

Battletech Combat in Star Frontiers

Hit Location

BATTLEMECH HIT LOCATION TABLE

(2d10)	Left Side	Front/Rear	Right Side
2.	L Torso	C. Torso	R. Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Left Torso	C. Torso	Right Torso
10	C. Torso	Left Torso	C. Torso
11	Left Torso	C. Torso	Right Torso
12	Right Torso	Left Leg	Left Torso
13	Right Torso	Left Leg	Left Torso
14	Right Torso	Left Leg	Left Torso
15	Right Torso	Left Leg	Left Torso
16	Right Torso	Left Leg	Left Torso
17	Right Arm	Left Arm	Left Arm
18	Right Leg	Left Arm	Left Leg
19	Head	Head	Head
20	Head*	Head*	Head*

* Automatic Critical Hit, roll 2d6 on the Critical Hit Effect table

Armor Values

Each battlemech has an Initial Penetration Value (IPV) and a Structural Point value (Str. Pts.) The IPV is the numerical value of the amount of damage a single shot must cause to penetrate the armor and cause damage internally. The Structural Points are the total amount of damage the armor can take before it is rendered useless.

Penetration and Remaining Damage Energy

When a shot has enough power to penetrate the armor, the IPV is subtracted from the total damage amount and the difference is Remaining Damage Energy (RDE). RDE is applied to internal damage. (see damage tables)

Weapon Armor Values

Each weapon has an Armor Value. If a Location which holds a weapon is hit, there is a chance the weapon is hit. This percentage also applied to Jump Jets and other equipment.

Weapon Hit Percentage Table

Head	20%
Left/Right Torso	35%
Center Torso	25%
Left/Right Arm	55%
Left/Right Leg	50%

If a Weapon is damage beyond its armor value, the weapon is destroyed. When a missile rack is hit, the missiles loaded (if any) explode. Treat as a critical hit.

Ammo Hits

Ammo hits are determined differently. Because the ammo is usually place behind the IPV value of the armor, the ammo hit is determined after the IPV value is applied. There is a 20% chance that an ammo area in that location is hit. Treat the RDE hit as a Critical hit.

Battlemechs and Screens

All mechs can have mech versions of personal screens and have an limited supply of energy, based on the mech type.

Light Mech	10 hits
Medium Mech	20 hits
Heavy Mech	25 hits

Internal Damage and Critical Hits

Internal Damage is determined by adding the RDE/10 to a 2d10 roll and consulting the location internal damage table. Each location has a table.

Head Hit

2-12	Damaged Targeting system (-20 or -2 CS to hit)
13-20	Damage to life support (-10 or -1 CS to hit)
21-29	Damage to Guidance System (Cruise Speed-50%, Top Speed-50%)
30+	Critical Hit

Torso (Left, Right, Center) Hit

2-10	10% mech over heats (-10 or -1CS to hit)
11-15	40% mech over heats (-20 or -2CS to hit)
16-20	Adjacent limb mechanism damaged (-20 or -2CS to hit). If center torso hit, both limbs mechanism damaged (-30 or -3CS to hit)
21-25	Gyro Hit (-30 or -3CS to hit)
26-29	Gyro Hit (-40 or -4CS to hit)
30+	Critical hit

Arm (Right, Left) Hit

2-12	Targeting system lightly damaged (-15 or -1CS to hit)
13-20	Targeting system heavily damaged (-25 or -2CS to hit)
21-29	Arm Actuator Hit (-35 or -3CS to hit)
30+	Critical

Leg (Right, Left) Hit

2-12	Hip hit (cruise speed-60%, top speed-60%)
13-20	Movement hit (cruise speed-70%, top speed-70%)
21-29	Leg Actuator Hit (cruise speed-80%, top speed-80%)
30+	Critical Hit

Critical hits are hits which might disable the mech permanently. There are different critical hits for each location. First roll on the **Critical Hit Effect** table and then consult the location **Critical Hit** table.

Critical Hit Effect

2d6 roll	Critical Hit Effect Table
2-7	No Effect

8-9	Roll 1 Critical Hit
10-11	Roll 2 Critical Hits
12	Limb blown off or 3 Critical hits

Critical Hits: Head (1d6)

1-2	Life Support – pilot dies in 1d6 turns
3-4	Sensors- Mech's weapons cannot be fired
5-6	Cockpit – Head explodes, pilot dies

Critical Hits: Arm (1d6)

1	Shoulder joint freezes, any weapon on that side cannot be used.
2-3	Upper Arm Actuator, part of the arm freezes. -50 or -5CS to hit
4-5	Lower Arm Actuator, part of the arm freezes. -40 or -4CS to hit
6	Hand Actuator, no hand weapons can be fired

Critical Hits: Torso (1d6)

1-2	Joint Actuators hit. -60 or -6CS to hit
3-4	Gyro Hit. -70 or -7CS to hit
5	Damage Heat Transfer System. Full Mech Shutdown
6	Engine Hit. Mech Explodes

Critical Hits: Leg (1d6)

1	Hip hit. Leg Freeze. Mech Stops
2-3	Upper Leg Actuator. Leg Freezes. All Speeds-90%
4-5	Lower Leg Actuator. Leg Freezes. All Speeds-95%
6	Gyro Hit. 85% fall chance.

