

Race	Attribute Modifiers	Special
Human	+1 Instinct +1 Charisma	-
Android (sexless)	+1 Reaction +1 Neural Sense	self-healing ability (no healing from Life Support) less vulnerable to radiation (Neutron Blaster or engine explosion) resistant to unconsciousness
Replicant D	+2 Dexterity	very vulnerable to radiation (Neutron Blaster or engine explosion)
Replicant I	+2 Intelligence	
Cyborg	+1 Constitution -1 Charisma	less vulnerable to damaged Life Support and cockpit hits reduced unconsciousness time

Sex	Attribute Modifiers
Male	+1 Constitution
Female	+1 Instinct

Attribute (*)						DP Cost
Int, Ins, Dex	7	Neu, Rea, Con	8	Cha	9	9
	8		9		10	12
	9		10		11	16
	10		11		12	22
	11		12		13	30
	12		13		14	40
	13		14		15	52
	14		15		16	66
	15		16		17	82
	16		17		18	100
	17		18		19	120
	18		19		20	145
19			20		-	175
20			-		-	250

(*) racial modifiers not factored in

Skill Type	Skill	Primary Attribute	Secondary Attribute
Pilot	<i>Recon/Light</i>	Dexterity	Reaction
	<i>Medium/Heavy</i>	Neural Sense	Dexterity
	<i>Assault</i>	Neural Sense	Dexterity
	<i>Jump</i>	Dexterity	Reaction
	<i>Scouting</i>	Instinct	Intelligence
Combat	<i>Close Combat</i>	Instinct	Reaction
	<i>Guided Missile</i>	Intelligence	Instinct
	<i>Unguided Missile</i>	Dexterity	Reaction
	<i>Cannon</i>	Reaction	Dexterity
	<i>Energy Weapon</i>	Reaction	Dexterity
	<i>Indirect Fire</i>	Instinct	Intelligence
Systems	<i>Electronic Warfare</i>	Intelligence	Instinct
	<i>Scanner</i>	Intelligence	Neural Sense
	<i>Defensive</i>	Dexterity	Intelligence
	<i>Damage Control</i>	Intelligence	Dexterity
Social	<i>Leadership</i>	Charisma	Intelligence
	<i>Business</i>	Intelligence	Charisma
Survival	<i>Survival</i>	Instinct	Constitution
	<i>Medical</i>	Intelligence	Dexterity

Skill (%)	DP Cost
01~10	1
11~20	2
21~30	3
31~40	4
41~50	5
51~60	7
61~70	11
71~80	17
81~90	23
91~100	29

Rank	Experience (XPs)	DP bonus
Rookie	0	333
Green	4,000	60
Novice	12,000	90
Regular	24,000	120
Veteran	40,000	150
Crack	60,000	180
Elite	80,000	210
Ace	110,000	240
Champion	140,000	270
Hero	180,000	300

Charisma	XP Mod (%)
5	+ 25
6	+ 20
7	+ 15
8	+ 10
9	+ 5
10	0
11	- 5
12	- 10
13	- 15
14	- 20
15	- 25
16	- 30
17	- 35
18	- 40
19	- 45
20	- 50

Device	PUs	Notes
Heat Regulator	1	-
Move Actuators	1~3	depending on move mode
Shield	1~4	depending on Shield settings
Scanner	1	-
ECM	1	-
Weapons	(*)	1~3 for each Energy weapon, 1 for each CC weapon
HtH Actuators	1~4	1 for each arm/leg
Jump Ports	1	for recharging (1 jump sec each 3 secs grounded)

