-#	Is airborne DropShip	-2	Is from unit with BattleMech Shield (SHLD) special	+1	19-34"		+4
Submersible Movement	+TMM	Is airborne VTOL or WIGE	+1	Is from unit with Fire Control Hit (per hit)	+2	>35"		+5
Strong Submersible Movement (SUBS#)	+#	Is Battle Armor	+1	Is from unit with Heat Level > 0	+Heat			
Weak Submersible Movement (SUBW#)	-#	Is Large (LG, SLG, or VLG specials)	-1	Is an artillery attack from an airborne unit	+1			
Immobile	-4	Is Protomech	+1					
Dropped by Airborne Unit	+3	Has STL special active	Varies					

DETERMINING CRITICAL HITS TABLE

2d6	'Mech	Protomech	Vehicle
2	Ammo Hit	Weapon Hit	Ammo Hit
3	Engine Hit	Weapon Hit	Crew Stunned
4	Fire Control Hit	Fire Control Hit	Fire Control Hit
5	No Critical Hit	MP Hit	Fire Control Hit
6	Weapon Hit	No Critical Hit	No Critical Hit
7	MP Hit	MP Hit	No Critical Hit
8	Weapon Hit	No Critical Hit	No Critical Hit
9	No Critical Hit	MP Hit	Weapon Hit
10	Fire Control Hit	Unit Destroyed	Weapon Hit
11	Engine Hit	Weapon Hit	Crew Killed
12	Unit Destroyed	Weapon Hit	Engine Hit

MOTIVE SYSTEMS DAMAGE TABLE

Unit Motive Type	2D6 Roll Modifier	2D6 Roll	Motive Effect
Tracked/Naval	+0	2-8	No effect
Wheeled/Hovercraft	+1	9-10	-1 Move, -1 TMM
VTOL/WIGE	+2	11	-50% Move, -50% TMM
		12	Unit immobilized

