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BASIC COMBAT MODIFIERS

Conditional Modifiers	Roll Modifier	Conditional Modifiers	Roll Modifier
Range (Ranged Combat Only)		Attacker Actions/Conditions (Ranged and Melee Combat)	
Point-Blank Range	+1	Attacker Encumbered	-1
Short Range	+0	Attacker Very Encumbered	-2
Medium Range	-2	Attacker Overloaded	-3
Long Range	-4	Attacking Secondary Target/Defending vs. Melee	-1
Extreme Range	-6	Attacking with Off-hand	-1
Target's Cover (Ranged Combat Only)		Attacker is Fatigued (see Damage Effects)	-(Fatigue points - WIL)
Light Cover (Target 5-25% concealed)	-1	Attacker is Injured (see Damage Effects)	-(Injury Modifier, see p. 182)*
Moderate Cover (Target 26-50% concealed)	-2	Miscellaneous Conditions (Ranged and Melee Combat)	
Heavy Cover (Target 51-75% concealed)	-3	Environmental Conditions	See pp. 230-238
Full Cover (Target 76-100% concealed)	-4	Target Stunned/Surprised	+2
Other Characters in Line of Fire	-1	Attacking from Behind	+1
Movement (Ranged and Melee Combat)		Using Off-Hand	-1
Attacker Walking/Treading Water	-1	Aimed Shot** (Ranged and Melee Combat)	
Attacker Running/Crawling/Swimming	-2	Chest	-2
Attacker Jumping/Gliding/Flying	-3	Arm, Leg, Abdomen (Wing/Fin)	-3
Target Moved 10-45 meters	-1	Head, Hand, Foot (Tail)	-5
Target Moved 46-75 meters	-2	Additional Ranged Attack Modifiers (Ranged Combat Only)	
Target Moved 76-105 meters	-3	Attacker Taking Careful Aim	+1 per Careful Aim Action, max +3)
Target Moved 106-150 meters	-4	Friendly Character in Melee with Target	-2
Target Moved 151+ meters	-5	Burst-Fire Attack	-Recoil Modifier
Target Evading	-(Target's Acrobatics Skill, Max -4)	Splash or Area-Effect (Blast) Attack	+2
Target Jumping/Gliding/Flying	-2	Suppression Fire Attack	-1
Target Crawling/Prone	-1	Indirect Attack (with Spotter)	-2
Target Immobile	+4	Blind Fire/Indirect Attack (without Spotter)	-4†
Target Size (Ranged and Melee Combat)		Additional Melee Combat Modifiers (Melee Combat Only)	
Monstrous (Ex: Whale, DropShip)	+5	Attacker Stunned/Surprised	-6
Very Large (Ex: Elephant, BattleMech)	+3	Friendly Character in Melee with Target	+2
Large (Ex: Horse, battle armor, ground car)	+1	Crawling/Prone Target in Melee Range	+2
Medium (Ex: Adult human, refrigerator)	+0	Using Ranged Weapon in Melee Combat	-2
Small (Ex: Young child, coffee table)	-1	Attempting Grapple (Attacker Only)	-1
Very Small (Ex: Dog, desktop computer)	-2	Grappling Attacker vs. Grappled Target	+2
Extremely Small (Ex: Cat, book)	-3	Grappled Target vs. Grappling Attacker	+1
Tiny (Ex: Mouse, micro-communicator)	-4		

*If Hit Location rules are in use, do not apply general Injury modifiers to actions. **Only if Hit Location rules are in use. †Do not apply Full Cover modifier when using Blind Fire or Indirect Fire (without spotter)

BASIC COMBAT TARGET NUMBERS

Combat Action Check	Target Number (TN)
Ranged Attack	Appropriate Ranged Weapon Attack Skill TN
Melee Weapons Attack (and Defense)	Appropriate Melee Weapon Attack Skill TN
Martial Arts Attack (and Defense)	Appropriate Martial Arts Skill TN
Maintain / Disengage from Grapple	Appropriate Martial Arts Skill TNs*

*Opposed Action Check. Only made after successful melee grapple.

