

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	0-3 hexes	+0
ATTACKER MOVEMENT MODIFIERS (SATOR)		Underwater	+1	Is an Indirect Fire Attack	+1	Medium	4-12 hexes	+2
Attacker	Modifiers	Partial Cover	+1	Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target	+1	Long	13-21 hexes	+4
Jumping Movement	+2	Physical Attack Type	Modifier	Is attacking a secondary target	+1	Extreme	22+ hexes	+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>		0-2 hexes	+0	
Standstill/Minimum Movement	+0	Target is transporting battle armor	+3	Basic Fire Control (BFC) special	+1	3-4 hexes	+1	
Jumping Movement	+TMM	Target	Modifier	Neither AFC nor BFC specials	+2	5-6 hexes	+2	
Strong Jump Jets (JMPS#)	+#	Is airborne Aerospace	+2	Is from a grounded DropShip	-1	7-9 hexes	+3	
Weak Jump Jets (JMPW#)	-#	Is airborne DropShip	-2	Is from unit with BattleMech Shield (SHLD) special	+1	10-17 hexes	+4	
Submersible Movement	+TMM	Is airborne VTOL or WIGE	+1	Is from unit with Fire Control Hit (per hit)	+2	18+ hexes	+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	P r o t o m e c h	Vehicle
2	Ammo Hit	W e a p o n H i t	Ammo Hit
3	Engine Hit	W e a p o n	Crew Stunned

		H i t	
4	Fire Control Hit	F i r e C o n t r o l H i t	Fire Control Hit
5	No Critical Hit	M P H i t	Fire Control Hit
6	Weapon Hit	N o C r i t i c a l H i t	No Critical Hit
7	MP Hit	M P H i t	No Critical Hit
8	Weapon Hit	N o C r i t i c a l H i t	No Critical Hit
9	No Critical Hit	M P H i t	Weapon Hit
10	Fire Control Hit	U n	Weapon Hit

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11 Engine Hit Crew Killed

12 Unit Destroyed 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

MOVEMENT COST TABLE

Terrain Type	Move Cost Per Hex	Prohibited Movement Mode/Unit Type
Base Move	1	-----
Clear	+0	Naval
Paved/Road/Bridge	+0	Naval
Rough	+1	Naval, Wheeled
Rubble	+1	Naval
Woods	+1	Air, Hover, Rail, Wheeled
Water		
Surface Only	+0	All except Hover, Naval, WiGE
Depth 0	+0	Ground, Infantry
Depth 1	+1	Ground, Infantry, Industrialmechs
Depth 2+	+3	Ground, Infantry, Industrialmechs
Level Changes (up or down)		
Per 1 elevation	+1 ('Mechs, Protomech)	
Per 1 elevation	+1 (VTOLs in Air)	
Per 1 depth	+1 (Submarines in Water)	
Per 1 elevation	+2 (Infantry, Ground Vehicles)	

