

BUILDING MODIFIERS TABLE

Building Type	Original CF	MP Cost Per Hex*	Piloting Skill Modifier
Light	1–15	+1	0
Medium	16–40	+2	+1
Heavy	41–90	+3	+2
Hardened	91–150	+4	+5
<i>Cost to Enter Any Hex</i>		<i>1</i>	

*Infantry (except mechanized infantry) pay only 1 MP to enter a building hex regardless of building type; ProtoMechs and mechanized infantry only pay 2 MP to enter a building hex.

BUILDING MOVEMENT MODIFIERS TABLE

Hexes Moved In Turn	Piloting Skill Modifier	Hexes Moved In Turn	Piloting Skill Modifier
1–2	0	10–17	+4
3–4	+1	18–24	+5
5–6	+2	25+	+6
7–9	+3		

Ps = Pilot Skill of Mech moving

Cm = Building CF modifier

Bm = Building hex number modifier

Ep = Resulting pilot skill

$$Ps + Cm + Bm = Ep$$

Rolls are for unit damage, not falling. If roll is failed, unit takes damage. If successful, no damage is taken. Does not apply to **Roof** hexes.

Damage from a failed roll is the CF of the building hex entered, divided by 10, rounding up. Hits the front table if moving forward, rear table if moving backward.

Mechs also damage the building hex regardless of the pilot roll success or failure. Calculated with the unit's tonnage, divided by 10, rounding up. Subtract this from the hex's CF.

CF of a building hex is the CF number at start of the phase. This damage to the CF of a hex is resolved in the end of that phase.

A **Building hex collapses** if the total CF is met or exceeded by damage or by tonnage of all units occupying the same hex at the same level. Ground level is not calculated in the tonnage collapse rule even if there is a **Basement**.

Collapse occurs immediately with tonnage or with unit movement. Collapse due to weapons occurs at the end of that phase. The building hex is now a rubble hex at its ground level, sub levels do not factor in.

Collapse Damage: Damage to units in a collapsing hex take the CF of that hex at the beginning of the phase, divide it by 10, multiply by the number of levels above the unit, and round up. Divide damage into 5-point groups rolling location for each group. 'Mechs on the roof use the Front/Rear of standard hit location table. 'Mechs within the building use the standard 'Mech Punch Location table. Any unit above ground level suffers falling damage in addition to collapse damage. **Order of unit damage is:** Damage for entering the building hex > Collapse damage > Falling damage > Displacement.

Displacement after Fall (Pg. 151): Units surviving a collapse are displaced from those on lowest level first. For 'Mechs on different levels, the upper unit rolls via Accidental Falls to see if he strikes the unit below. If the unit strikes the lower unit, the lower unit is displaced into a chosen adjacent hex. If the upper unit misses, the upper unit is displaced. If a unit is displaced into another building hex, apply skidding damage to the unit and building. If a unit is displaced into an already displaced unit's hex, Domino effect takes over.

Basements: Mechs cannot change level level within a building except when **Basements** are present and the mech collapses into the basement creating a sub-level. Basement rolls are made if a unit enters a building on level 0. Units that are in a basement level when the hex collapses are destroyed. Consult the Basements table for appropriate action on the basement roll.

Mechs can only enter a building on the same level as the adjacent hex they are moving from.

BASEMENTS TABLE

Die Roll (2D6)	Effect
2	Double basement. The unit falls 2 levels. Apply all damage to a 'Mech's legs (use the Front column of the 'Mech Kick Location Table).
3	Basement. The unit falls 1 level. Apply all damage to a 'Mech's legs (use the Front column of the 'Mech Kick Location Table).
4	Basement. The unit falls 1 level (for 'Mechs, use the Front/Rear column of the 'Mech Hit Location Table).
5-8	No basement.
9	Small basement. Infantry may move into the basement as though it were a new level of the building (Sublevel 1); ProtoMechs cannot enter this level. No effect on 'Mechs or vehicles.
10	Basement. The unit falls 1 level (for 'Mechs use the Front/Rear column of the 'Mech Hit Location Table).
11	Basement. The unit falls 1 level. 'Mechs fall headfirst (use the Front/Rear column of the 'Mech Punch Location Table).
12	Double basement. The unit falls 2 levels. 'Mechs fall headfirst (use the Front/Rear column of the 'Mech Punch Location Table).

by the building is subtracted from the hex's CF at the end of that phase.

Weapon attacks within Buildings: Attacks fail **LOS** if more than 2 hexes or levels are between attacker and target. Hexes are treated as light woods for to-hit purposes. +1 per hex/level. Max of +2 to-hit. Mechs only rise 1 level above current hex when within a building, as opposed to the 2 levels in open terrain.

Physical attacks within Buildings: May only be made if the units are adjacent to one another, in the same building, and on the same level of the building.

Attacks made against a mech from different levels within a **Building** use this table with 1D6 to determine hit location.

If the 'Mech being attacked is **prone** then use the standard hit table Front/Rear column and 2D6.

When exiting a building hex, unless jumping, a Mech can only exit a building on to a hex that is no more than 1 level difference from the current hex. MP terrain modifiers apply.

When **attacking a building hex**, unit gets a -4 to-hit modifier for firing at an immobile target. Attacks made from a hex directly adjacent to a building hex always hit, full clusters of weapons hit as well. Damage is subtracted from the hex's CF, resolved in at the end of that phase.

LOS within Buildings (firing from Outside the Building): Building hexes block LOS as intervening terrain.

Partial Cover within Buildings: When firing at a unit within a building hex, the building hex absorbs damage equal the the hex's CF at the beginning of that phase for EACH attack. The damage absorbed

SPECIAL 'MECH HIT LOCATION TABLE

Shot from Above	
Die Roll (1D6)	Hit Location (Four legged)**
1	Left Arm (Left Front Leg)
2	Front/Rear Left Torso*
3	Front/Rear Center Torso*
4	Front/Rear Right Torso*
5	Right Arm (Right Front Leg)
6	Head

Shot from Below	
Die Roll (1D6)	Hit Location (Four legged)**
1	Left Leg (Left Front Leg)
2	Left Leg (Left Rear Leg)
3	Front/Rear Left Torso*
4	Front/Rear Right Torso*
5	Right Leg (Right Rear Leg)
6	Right Leg (Right Front Leg)

*The attack hits the front if from the front or the side. It hits the rear if from the rear.

**Location in parenthesis are for a four-legged 'Mech.