Jump
Damage level

Ports	Recycle
None	3 secs
Light	5 secs
Medium	8 secs
Heavy	12 secs

Weapon	Weight	Slots	Min/Max	Range	Damage	Heat	Modifier	Ammo	Reload (PU)	Cost	Skill
Small Laser	0.8	1	0 / 4	C	3	6	-5%		5 (5)	2,000	Energy Weapon
Medium Laser	1.5	1	0 / 9	C S	6	15	-5%		7 (9)	3,000	Energy Weapon
Pulse Laser	2.5	2	0 / 7	C S	8	14	0%		8 (10)	5,000	Energy Weapon
Large Laser	4.0	2	0 / 13	C S M	9	23	-5%		11 (17)	8,000	Energy Weapon
Plasma Gun	7.5	3	3 / 17	S M	11	33	0%		16 (33)	12,000	Energy Weapon
Cold Light Gun	8.5	4	0 / 8	C S	13	15	0%		12 (20)	14,000	Energy Weapon
Tesla Bolt	10.0	4	0 / 5	C S	25	35	-5%		15 (30)	16,000	Energy Weapon
Flame Thrower	2.5	1	0 / 1	C	7	7	+10%	7	8	3,500	Energy Weapon
Black Ray Gun	7.5	4	0 / 7	C S	10	25	-5%		13 (25)	16,000	Energy Weapon
Neutron Blaster	7.0	2	1 / 9	S	0	15	-10%		12 (20)	15,000	Energy Weapon
E. M. Pulser	3.0	1	1 / 11	S M	0	20	-10%		13 (25)	13,000	Energy Weapon
Machine Gun	0.5	1	0 / 3	C	2	2	+5%	25	6	1,000	Cannon
AC 4	3.0	2	0 / 20	C S M L	4	8	0%	22	13	2,000	Cannon
AC 7	6.0	3	0 / 16	C S M	7	12	0%	18	16	3,000	Cannon
AC 12	9.0	4	0 / 12	C S M	12	17	-5%	14	19	7,000	Cannon
AC 20	12.0	5	0 / 8	C S	20	25	-5%	10	22	15,000	Cannon
Gauss Cannon	10.0	4	2 / 14	S M	10	20	+5%	15	19	13,000	Cannon
Light Meson Gun	2.0	1	0 / 9	C S	2 + 2	9	-5%	15	14	6,000	Cannon
Heavy Meson Gun	5.0	2	0 / 15	C S M	3 + 3	13	-5%	10	19	14,000	Cannon
SRM 4	1.5	1	0 / 9	C S	2	5	0%	22	12	2,500	Unguided Missile
SRM 8	3.0	2	0 / 9	C S	2	10	0%	11	16	5,000	Unguided Missile
LRM 6	5.0	3	4 / 23	S M L	2	12	-5%	20	15	6,000	Unguided Missile
LRM 9	8.5	4	4 / 23	S M L	2	18	-5%	15	20	9,000	Unguided Missile
LRM 12	12.0	5	4 / 23	S M L	2	24	-5%	10	25	12,000	Unguided Missile
NM 7	3.5	2	0 / 10	C S M	1	7	0%	20	14	3,500	Unguided Missile
NM 14	7.0	3	0 / 10	C S M	1	14	0%	10	20	7,500	Unguided Missile
GMH 2	6.0	3	5 / 26	S M L	4	6	0%	16	18	10,000	Guided Missile
GMH 4	12.0	5	5 / 26	S M L	4	12	0%	8	25	20,000	Guided Missile
GME	2.5	2	0 / 6	C S	9	13	-15%	13	16	7,000	Guided Missile
Power Axe	3.0	1	0 / 0	C	10	6	+5%		8 (8)	2,500	Close Combat
Vibra Claw	4.0	2	0 / 0	C	5 + 5	8	-5%		9 (9)	3,500	Close Combat
Chain Saw	6.0	2	0 / 0	C	15	5	0%		10 (10)	3,000	Close Combat

Special
fire, reduced target's speed modifier
fire, reduced target's speed modifier
fire
fire, steam, reduced target's speed mod
fire, steam
fire, steam
fire, steam, raises target's heat (12.6C)
fire, steam, increased instability (+65%)
chance of radiation damage to jock
chance to affect internal systems
reduced target's speed modifier
smoke
smoke
smoke
smoke
ammo does not explode
40% chance of critical damage
50% chance of critical damage
raises target's heat (1.8C/location)
raises target's heat (1.8C/location)
+1%/15C, reduced target's speed mod
+1%/15C, reduced target's speed mod
variable range and chance to hit
60% chance of critical damage

Type	Level	Weight	Power (PUs)	Slots	Location	Cost
Engine	1	5.0	5	2	CT/RT/LT/LOT/CBT	10,000
	2	7.0	6	3		12,000
	3	9.0	7	3		15,000
	4	11.0	8	4		20,000
	5	14.0	9	4		28,000
	6	18.0	10	5		38,000
	7	22.0	11	5		50,000
	8	27.0	12	6		65,000
	9	32.0	13	6		80,000
	A	39.0	15	7		100,000

Type	Level	Weight	C/sec	Slots	Location	Cost
Heat Regulator	1	3.0	-1.5	2	RL LL	2,000
	2	4.0	-1.8	2		4,000
	3	5.0	-2.1	3	+	6,000
	4	6.0	-2.4	3		8,000
	5	7.5	-2.7	5	+	11,000
	6	10.0	-3.0	5		14,000
	7	12.5	-3.4	7	+	18,000
	8	15.0	-3.8	7		22,000
	9	18.0	-4.3	9	+	27,000
	A	21.0	-4.8	9		32,000

