

### ATTACK TABLE

Base To-Hit Number: Gunnery Skill

Range	Modifier
Short	+0
Medium	+2
Long	+4
Extreme	+8

#### Target/Intervening Conditions

Angle of Attack

Attack against aft	+0
Attack against nose	+1
Attack against side	+2
Target is at 0 velocity	-2
Second or subsequent target	-1

Weapon is capital scale vs.

target less than 500 tons. +5\*

Firing through atmospheric hex@ +2 per hex

Firing into or out of screen hex +2

#### Attacker Conditions

Attacker exceeded Safe Thrust

this turn +2

Attacker is out of control +2

Attacker has pilot damage +1 per box

Attacker has CIC or FCS critical damage +2 per box

Attacker has sensors crit damage +1 per box or +5 if sensors destroyed

#### Special Weapons and Equipment

Weapon is LB-X -1

Weapon is pulse -2

Weapon is heavy laser or MRM +1

Aerospace Fighter with TC -1\*\*

Barracuda missile

(not teleoperated) -2

Goldfish +1

@ This applies to atmospheric hexes on the space map, not to hexes on the atmospheric or BattleTech maps

\* Does not apply to capital missiles, which are designed to track small targets.

\*\* Only applies to certain weapons (see p. 134, BMR or p. 148, BMR(Revised))

### CONTROL ROLL TABLE

Base Target Number: Piloting Skill

#### Modifiers

Pilot/crew damage	+1 per crossed box
Avionics Damage	+1 per crossed box
Life Support Damage	+1 per crossed box
Atmospheric operations	+2
Above Safe Thrust	+1

### RE-ENTRY TABLE

Situation	Modifier (max. 6)
Craft has engine damage	+1 per box crossed out
Craft has damage to thrusters	+1 per box crossed out
Craft has no thrust*	+6

\* A craft is considered to have no thrust if it cannot generate any thrust due to critical engine damage or a lack of fuel.

### TURNING COST TABLE

Current Velocity	Thrust Point Cost
0-2	1
3-5	2
6-7	3
8-9	4
10	5
11	6
12+	+1 per point

### RANDOM MOVEMENT TABLE

1D6 Die Roll Result	Effect
1	Forward 1 hex, turn left 2 hexsides
2	Forward 1 hex, turn left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, turn right 1 hexside
6	Forward 1 hex, turn right 2 hexsides

### HIT LOCATION TABLE

#### FIGHTERS

2D6

Roll	Nose	Aft	Side	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Weapon	Aft/Weapon	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensors	Nose/Sensors
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Engine	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Nose/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gear	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

#### DROPSHIPS

2D6

Roll	Nose	Aft	Side	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Wing/FCS	Wing/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensors	Nose/Sensors
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Docking Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensors	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

#### JUMPSHIPS/WARSHIPS

2D6

Roll	Nose	Aft	Side
2	Nose/Life Support	Aft/Fuel	Nose/Weapon
3	Nose/Control	Aft/Avionics	Nose/Avionics
4	Fore-Right/Weapon	Aft-Right/Weapon	Front-Side/Grav Deck
5	Fore-Right/Thruster	Aft-Right/Thruster	Front-Side/Weapon
6	Nose/CIC	Aft/Engine	Front-Side/Docking Collar
7	Nose/Control	Aft/Weapon	Front-Side/K-F Drive
8	Nose/Sensors	Aft/Engine	Aft-Side/Cargo
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft-Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft-Side/Weapon
11	Nose/Crew	Aft/Control	Aft/Weapon
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

### HEAT POINT TABLE

Activity	Heat Points
Weapons Fire	Per Combat Tables, pp. 99-101
Heat Sinks	-1 per operational heat sink -2 per operational double heat sink
Engine damage	+2 per hit

### WEAPON RANGE TABLE

Range Bracket	Hexes (Standard)	Hexes (Capital)
Short	0 - 6	0 - 12
Medium	7 - 12	13 - 24
Long	13 - 20	25 - 40
Extreme	21 - 25	41 - 50





### ATMOSPHERIC CONTROL MODIFIERS

Condition	Control Roll Modifiers
Per 20 points of damage	+1
Unit is spheroid Dropship	+1
Unit is aerodyne Dropship	0
Unit is fighter	-1

