

Attack Roll Modifiers

+4 attack	• Shutdown 'Mech target [22].
+2 attack	• Combat formation additional unit [31]. • Unblocked Artillery Attack [25]. • Rear attack-Close/Ranged Combat Attack vs. rear [24,26]; Charge/Ram rear-to-rear [28].
+1 defense	• Assault Combat [27]. • Height advantage [18,34,FAQ12]. • Hindering terrain vs. Ranged Combat Attack [32]. • Hull Down vs. Ranged Combat Attack [17]. • Friendly Fire: 'Mech [24].
+2 defense	• Friendly Fire: Infantry/Vehicle [24]. • Called Shot (exc. Quad w/infantry)[24]. • Charge LOF crossing non-water terrain, non-infantry unit [28]. • Death From Above [28].
+3 defense	• Capture attempt [26]. • Indirect Fire Ranged Combat Attack [24].

Attacker based by opp. units can't target other opp. units in base contact with friendly units [23].

Damage/Heat Summary

Attack/Event	Attacker	Defender
Artillery [19,20]		Normal damage to all non-captive units in blast radius [26,FAQ12]
Assault [27]	1 heat	
Breakaway [17]	1 push damage to opp. infantry in base contact w/non-Quad 'Mech breaking away	
Capture	1 push damage (if failed) [31]	1 push damage if passenger of captured transport [19], VTOL eliminated if captured [26]
Charge [28]	Half primary as push damage (min. 1) & 2 heat (1 for charge, 1 for run)	Impact damage +1 (if successful); no free spin if rear-to-rear
Close Combat		Primary damage or secondary melee damage (min. 1) [26] Quad 'Mech = 1 dam. if no melee rng. type [20]
Critical hit		Damage +1 each targeted unit [20] or unit within Artillery blast radius [26]; Repair +1 [20]
Critical miss [20]	1 push damage to attacker or repair target	
Death From Above [28]	Succeeds 1 push damage Fails 2 push damage	Impact damage (primary +2), no free spin Free spin
Indirect Fire Ranged Combat Attack [24]		2 damage max.
Push infantry/vehicle	1 push dam. [15] exc. move fm. [30]	
Push 'Mech [21]	1 heat (but not for vent order)	
Ram [28]	1 push damage	2 impact damage; no free spin if rear-to-rear
Ranged Ballistic [19]		Normal damage
Ranged energy vs. infantry [20]		Damage reduced to 1
Ranged energy vs. 'Mech [22]		Damage +1 heat (if damaged), max. 1 heat/turn
Ranged energy vs. vehicle [20]		Normal damage
Run [17]	1 heat (exc. failed breakaway)	
Single-use special equipment [15]	1 push damage when used	
VTOL@cruising becomes salvage [19]	Passengers without jump jets eliminated	

Ranged Combat Formations	Close Combat Formations
<ul style="list-style-type: none"> • 3 to 5 units [30]. • Single target, in range with unblocked LOF to all units in formation [30]. • +2 attack each additional unit [30]. • Artillery formation must be all artillery [31]. • Units grouped so that each one is touching the base of another unit in the formation [30]. 	<ul style="list-style-type: none"> • 2 to 3 infantry/'Mechs [31]. • Single target, in base contact to all units in formation [31]. • +2 attack each additional unit [31]. • Infantry (foot) formation may capture [26] • Units in the formation do not have to be in base contact with one another [31].
<ul style="list-style-type: none"> • If any unit has LOF or base contact with target's rear arc, +2 attack [30,31]. • All members of a formation must be from the same faction [29]. • Mercenary units may create formations with any other faction [29]. • VTOLs can never use formations [18]. • Sea Fox units can't use formations [39]. • Passengers don't count towards formation limits [18]. 	

Calculation of Damage [29]

- Heat effects:** Check Heat Dial!
- Attack type:** (e.g. Charge, Close Combat, DFA, Indirect Fire, Ram).
- Attacker SE & faction abilities.**
- Critical hit:** +1 damage.
- Unit type:** (e.g. energy vs. infantry reduced to 1).
- Affected units' SE & faction abilities.**
- Apply damage,** unless capture attempt.