Type	Level	Weight	GM Mod	Duration	Slots	Location	Cost
Flares	1	0.5	-30%	30s	1	HD/CT/RT/LT/CBT	1,000
	2	1.0	-35%	30s	1		1,500
	3	1.5	-40%	35s	2		2,500
	4	2.5	-45%	40s	2		3,500
	5	3.0	-50%	45s	3		5,000
	6	3.5	-55%	45s	3		7,000

Type	Level	Weight	ToHit Mod	PUs	C/sec	Slots	Location	Cost
Shield	1	2.0	20%	1	+ 0.50	2	CT/RT/LT/LOT/CBT	3,000
	2	3.5	25%	2	+ 0.60	2		5,000
	3	5.0	30%	2	+ 0.75	3		8,000
	4	6.5	35%	3	+ 0.85	3		11,000
	5	8.0	40%	3	+ 1.00	4		15,000
	6	9.5	50%	4	+ 1.25	4		19,000

Type	Level	Weight	Repair Mod	Time	Slots	Location	Cost
DCS	1	2.5	10%	1.00	2	CT/RT/LT/LOT/CBT	3,000
	2	3.5	15%	0.80	3		5,500
	3	4.0	20%	0.70	3		9,000
	4	5.0	25%	0.60	4		13,000
	5	5.5	30%	0.50	4		17,000
	6	6.5	35%	0.40	5		22,000

Type	Level	Weight	Heal (HPs)	Slots	Location	Cost
Life Support	1	1.0	3	1	ID/CT/RT/LT/CBT	2,500
	2	1.5	4	1		3,500
	3	2.5	6	1		5,000
	4	3.0	8	2		8,000
	5	4.0	9	2		11,000

	6	4.5	10	2	±	15,000
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Type	Level	Weight	Op/Mx Range	VHeight	AS Mod	Time	Slots	Location	Cost
Scanner	1	1.0	12 / 23	7m	0%	1.7	1	HD / CT / RT / LT / CBT	2,000
	2	2.0	13 / 24	8m	5%	1.6	1		3,000
	3	3.0	13 / 25	9m	10%	1.5	1		4,500
	4	4.5	14 / 26	10m	15%	1.3	2		7,000
	5	6.0	14 / 27	11m	20%	1.2	2		10,000
	6	7.0	15 / 28	12m	25%	1.0	3		14,000

Type	Level	Weight	ToHit Mod	TLC	Slots	Location	Cost
Battle Computer	1	1.0	0%	1	1	HD / CT / RT / LT / LOT / CBT	2,000
	2	2.0	5%	1	1		5,000
	3	2.5	8%	2	2		7,000
	4	3.0	10%	3	2		11,000
	5	3.5	13%	4	3		17,000
	6	4.0	15%	5	3		25,000

Type	Level	Weight	GMH Mod	AS Mod	Slots	Location	Cost
ECM	1	1.5	-15%	-25%	1	CT / RT / LT / LOT / CBT	1,500
	2	2.5	-20%	-35%	2		3,000
	3	3.5	-20%	-45%	2		5,000
	4	4.5	-25%	-55%	3		7,500
	5	5.5	-25%	-65%	3		10,000
	6	7.5	-30%	-75%	4		13,000

Type	Level	Weight	JMT	Secs	Slots	Location	Cost
Jump Ports	1	2.0	15	125	1	LOT	1,500
	2	3.0	14	150	1		2,000
	3	4.5	13	175	2	RL LL	3,000
	4	5.5	12	200	2		4,500
	5	7.0	11	225	3	LOT	6,500
	6	8.0	10	250	3	RL LL	9,000

Type	Level	Class	AP/mm	Heat	ton/mm	ton/slot	\$/mm	Weight
Armor	1	Millenia	0,50	115%	0,020	1,8	50	Heavy
	2	Titanium	0,55	100%	0,021	2,1	55	Heavy
	3	Vicenum	0,60	90%	0,018	1,0	60	Light
	4	Dullaroy	0,70	85%	0,025	1,5	65	Medium

Weight Class	Chassis	Max mm Head	Max mm	Max APs			
				Millenia	Titanium	Vicenum	Dullaroy
Recon	R1	20	30	0	0	0	0
	R2	21	33	0	0	0	0
	R3	22	36	0	0	0	0
	R4	23	39	0	0	0	0
Light	L1	24	48	0	0	0	0
	L2	25	51	0	0	0	0
	L3	26	54	0	0	0	0
	L4	27	57	0	0	0	0
Medium	M1	28	66	0	0	0	0
	M2	29	69	0	0	0	0
	M3	30	72	0	0	0	0
	M4	31	75	0	0	0	0
Heavy	H1	32	84	0	0	0	0
	H2	33	87	0	0	0	0
	H3	34	90	0	0	0	0
	H4	35	93	0	0	0	0
Assault	A1	36	102	0	0	0	0
	A2	37	105	0	0	0	0
	A3	38	108	0	0	0	0
	A4	39	111	0	0	0	0

