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# BATTLETECH

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## BASIC COMBAT MODIFIERS

| Conditional Modifiers                        | Roll Modifier                        | Conditional Modifiers  | Roll Modifier                       |
|--|--------------------------------------|--|-------------------------------------|
| <b>Range (Ranged Combat Only)</b>            |                                      | <b>Attacker Actions/Conditions (Ranged and Melee Combat)</b>   |                                     |
| 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                                  |
| <b>Target's Cover (Ranged Combat Only)</b>   |                                      | 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                                   | <b>Miscellaneous Conditions (Ranged and Melee Combat)</b>      |                                     |
| 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                                  |
| <b>Movement (Ranged and Melee Combat)</b>    |                                      | Using Off-Hand   | -1                                  |
| Attacker Walking/Treading Water              | -1                                   | <b>Aimed Shot** (Ranged and Melee Combat)</b>                  |                                     |
| 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                                   | <b>Additional Ranged Attack Modifiers (Ranged Combat Only)</b> |                                     |
| 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†                                 |
| <b>Target Size (Ranged and Melee Combat)</b> |                                      | <b>Additional Melee Combat Modifiers (Melee Combat Only)</b>   |                                     |
| 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

P. 40

| 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

P. 107

| 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  |                           |              |

## SPECIFIC WOUND EFFECTS TABLE

P. 191

| 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

## ACTION CHECK MODIFIERS

P. 41

| 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                       |
| <i>Skill Specialization</i>                                   |                                     |
| Skill is not specialized                                      | +0                                  |
| Skill is specialized (Specialty applies)                      | +1                                  |
| Skill is specialized (Specialty does not apply)               | -1                                  |
| <i>Linked Attribute Value</i>                                 |                                     |
| 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                       |
| <i>General Action Difficulty (All Checks)</i>                 |                                     |
| Very Easy   | +3                                  |
| Easy  | +1                                  |
| Average   | +0                                  |
| Difficult   | -1                                  |
| Very Difficult  | -3                                  |
| Extremely Difficult   | -5                                  |
| <i>Vision-based Action Checks (Perception Skill)**</i>        |                                     |
| 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                                  |
| <i>Miscellaneous Conditions (All Checks)</i>                  |                                     |
| 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.

## MARGIN OF SUCCESS/FAILURE TABLE

P. 42

| 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* | Prestidigitation [Basic Tier]    | DEX       | 7 / SB* |
| Artillery                    | INT + WIL | 8 / SA  | Prestidigitation [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 |
|-------------|---------|

### 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 |
| <b>Maneuvers</b>                    |                           |
| 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                        |
| <b>Encumbrance</b>                  |                           |
| 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*                             |
| <b>Special Movement Modes</b> |  |
| 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.