INITIATIVE TABLE

Base Initiative Roll	Individual
Basic Initiative	Base: 2D6
Combat Paralysis	Base: 3D6 (worst 2D6)
Combat Sense	Base: 3D6 (best 2D6)
Additional Conditions*	Individual
Tactics Skill	+Skill level
Leadership Skill (Squad Leaders only)	+Skill level

*To use Skill modifiers, Squad or Team Initiative rules must be in play. For Tactics, the appropriate Subskill is required; For both, the squad leader must be present, active and able to communicate with his troops to apply the modifier.

STANDARD DAMAGE TABLE

Attack Type	Standard Damage Value
Ranged (Standard)*	Weapon Damage + (Attacker's MoS x 0.25)**
Ranged (Burst-Fire)	Weapon Damage + (Attacker's MoS)
Melee (Unarmed)	(Winner's STR ÷ 4)† + (Winner's MoS x 0.25)†
Melee (Armed)	(Weapon Damage) + (Winner's STR ÷ 4)† + (Winner's MoS x 0.25)†
Falling (Hard Surface)	0.2 x (Falling Distance in meters)††
Falling (Soft Surface)	0.1 x (Falling Distance in meters)††
Area-Effect	Weapon Damage – (Distance from Impact in meters)**

*Also for burst-fire weapon used as suppression fire

**Round down; area-effect damage AP is reduced by 1 per meter of distance, also rounded down.

†Round up; For net MoS, subtract loser's MoS from winner's if both succeeded (or add loser's MoF to winner's MoS)

††Round up; Damage AP = (0.1 x falling distance, rounded normally; 0.5 rounds up)

DAMAGE NOTATION TABLE

Armor Penetration Factor		Base Damage Factor	
Code	Effect	Code	Effect
B	Ballistic	A	Area-Effect
E	Energy	B	Burst-Fire
M	Melee	C	Continuous Damage
S	Special	D	Subduing/Disabling Damage
X	Explosive	S	Splash Damage

BATTLE ARMOR BAR TABLE

Tactical Armor	BAR (Clan)	BAR (Inner Sphere)
1	4/4/5/4	4/4/5/4
2	5/5/6/5	4/5/6/5
3	6/5/6/5	5/5/6/5
4	7/6/6/6	6/6/6/5
5	7/7/6/6	7/7/6/6
6	8/7/6/6	8/7/6/6
7	8/7/7/7	8/7/6/6
8	9/7/7/7	9/7/7/7
9	9/8/7/7	9/8/7/7
10	9/8/8/8	9/8/8/7
11	9/9/8/8	9/8/8/8
12	10/9/8/8	9/9/8/8
13	10/9/9/8	10/9/8/8
14	10/9/9/8	10/9/9/8
15	10/9/9/9	10/9/9/9
16	10/10/9/9	10/10/9/9
17	10/10/9/9	10/10/9/9
18	10/10/9/9	10/10/9/9

Fire-Resistant Armor: Fire-resistant armor provides a BAR of 10 vs. any Incendiary damage.

Exoskeletons: Unless the extended life support system is installed, lower all BAR values for exoskeletons by 2 (to a minimum of 0) to reflect their open construction.

BARRIER INTEGRITY TABLE

Points	Example
0-1	Easily shattered (crystal, glass or paper construction)
2-3	Flimsy (interior doors, light furniture, tree branch/sapling)
4-5	Modest (interior walls, exterior doors, heavy furniture, tree trunk)
6-10	Tough (exterior walls, industrial equipment)
11-20	Ironclad (reinforced walls, airlock hatches, military equipment)
21-50+	Impregnable (armored walls, solid rock)

HIT LOCATIONS TABLE
ANGLE OF ATTACK MODIFIERS

Attack Direction	Modifier
From Left Side	–1
From Right Side	+1
From Front or Back	+0
From Above	Reroll Leg Results*
From Below	Reroll Head Results*

*Second location result stands, even if it is identical

HIT LOCATION ROLL

Roll (2D6)	Location
2 or less	Head
3	Left Foot
4	Left Hand
5	Left Arm
6	Torso*
7	Legs**
8	Torso*
9	Right Arm
10	Right Hand
11	Right Foot
12 or more	Head