AP/ton	Bulk	AP/slot
25,00	Medium	45,00
26,19	Low	55,00
33,33	High	33,33
28,00	Medium	42,00

AP/slot	M	T	V	D
CT	15,000	18,333	11,111	14,000
RT/LT	17,308	21,154	12,821	16,154
RA/LA	18,000	22,000	13,333	16,800
RL/LL	18,750	22,917	13,889	17,500
CBT	22,500	27,500	16,667	21,000
LOT	30,000	36,667	22,222	28,000

AP/ton	M	T	V	D
CT	8,333	8,730	11,111	9,333
RT/LT	9,615	10,073	12,821	10,769
RA/LA	10,000	10,476	13,333	11,200
RL/LL	10,417	10,913	13,889	11,667
CBT	12,500	13,095	16,667	14,000
LOT	16,667	17,460	22,222	18,667

Weight Class	Chassis	Weight	Height	Free slots							Internal Structure							Handling
				HD	CT	RT/LT	RA/LA	LOT	RL/LL	CBT	HD	CT	RT/LT	RA/LA	LOT	RL/LL	CBT	
Recon	R1	2.0	7	2	5	3	3	2	2	2	9	15	11	13	11	13	9	+10%
	R2	3.0	7	2	6	4	3	2	2	3	9	17	13	13	11	13	11	0%
	R3	4.0	7	2	6	5	4	2	2	3	9	17	15	15	11	13	11	-5%
	R4	5.0	7	3	7	5	4	2	3	3	11	19	15	15	11	15	11	-10%
Light	L1	7.0	9	3	7	6	5	2	3	3	11	19	17	17	11	15	11	+5%
	L2	8.0	9	3	7	7	5	3	3	4	11	19	19	17	13	15	13	0%
	L3	9.0	9	3	8	6	6	3	4	3	11	21	17	19	13	17	11	0%
	L4	10.0	9	3	7	7	6	3	4	4	11	19	19	19	13	17	13	-5%
Medium	M1	13.0	11	3	8	8	7	3	5	4	11	21	21	21	13	19	13	+5%
	M2	15.0	11	3	9	9	7	3	4	4	11	23	23	21	13	17	13	0%
	M3	17.0	11	4	9	9	7	4	5	5	13	23	23	21	15	19	15	-5%
	M4	19.0	11	4	9	8	8	3	5	5	13	23	21	23	13	19	15	0%
Heavy	H1	22.0	13	4	10	10	8	4	6	5	13	25	25	23	15	21	15	0%
	H2	24.0	13	4	9	10	8	4	5	5	13	23	25	23	15	19	15	+5%
	H3	26.0	13	4	10	10	9	4	6	5	13	25	25	25	15	21	15	0%
	H4	28.0	13	4	11	11	9	4	6	5	13	27	27	25	15	21	15	-15%
Assault	A1	32.0	15	4	12	12	10	5	7	6	13	29	29	27	17	23	17	-5%
	A2	35.0	15	5	11	11	10	5	7	6	15	27	27	27	17	23	17	+5%
	A3	38.0	15	5	11	12	11	5	8	6	15	27	29	29	17	25	17	-5%
	A4	41.0	15	5	12	12	11	6	8	7	15	29	29	29	19	25	19	-15%

BMT	Max Climb	Cost
18	58	5,000
17	59	6,000
16	60	7,000
15	61	8,000
23	53	15,000
22	54	18,000
21	55	21,000
20	56	24,000
28	48	40,000
27	49	44,000
26	50	48,000
25	51	52,000
33	43	80,000
32	44	85,000
31	45	90,000
30	46	95,000
38	38	130,000
37	39	150,000
36	40	170,000
35	41	190,000

Weight Class	Chassis	IS Points	IS Cost	Actuator Cost	Gyro Cost
Recon	R1	0	14	152	455
	R2	0	16	182	545
	R3	0	17	212	636
	R4	0	19	242	727
Light	L1	0	33	455	1364
	L2	0	38	545	1636
	L3	0	43	636	1909
	L4	0	48	727	2182
Medium	M1	0	74	1212	3636
	M2	0	81	1333	4000
	M3	0	83	1455	4364
	M4	0	91	1576	4727
Heavy	H1	0	129	2424	7273
	H2	0	142	2576	7727
	H3	0	143	2727	8182
	H4	0	147	2879	8636
Assault	A1	0	185	3939	11818
	A2	0	217	4545	13636
	A3	0	234	5152	15455
	A4	0	255	5758	17273