Weapons

Weapon	Damage	Rate	Defense	PB	S	M	L	E	Armor Val	Ammo Armor Val
Small Laser	25d10/200	1	Albedo	10	170	850	1800	3100	60	-
Medium Laser	35d10/280	1	Albedo		200	900	2100	3600	80	-
Large Laser	45d10/360	1	Albedo		500	1100	2500	4000	100	-
Particle Proj. Cannon (PPC)	55d10/440	1	Albedo		800	1800	2800	4300	110	-
Long Range Missiles (LRM) 5 Ra	5d10/40 per missile	5	Inertia		810	1850	2850	4400	60	50
Long Range Missiles (LRM) 10 R	5d10/40 per missile	10	Inertia		810	1850	2850	4400	80	50
Long Range Missiles (LRM) 15 R	5d10/40 per missile	15	Inertia		810	1850	2850	4400	100	50
Long Range Missiles (LRM) 20 R	5d10/40 per missile	20	Inertia		810	1850	2850	4400	120	50
Short Range Missile (SRM) 2 Rac	6d10/48 per missile	2	Inertia		400	900	1400	2000	20	40
Short Range Missile (SRM) 4 Rac	6d10/48 per missile	4	Inertia		400	900	1400	2000	40	40
Short Range Missile (SRM) 6 Rac	6d10/48 per missile	6	Inertia		400	900	1400	2000	60	40
AutoCannon	36d10/288	2	Inertia		400	1800	4200	7200	70	30
Machine Gun	20d10/160	4	Inertia	10	150	700	1500	3000	80	30
Flamer	22d10/176	1	Fire Retardent	5	100	300	900	1200	110	30

BattleTech Mechs

ARC-2R Archer

Class H

Top Speed: 210

Jump:

Cruise Speed: 140

Armor

Head	90	270
Center Torso	340	1020
Left/Right Torsp	240	720
Left/Right Arm	230	690
Left/Right Leg	250	750

Weapons & Equipment

LRM20	240	Right Torso	Right Tor
LRM20	240	Left Torso	Left Tors
Med. Laser	-	Right Arm	-
Med. Laser	-	Left Arm	-
Med. Laser	-	Center Torso	-
Med. Laser	-	Center Torso	-

SHD-2H Shadowhawk

Class M

Top Speed: 280

Jump:

Cruise Speed: 175

Armor

Head	90	270
Center Torso	230	690
Left/Right Torsp	180	540
Left/Right Arm	160	480
Left/Right Leg	160	480

Weapons & Equipment

Autocannon	40	Left Torso	Left Tors
LRM5	120	Right Torso	Right Tor
Med. Laser	-	Right Arm	-
SRM2	100	Head	Center To
Jump Jet		Left Torso	
Jump Jet		Right Torso	
Jump Jet		Center Torso	

MAD-3R Marauder

Class H

Top Speed: 210

Jump:

Cruise Speed: 140

65% chance to hit on Weapon for Marauder

Armor

Head	90	270
Center Torso	340	1020
Left/Right Torso	160	480
Left/Right Arm	220	660
Left/Right Leg	160	480

Weapons & Equipment

PPC	-	Right Arm
PPC	-	Left Arm
Med. Laser	-	Right Arm
Med. Laser	-	Left Arm
Autocannon	40	Right Torso

TDR-5S Thunderbolt

Class H

Top Speed: 210

Jump:

Cruise Speed: 140

Armor

Head	90	270
Center Torso	300	900
Left/Right Torso	240	720
Left/Right Arm	200	600
Left/Right Leg	290	870

Weapons & Equipment

Large Laser	-	Right Arm	
LRM15	240	Right Torso	Center To
Med. Laser	-	Left Torso	
Med. Laser	-	Left Torso	
Med. Laser	-	Left Torso	
SRM2	100	Right Torso	Center To
Machine Gun	400	Left Arm	Left Arm
Machine Gun	400	Left Arm	Left Arm

WSP-1A Wasp

Class L

Top Speed: 315

Jump: 210

Cruise Speed: 210

Armor

Head	40	120
Center Torso	60	180
Left/Right Torso	60	180
Left/Right Arm	40	120
Left/Right Leg	50	150

Weapons & Equipment

Med. Laser	-	Right Arm	
SRM2	100	Left Leg	Center To
Jump Jet		Right Leg	
Jump Jet		Left Leg	

WVR-6R Wolverine

Class M

Top Speed: 175

Jump: 175

Cruise Speed: 280

Armor

Head	80	240
Center Torso	200	600
Left/Right Torsp	200	600
Left/Right Arm	160	480
Left/Right Leg	160	480