*Roll 1D6: 1-4 = Chest; 5-6 = Abdomen

**Roll 1D6 and add Angle of Attack Modifier: 3 or less = Left Leg; 4 or more = Right Leg

LOCATION EFFECTS TABLE

Location	Damage Multiplier	Combat Effects
Head	x2	Roll 1D6: 1-4 = Dazed; 5 = Deafened; 6 = Blinded
Chest	x1	Roll 1D6: 1-3 = No added effect; 4 = Dazed; 5 = Knockdown; 6 = Internal Damage
Abdomen	x1	Roll 1D6: 1-2 = No added effect; 3-4 = Dazed; 5 = Knockdown; 6 = Internal Damage
Arm	x0.5	All actions using affected arm suffer –1 roll modifier (max –2)†
Leg	x0.75	Knockdown; reduce all movement by 2 meters/turn (to a min. of 0 meters/turn)†
Hand*	x0.25	All actions using affected hand suffer –2 roll modifier (max –4)†
Foot	x0.25	Knockdown; reduce all movement by 1 meter/turn (to a min. of 0 meters/turn)†

*If the affected hand is holding an object or grappling, the wounded character must make an immediate DEX Attribute Check (applying all Injury and Wound Effect modifiers) to avoid releasing the held object.

†Any hits to a limb that would otherwise exceed the maximum listed effects (such as an arm-based roll modifier of –3 or a reduction of the character's Walking MP to less than 0) render the limb Shattered (see below).

BASIC ACTION CHECK TABLE

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Action Check	Target Number
Skill Check (Simple-Basic Skill)	7
Skill Check (Simple-Advanced Skill)	8
Skill Check (Complex-Basic Skill)	8
Skill Check (Complex-Advanced Skill)	9
Attribute Check/Untrained Skill Check (Single-Attribute)	12
Attribute Check/Untrained Skill Check (Double Attribute)	18

MASTER TRAITS LIST

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Positive Character Traits		Negative Character Traits	
Alternate ID	2 TP	Animal Antipathy	-1 TP
Ambidextrous	2 TP	Bloodmark	-5 to -1 TP
Animal Empathy	1 TP	Combat Paralysis	-4 TP
Attractive	2 TP	Compulsion	-5 to -1 TP
Citizenship/Trueborn	2 TP	Dark Secret	-5 to -1 TP
Combat Sense	4 TP	Dependent	-2 to -1 TP
Connections	1 to 10 TP	Enemy	-1 to -10 TP
Exceptional Attribute	2 TP	Glass Jaw	-3 TP
Fast Learner	3 TP	Gremlins	-3 TP
Fit	2 TP	Handicap	-5 to -1 TP
G-Tolerance	1 TP	Illiterate	-1 TP
Good Hearing	1 TP	Impatient	-1 TP
Good Vision	1 TP	In For Life	-3 TP
Gregarious	1 TP	Introvert	-1 TP
Implant/Prosthetic	1 to 6 TP	Lost Limb	-5 to -1 TP
Natural Aptitude	3 or 5 TP	Poor Hearing	-5 to -1 TP
Pain Resistance	3 TP	Poor Vision	-9 to -2 TP
Patient	1 TP	Slow Learner	-3 TP
Phenotype	0 TP	Thin-Skinned	-1 TP
Poison Resistance	2 TP	TDS	-1 TP
Property	1 to 10 TP	Unattractive	-1 TP
Rank	1 to 15 TP	Unlucky	-10 to -2 TP
Sixth Sense	4 TP		
Tech Empathy	3 TP		
Thick-Skinned	1 TP		
Title/Bloodname	3 to 10 TP		
Toughness	3 TP		
Flexible Character Traits		Vehicle Traits	
Equipped	-1 to 8 TP	Custom Vehicle	1 to 6 TP
Extra Income	-10 to 10 TP	Design Quirk	-5 to 5 TP
Reputation	-5 to 5 TP	Vehicle Level	1 to 12 TP
Wealth	-1 to 10 TP		