Heat Level	Temperature (°C)	Skill Check Modifier (*)
Green	00.00 ~ 49.99	no penalty
Blue	50.00 ~ 74.99	5% penalty
Yellow	75.00 ~ 99.99	10% penalty
Red	100.00 ~ 124.99	15% penalty
White	125.00 ~ 149.99	30% penalty
	150.00+	SHUTDOWN!
	250.00+	EXPLOSION!! (if engine not disabled)

(*) for ranged attacks and active scans; halved for HtH/CC attacks, ejects and move skill checks, doubled

I for ammo explosions

Move Mode	% BMT	PU/s	C/sec	Notes
Walk Forward	100%	2	0.7	skill check required in water and swamp hexes
Walk Backwards	130%	2	0.7	skill check required in water and swamp hexes
Run	60%	3	1.3	skill check required in water and swamp hexes
Dodge	80%	3	1.5	skill check required
Turn R/L	20%	1	0.7	skill check required in water and swamp hexes
Swivel R/L	10%	1	0.3	-
Stand (from prone)	40%	2	1.0	skill check required
Stand (from crouched)	10%	2	1.0	skill check required
Crouch	20%	1	0.7	skill check required in water and swamp hexes

Jump Mode	% JMT	PU/s	C/sec	Notes
Jump Forward	100%	0	2.0	time depends on Jump Port quality
Jump Backwards	130%	0	2.0	-
Jump Up	30%	0	2.0	from difficult terrain requires skill check
Jump Down	20%	0	2.0	landing requires skill check, harder for difficult terrain

Actuator (*)	Hip	Knee	Foot
Light	130%	110%	-
Medium	150%	130%	110%
Heavy	200%	150%	130%
Destroyed	275%	200%	150%

(*) not cumulative, heavier penalty counts

Terrain Type	Offensive Mod	Defensive Mod	Heat Mod	Move Mod
Water (-1m)	-5%	0%	-2.0 C/sec	+30% BMT
Water (-2m)	-5%	0%	-2.5 C/sec	+40% BMT
Water (-3m)	-10%	0%	-3.0 C/sec	+60% BMT
Swamp	-5%	0%	-1.5 C/sec	+100% BMT
Depression	0%	+5%	(**)	-
Plain	0%	0%	(**)	-
Low Hill	0%	0%	(**)	-
Medium Hill	0%	0%	(**)	-
High Hill	0%	0%	(**)	-
Mountain	0%	0%	(**)	-
Scrub	0%	+5%	(cannot be burned)	+20% BMT
Light Wood	0%	+15% (*)	+1.0 C/sec when burning	+40% BMT
Dense Wood	-5%	+25% (*)	+2.5 C/sec when burning	+70% BMT

(*) when burned down, defensive mods are halved

(**) fires in non-woods hexes add +2.7C/sec

Savannah	Polar	Core	BioChem
-	Frozen Water	Lava (-1m)	Acid (-1m)
-	-	Lava (-2m)	Acid (-2m)
-	-	Lava (-3m)	Acid (-3m)
Quicksand	-	Lava & Rock	Acid & Rock
Wadi	-	-	Pit
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	Rubble	Rubble
-	Small Pines	Light Cover	Light Cover
-	Tall Pines	Heavy Cover	Heavy Cover

Water (-3m)	Frozen Water	Lava (-1m)	Acid (-3m)
-5% Off	-1.5 Heat	+3.0 Heat	-5% Off
Quicksand	+90% BMT	Lava (-2m)	Acid & Rock
0.0 Heat	Water (-2m)	+3.5 Heat	-1.0 Heat
Light Wood	-3.5 Heat	Lava (-3m)	+30% BMT
+10% Def	Water (-3m)	-5% Off	Light Cover
Dense Wood	-5% Off	+4.0 Heat	+10% Def
+20% Def	-4.0 Heat	Lava & Rock	no burning
	Swamp	+2.0 Heat	Heavy Cover
	-2.5 Heat	+30% BMT	+20% Def
	+120% BMT	Ground	no burning
	Ground	+1.0 Heat	
	-1.0 Heat	Light Cover	
	+30% BMT	+10% Def	
	Small Pines	no burning	
	+0.5 Heat	Heavy Cover	
	Tall Pines	+20% Def	
	+1.5 Heat	no burning	