Weapons & Equipment

Autocannon	40	Right Arm	Right Ar
SRM6	90	Left Torso	Left Tors
Med. Laser	-	Head	-
Jump Jets	-	Right Leg	-
Jump Jets	-	Center Torso	-

PXH-1 Pheonix Hawk

Class M

Top Speed: 210

Jump: 210

Cruise Speed: 315

Armor

Head	60	180
Center Torso	230	690
Left/Right Torsp	180	540
Left/Right Arm	100	300
Left/Right Leg	150	450

Weapons & Equipment

Large Laser	-	Right Arm	-
Med. Laser	-	Right Arm	-
Med. Laser	-	Left Arm	-
Machine Guns	800	Right Arm	Center To
Machine Guns	800	Left Arm	Center To
Jump Jet	-	Right Torso	-
Jump Jet	-	Left Torso	-

RFL-3N Rifleman

Class H

Top Speed: 140

Jump:

Cruise Speed: 210

Armor

Head	60	180
Center Torso	220	660
Left/Right Torsp	150	450
Left/Right Arm	150	450
Left/Right Leg	120	360

Weapons & Equipment

Large Laser	-	Right Arm	-
Large Laser	-	Left Arm	-
Autocannon	40	Right Arm	-
Autocannon	40	Left Arm	-
Med. Laser	-	Right Torso	-
Med. Laser	-	Left Torso	-

LCT-1V Locust

Class L

Top Speed: 280

Jump:

Cruise Speed: 420

Armor

Head	80	240
Center Torso	100	200
Left/Right Torsp	80	240
Left/Right Arm	40	120
Left/Right Leg	80	240

Weapons & Equipment

Med. Laser	-	Center Torso	-
Machine Gun	800	Right Arm	Center To
Machine Gun	800	Left Arm	Center To

CRD-3R Crusader

Class H

Top Speed: 140

Jump:

Cruise Speed: 210

Armor

Head	90	270
Center Torso	340	1020
Left/Right Torsp	240	720
Left/Right Arm	200	600
Left/Right Leg	200	600

Weapons & Equipment

LRM15	120	Right Arm	Right Tor
LRM15	120	Left Arm	Left Tors
SRM6	90	Right Leg	Center To
SRM6	90	Left Leg	Center To
Med. Laser	-	Right Arm	-
Med. Laser	-	Left Arm	-
Machine Gun	800	Right Arm	Center To
Machine Gun	800	Left Arm	Center To

STG-3R Stinger

Class L

Top Speed: 210

Jump: 210

Cruise Speed: 315

Armor

Head	40	120
Center Torso	60	180
Left/Right Torsp	60	180
Left/Right Arm	40	120
Left/Right Leg	50	150

Weapons & Equipment

Med. Laser	-	Right Arm	-
Machine Gun	800	Right Arm	Right Ar
Machine Gun	800	Right Arm	Right Ar
Jump Jets	-	Right Torso	-
Jump Jets	-	Left Torso	-

BIR-1G Battle Master

Class H

Top Speed: 140

Jump:

Cruise Speed: 210

Armor

Head	90	270
Center Torso	400	1200
Left/Right Torsp	280	840
Left/Right Arm	240	720
Left/Right Leg	260	780

Weapons & Equipment

PPC	-	Right Arm	-
Med. Laser	-	Right Torso	-
Med. Laser	-	Right Torso	-
Med. Laser	-	Right Torso (rear)	-
Machine Gun	800	Left Arm	Left Tors
Machine Gun	800	Left Arm	Left Tors
SRM6	180	Left Torso	Left Tors
Med. Laser	-	Left Torso	-
Med. Laser	-	Left Torso	-
Med. Laser	-	Left Torso	-

WHM-6R Warhammer

Class H

Top Speed: 140

Jump:

Cruise Speed: 210

Armor

Head	90	270
Center Torso	220	660
Left/Right Torsp	170	510
Left/Right Arm	200	600
Left/Right Leg	150	450

Weapons & Equipment

PPC	-	Right Arm	-
PPC	-	Left Arm	-
SRM6	90	Right Arm	Right Ar
Med. Laser	-	Left Torso	-
Med. Laser	-	Right Torso	-
Small Laser	-	Left Torso	-
Small Laser	-	Right Torso	-
Machine Gun	800	Left Torso	Center To
Machine Gun	800	Right Torso	Center To

GRF-1N GRIFFIN

Class M

Top Speed: 175

Jump: 175

Cruise Speed: 280

Armor

Head	90	270
Center Torso	200	600
Left/Right Torsp	200	600
Left/Right Arm	140	420
Left/Right Leg	170	510

Weapons & Equipment

PPC	-	Right Arm	-
LRM10	240	Right Torso	Right Tor
Jump Jets	-	Right Torso	-
Jump Jets	-	Left Torso	-
Jump Jets	-	Center Torso	-