ACTION CHECK MODIFIERS

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Attribute Check Modifiers (Attributes and Untrained Skills)		Roll Modifier
Single Attribute		+ Attribute Score
Dual Attribute		+ Sum of Both Attribute Scores
Attempting Untrained Skill		-4
Skill Check Modifiers (Trained Skills Only)		Roll Modifier
All Skill Checks		+ Skill Level
Skill Specialization		
Skill is not specialized		+0
Skill is specialized (Specialty applies)		+1
Skill is specialized (Specialty does not apply)		-1
Linked Attribute Value		
0		-4
1		-2
2-3		-1
4-6		+0
7-9		+1
10		+2
11+		+ (Attribute ÷ 3)*
Action Difficulty and Special Conditions		Roll Modifier
General Action Difficulty (All Checks)		
Very Easy		+3
Easy		+1
Average		+0
Difficult		-1
Very Difficult		-3
Extremely Difficult		-5
Vision-based Action Checks (Perception Skill)**		
Target at Point-Blank Range (less than 1 meter)		+1
Target at Short Range (1 to 300 meters)		+0
Target at Medium Range (301 to 600 meters)		-2
Target at Long Range (601 to 900 meters)		-4
Target at Extreme Range (over 900 meters)		-6
Miscellaneous Conditions (All Checks)		
Character is Injured		- (Injury Modifier; see p. 182)
Character is Fatigued		- (Fatigue Points - WIL, minimum 0)
Planetary Conditions		See p. 230
Good Conditions (unencumbered, no hazards, unhurried)		+1
Poor Conditions (encumbered, minor hazards, rushed)		-1
Bad Conditions (very encumbered, serious hazards, under fire)		-2

*Round down, to a maximum of +5

**Applies primarily to Perception Skill Checks (other affected actions are at the gamemaster's discretion). General Action Difficulty and Miscellaneous Conditions modifiers (for darkness, concealment and so forth) may also apply.

SPECIFIC WOUND EFFECTS TABLE

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Effect	Description
Dazed	Character suffers 1D6 additional Fatigue damage points
Deafened	Character suffers critical damage to ear equal to Level 3 Poor Hearing (see p. 122)*
Blinded	Character suffers critical damage to eye equal to Level 3 Poor Vision (see p. 122)*
Internal Damage	Character suffers 1D6 additional Standard damage points (check for bleeding)*
Knockdown	Character must make a RFL Attribute Check to avoid falling, applying Injury modifiers
Shattered Limb	Character cannot use the affected limb (check for bleeding)*

*Surgery Skill required to stabilize/repair this wound type; apply a -2 modifier to all Surgery Checks

MARGIN OF SUCCESS/FAILURE TABLE

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Margin	Result	Example
+7 or more	Spectacular	(Perception) Spotted a housefly at 100 meters
+5 to +6	Extraordinary	(Acrobatics) Double-flip while diving into a pool six stories below
+3 to +4	Good	(Computers) Hacked the local interweb game server
+1 to +2	It'll do...	(Surgery) "Well, there will be some scarring..."
0	Barely made it!	(Acting) Two out of three critics found your performance "forgettable."
-1 to -2	Almost...	(Driving) Stopped two meters into the intersection at the red light
-3 to -4	Bad	(Cryptography) One in every three words might make sense...
-5 to -6	Terrible	(Stealth) Snap! You found the loudest, driest twig in the sandbox!
-7 or worse	Disastrous	(Security Systems) "Warning! Intruder alert! Release the gas!"

MASTER SKILLS LIST

Skill Name	Links	TN/C	Skill Name	Links	TN/C
Acrobatics	RFL	7 / SB	MedTech	INT	7 / SB
Acting	CHA	8 / CB	Melee Weapons [Basic Tier]	DEX	7 / SB*
Administration	INT + WIL	8 / SA	Melee Weapons [Advanced Tier]	RFL + DEX	8 / SA*
Animal Handling	WIL	7 / SB	Navigation	INT	7 / SB
Appraisal	INT	8 / CB	Negotiation	CHA	8 / CB
Archery	DEX	7 / SB	Perception	INT	7 / SB
Art [Basic Tier]	DEX	8 / CB*	Piloting	RFL + DEX	8 / SA
Art [Advanced Tier]	DEX + INT	9 / CA*	Prestdigitation [Basic Tier]	DEX	7 / SB*
Artillery	INT + WIL	8 / SA	Prestdigitation [Advanced Tier]	RFL + DEX	8 / SA*
Career	INT	7 / SB	Protocol	WIL + CHA	9 / CA
Climbing	DEX	7 / SB	Running	RFL	7 / SB
Communications	INT	7 / SB	Science	INT + WIL	9 / CA
Computers [Basic Tier]	INT	8 / CB*	Security Systems	DEX + INT	9 / CA
Computers [Advanced Tier]	DEX + INT	9 / CA*	Sensor Operations	INT + WIL	8 / SA
Cryptography	INT + WIL	9 / CA	Small Arms	DEX	7 / SB
Demolitions	DEX + INT	9 / CA	Stealth	RFL + INT	8 / SA
Disguise	CHA	7 / SB	Strategy	INT + WIL	9 / CA
Driving	RFL + DEX	8 / SA	Streetwise	CHA	8 / CB
Escape Artist	STR + DEX	9 / CA	Support Weapons	DEX	7 / SB
Forgery	DEX + INT	8 / SA	Surgery	DEX + INT	9 / CA
Gunnery	RFL + DEX	8 / SA	Survival	BOD + INT	9 / CA
Interest [Basic Tier]	INT	8 / CB*	Swimming	STR	7 / SB
Interest [Advanced Tier]	INT + WIL	9 / CA*	Tactics	INT + WIL	9 / CA
Interrogation	WIL + CHA	9 / CA	Technician	DEX + INT	9 / CA
Investigation	INT + WIL	9 / CA	Thrown Weapons	DEX	7 / SB
Language	INT + CHA	8 / SA	Tracking	INT + WIL	8 / SA
Leadership	WIL + CHA	8 / SA	Training	INT + CHA	9 / CA
Martial Arts [Basic Tier]	RFL	7 / SB*	Zero-G Operations	RFL	7 / SB
Martial Arts [Advanced Tier]	RFL + DEX	8 / SA*			