### ALTITUDE TABLE

Hexrow	Altitude (km)	Max. Safe Velocity
Ground	0 - 17	2
Row 1	18 - 35	3
Row 2	36 - 53	6
Row 3	54 - 71	9
Row 4	72 - 89	12
Interface	90 - 107	15

### STRAIGHT MOVEMENT TABLE

Effective Velocity	Minimum Stright Movement (in hexes) Aerospace/	
	Conventional Fighter	Aerodyne Dropship
1-3	1/1	1
4-6	1/1	2
7-9	2/1	3
10-12	3/2	4
13-15	4/3	5
16+	5/4	6

### ALTITUDE LEVEL TABLE

Altitude Level	Minimum (in meters)	Maximum (in meters)
11 (Space)	18,000+	
10	5,001	18,000
9	2,001	5,000
8	1,001	2,000
7	751	1,000
6	501	750
5	251	500
4	151	250
3	101	150
2	51	100
1 (NOE)	1	50
0 (Ground)	0	0

### RAMMING ATTACKS TABLE

Base To-Hit Number: 6 + (target Piloting Skill - attacker Piloting Skill)

#### Modifiers

Attacker existing damage:

Sensor Damage	+1
Avionics damage	+1 per box

Target is:

Fighter	+4
Dropship	+2
Jumpship	0
Warship	+1
Space station	-1
Cannot spend thrust	-2

Attacker is:

Fighter	-2
Dropship	-1
Warship	+1

### STRAIGHT MOVEMENT ON BATTLETECH MAPS TABLE

Effective Velocity	Minimum Stright Movement (in hexes)
1	5
2	6
3	8
4	10
5	13
6	16
7	20
8	25
9	32

### SPECIAL MANEUVER TABLE

Maneuver	Min/Max Velocity	Thrust Cost	Piloting Modifier	Effect
Loop	Min 4	4	+1	The unit spends its first 4 points of velocity in the loop, though the actual velocity remains unchanged. The remainder is spent normally.
Immelmann	Min 3	4	+1	The unit gains two altitude levels and ends the maneuver facing any hexside. Velocity drops by 2. The remainder is spent normally.
Split-S	Any	2	+2	The unit loses two altitude levels and ends the maneuver facing any hexside. Velocity increases by 1.
Hammerhead turn	Any	Velocity	+3	The unit remains in the hex it started, but turns 180 degrees.
Half-roll	Any	1	-1	The unit rolls 180 degrees, reversing left and right sides and up/down facing.
Barrel roll	Min 2	1	0	The unit rolls 360 degrees, ending with the same facing. Velocity drops by 1.
Side-slip	Any	1	0	Instead of moving into the hex directly ahead, the unit moves into the front-left or front-right hex without changing facing.

### FIGHTER RETURN TABLE

Safe Thrust	Turns before Return
1-4	3
5-8	2
9-12	1
13+	0

### ADVANCED INITIATIVE TABLE

Initiative = Control Roll MoS/MoF + Class Modifier

#### Class Modifiers

Fighter	+3
Small Craft	+0
Dropship	+0
Warship	-3
JumpShip	-5
Station	-5

### DOCKING MODIFIERS TABLE

Condition	Modifier
Unit has critical damage to thruster	+1/box
Docking conducted during combat*	+2
Docking unit is JumpShip	+4
Docking unit is Warship	+3
Docking unit is Dropship over 20,000 tons	+2
Docking unit is Dropship under 5,000 tons	-1
Per 15 minutes added to docking time	-1
Per 5 minutes subtracted from docking time	+1
Sensor damage	+1/box
Avionics Damage	+1/box
Trained docking pilot used**	-2
Docking collar damaged	Double docking time

\* This modifier applies to any docking attempts made within 10 hexes of units firing or being fired upon during the docking procedure.

\*\*See Piloting (Expanded), p. 55.

### DOCKING DAMAGE TABLE

Margin of Failure	Effect
0	Docking successful.
1	Docking successful. Both docking collars take 1 box of damage.
2	Docking unsuccessful. The craft miss each other, but the pilot can attempt another docking in 10 minutes.
3	Docking unsuccessful. Both docking collars suffer damage, cross off 1 box. The pilot can attempt another docking after a delay of 10 minutes.
4+	Docking unsuccessful. Apply conventional damage equal to the (MoF - 3) x 10 to the nose of the docking unit and the side of the (JumpShip/Warship) or nose (DropShip) of the target unit. The pilot can attempt another docking after 10 minutes.