Complexity Codes: CA = Complex-Advanced, CB = Complex-Basic, SA = Simple-Advanced; SB = Simple-Basic

*Tiered Skill: Basic Tier has a Skill Level *maximum* of 3; Advanced Tier has a Skill Level *minimum* of 4.

ACTION COMPLEXITY TABLE

Incidental Actions

Non-Movement

Crouch	Drop Object
Drop Prone	Gesture
Leaping (Downward)	Melee Defense (except Break Grapple)
Observe Quickly (No Perception Skill)	Sit Down
Speak (Single Word)	Stand Up

Movement

No Movement	Walking
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Simple Actions

Non-Movement

Lead Team	Leaping (Upward or Horizontal)
Load Weapon	Melee Attack
Melee Defense (Break Grapple)	Observe in Detail (Perception Skill)
Pick Up/Put Down Object	Ranged Attack (other than Suppression Fire)
Ready/Draw Non-Crewed Weapon/Small Equipment	Recover From Stun
Speak (Brief Phrase)	Stow (Sheath Equipment)
Use Simple Object	Use Simple Skill (Trained)

Movement

Climbing (with Climbing Skill)	Crawling
Running	Swimming (with Swimming Skill)

Complex Actions

Non-Movement

Careful Aim	Extinguish Fire
Ranged Attack (Suppression Fire)	Ready Large Equipment/Crewed Weapon
Recover Fatigue	Speak (Conversation)
Spot for Indirect Fire	Use Complex Object
Use Complex Skill	Use Untrained Skill

Movement

Climbing (without Climbing Skill)	Evading
Sprinting	Swimming (without Swimming Skill)

MOVEMENT COSTS TABLE

Terrain/Situation	MP Cost (per meter)
Clear Terrain	1
Rough Terrain	+1
Difficult Terrain	+3
Blocking Terrain	Impassable
Change Elevations	+1 per meter of elevation
Maneuvers	
Crouching/Sitting	+1
Dropping Prone	+0
Turning (0-120 degrees)	+0
Turning (each 60 degrees over 120)*	+1
Leaping Up/Horizontal	+2
Leaping Down	+1
Standing Up	+2
Encumbrance	
Encumbered	x2
Very Encumbered	x3
Overloaded	1 MP Maximum

*Or fraction thereof

MOVEMENT RATES TABLE

Movement Mode	Base MPs (Meters per Turn)
Walk	(STR + RFL)
Run	10 + (STR + RFL) + (Running Skill Level)
Sprint	(Running MPs) x 2*
Special Movement Modes	
Climb	[(Walking MP) ÷ 2]** + (Climbing Skill Level)†
Crawl	[(Walking MP) ÷ 4]**
Evade	Running MP
Swim	(Walking MP) + (Swimming Skill Level)†
Turn in Place	0††

*Sprinting creates fatigue each turn (see *Fatigue*, p. 189) **Round up †Half movement (rounding down), if the character lacks the indicated Skill

††Turning in place is a movement rate in which the character moves a negligible distance and thus spends no MPs.

