## Double Sided 1 of 2

	Cri	itical Hits p	50/p187		Aeros	pace p180
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6″	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12″	Middle
	<u> </u>	Eine Chul	E		30"	High
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	48″	Extreme
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC
9	No Crit	Weapon	Weapon	Door	Mod	Attack
-					+0	Air-to-Air
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike

	Cri	itical Hits p	50/p187		Aeros	pace p180
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6″	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
-	<u> </u>				30″	High
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	48"	Extreme
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC
9	No Crit	Weapon	Weapon	Door	Mod	Attack
					+0	Air-to-Air
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike

	Cri	itical Hits p	50/p187		Aeros	pace p180
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6″	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High
<u> </u>			0		48"	Extreme
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC
9	No Crit	Weapon	Weapon	Door	Mod	Attack
10					+0	Air-to-Air
	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike

	Cri	itical Hits p	50/p187		Aeros	pace p180		
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude Low Middle High Extreme Target Airbrn AS/CF		
2	Ammo	Ammo	Fuel	KF Boom	6″			
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12″			
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30″	High		
· ·	FireCtri	FireCtri	Engine	NO CHL	48″	Extreme		
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target		
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF		
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS		
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC		
9	No Crit	Weapon	Weapon	Door	Mod	Attack		
-					+0	Air-to-Air		
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing		
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing		
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike		

	Cri	tical Hits p	50/p187		Aeros	space p180		Cr	itical Hits p	50/p187		Aerospace p180	
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude	2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6″	Low	2	Ammo	Ammo	Fuel	KF Boom	6″	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle	3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12″	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High	4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48″	Extreme	5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48"	Extreme
-					Mod	Target	-					Mod	Target
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF	6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS	7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC	8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC
9	No Crit	Weapon	Weapon	Door	Mod	Attack	9	No Crit	Weapon	Weapon	Door	Mod	Attack
10					+0	Air-to-Air	10					+0	Air-to-Air
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing	10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing	11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike	12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike

	Cri	tical Hits p	50/p187		Aeros	space p180		Cr	itical Hits p	50/p187		Aeros	pace p180
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude	2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6″	Low	2	Ammo	Ammo	Fuel	KF Boom	6"	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle	3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30" 48"	High Extreme	4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30″ 48″	High Extreme
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target	5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF	6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS	7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC	8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC
9	No Crit	Weapon	Weapon	Door	Mod	Attack	9	No Crit	Weapon	Weapon	Door	Mod	Attack
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Air-to-Air	10	Fire Ctrl	Weapon	Engine	No Crit	+0	Air-to-Air
			-		+0	Bombing				-		+0	Bombing
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing	11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike	12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike

## Double Sided 2 of 2

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack	Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA	+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from Cl	+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA	-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL	+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Exce	ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA	* Exce	ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motiv	ve Damage p51	Mod	Range	+5	With AOE	Motiv	e Damage p51
+0	Short	-1	Spotter w/TAG	Mod	Motive Type	+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N	+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H	+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G	Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect	+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	–2MV, –1TMM	+2	Jumped	Mod	Infantry	9-10	–2MV, –1TMM
-1	Stand Still	+1	Hit the Deck	11	–50% MV, TMM	-1	Stand Still	+1	Hit the Deck	11	–50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile	+1	Is Spotting	+3	Units as Cover	12+	Immobile
Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack	Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA	+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI	+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from Cl
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA	-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL	+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
	ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA		ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE		ve Damage p51	Mod	Range	+5	With AOE		e Damage p51
+0	Short	-1	Spotter w/TAG	Mod	Motive Type	+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N	+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H	+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G	Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect	+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	-2MV, -1TMM	+2	Jumped	Mod	Infantry	9-10	-2MV, -1TMM
-1	Stand Still	+1	Hit the Deck	11	-50% MV, TMM	-1	Stand Still	+1	Hit the Deck	11	-50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile	+1	Is Spotting	+3	Units as Cover	12+	Immobile
	is operang						is operand				
Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack	Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA	+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+X +1*	TMM (BA +1) Jump/Airborne	+1 +1	Indirect Fire Spotter Attacked	+1 +4	AM from BA AM from CI	+X +1*	TMM (BA +1) Jump/Airborne	+1 +1	Indirect Fire Spotter Attacked	+1 +4	AM from BA AM from CI
+X +1* -4	TMM (BA +1) Jump/Airborne Immobile	+1 +1 +X	Indirect Fire Spotter Attacked Spotter Terrain	+1 +4 +3	AM from BA AM from CI AM Trnsprt w/BA	+X +1* -4	TMM (BA +1) Jump/Airborne Immobile	+1 +1 +X	Indirect Fire Spotter Attacked Spotter Terrain	+1 +4 +3	AM from BA AM from CI AM Trnsprt w/BA
+X +1* -4 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In	+1 +1 +X Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47	+1 +4 +3 +0	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL	+X +1* -4 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In	+1 +1 +X Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47	+1 +4 +3 +0	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL
+X +1* -4 +1 * Exce	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	+1 +1 +X Mod +4	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE	+1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA	+X +1* -4 +1 * Exce	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	+1 +1 +X Mod +4	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE	+1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA
+X +1* -4 +1 * Exce Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range	+1 +1 +X <b>Mod</b> +4 +5	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE	+1 +4 +3 +0 +1 Motiv	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b>	+X +1* -4 +1 * Exce Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range	+1 +1 +X <b>Mod</b> +4 +5	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE	+1 +4 +3 +0 +1 Motiv	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b>
+X +1* -4 +1 * Exce Mod +0	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short	+1 +1 +X <b>Mod</b> +4 +5 -1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG	+1 +4 +3 +0 +1 Motiv Mod	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type	+X +1* -4 +1 * Exce <b>Mod</b> +0	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short	+1 +1 +X <b>Mod</b> +4 +5 -1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG	+1 +4 +3 +0 +1 Motiv Mod	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA e Damage p51 Motive Type
+X +1* -4 +1 * Exce Mod +0 +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium	+1 +1 +X Mod +4 +5 -1 TP	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod	+1 +4 +3 +0 +1 Motiv Mod +0	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N	+X +1* -4 +1 * Exce Mod +0 +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium	+1 +1 +X Mod +4 +5 -1 TP	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod	+1 +4 +3 +0 +1 Motiv Mod +0	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N
+X +1* -4 * Exce Mod +0 +2 +4	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Pamage p51</b> Motive Type T or N W or H	+X +1* -4 +1 * Exce Mod +0 +2 +4	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H
+X +1* -4 * Exce Mod +0 +2 +4 Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G	+X +1* -4 +1 * Exco Mod +0 +2 +4 Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G
+X +1* -4 * Exce Mod +0 +2 +4 Mod +X	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM CV	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +0 +1 +2 2d6	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G Effect	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM CV	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +0 +1 +2 2d6	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Physical/MEL</b> Charge/DFA <b>Physical/MEL</b> <b>Charge/DFA</b> <b>Tor N</b> Wor H V or G <b>Effect</b>
+X +1* -4 * Exce Mod +0 +2 +4 Mod +X +X +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 H0/+1/+2 Infantry	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G Effect -2MV, -1TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 H0/+1/+2 Infantry	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM
+X +1* -4 *Exce Mod +0 +2 +4 Mod +X +X +2 -1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod +1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 Ho/+1/+2 <b>Infantry</b> Hit the Deck	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 +2 -1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod +1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 Ho/+1/+2 <b>Infantry</b> Hit the Deck	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Physical/MEL</b> Charge/DFA <b>Physical/MEL</b> <b>Charge/DFA</b> <b>Tom</b> <b>Wore Type</b> Tor N W or H V or G <b>Effect</b> -2MV, -1TMM -50% MV, TMM
+X +1* -4 * Exce Mod +0 +2 +4 Mod +X +X +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 H0/+1/+2 Infantry	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G Effect -2MV, -1TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 H0/+1/+2 Infantry	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM
+X +1* -4 +1 * Exce Mod +0 +2 +4 +4 Mod +X +2 -1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod +1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 <b>Infantry</b> Hit the Deck Units as Cover	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11 12+	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM CV <b>Mod</b> +1 +3	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 Ho/+1/+2 <b>Infantry</b> Hit the Deck	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11 12+	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile
+X +1* -4 *Exce Mod +0 +2 +4 Mod +X +X +2 -1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting	+1 +1 +X <b>Mod</b> +4 +5 -1 <b>TP</b> BA BM CV <b>Mod</b> +1 +3	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 Ho/+1/+2 <b>Infantry</b> Hit the Deck	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still	+1 +1 +X Mod +4 +5 -1 TP BA BM CV CV Mod +1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 <b>Infantry</b> Hit the Deck Units as Cover	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Postore Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM
+X +1* -4 +1 * Exce Mod +0 +2 +2 +4 Mod +X +2 -1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1)	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +1 +2 <b>2d6</b> 9-10 11 12+	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1)	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +1 +2 <b>2d6</b> 9-10 11 12+	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack
+X +1* -4 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ Mod +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ Mod +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In Pt JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 Mod +1 +1	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 Mod +1 +1	Indirect Fire Spotter Attacked Spotter Terrain <b>Artillery p47</b> Without AOE With AOE Spotter w/TAG <b>Stealth Mod</b> +1/+1/+2 +0/+1/+2 Ho/+1/+2 <b>Infantry</b> Hit the Deck Units as Cover <b>Indirect Fire p41</b> Indirect Fire Spotter Attacked	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>e Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Mod +X +1* +1*	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 Hod +1 +1 +1 +X	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Mod +X +1*	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 Hod +1 +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +2 +1 +4 +3	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 +1 +1 *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In Pt JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 Hod +1 +1 +1 +X Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hi/the Deck Units as Cover Infantry Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Mod +X +1*	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 +1 +1 +1 +X Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 -1 +1 +1 -4 +1 * Exce	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	+1 +1 +X Mod +4 +5 -1 <b>TP</b> BA BM CV <b>Mod</b> +1 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> +1 +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Mod +X +1*	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 *3 <b>Mod</b> +1 +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 *1 *1 *1 *Exce Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range	+1 +1 +X Mod +4 +5 -1 <b>TP</b> BA BM CV <b>Mod</b> +1 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> +1 +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>P Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Mod +X +1* -4 +1 * Exce Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 *3 <b>Mod</b> +1 +1 +3 *3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b>
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 Hod +1 +1 +3 SM -1	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> Motive Type	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +0	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +3 *3 *1 +1 +1 +1 +3 *3 *1 *3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> Motive Type
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 * X +1* -4 +1 * Exce Mod +0 +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 Hod +1 +1 +3 Hod +1 +1 +3 -1 TP	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>re Damage p51</b> Motive Type T or N	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +2 -1 +1 *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +1 +3 +1 +1 +1 +2 +3 <b>Mod</b> +1 +1 +3	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> W or H V or G <b>Effect</b> -2MV, -1TMM -50% MV, TMM Immobile <b>Physical Attack</b> AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> <b>Motive Type</b> T or N
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 * X +1* -4 +1 * Exce Mod +0 +2 +4	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 Hod +1 +1 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> -1 <b>TP</b> BA -1 <b>TP</b> BA	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type Tor N Wor H	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +2 +4 +1 *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +1 +3 +1 +1 +1 +2 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> -1 <b>TP</b> BA	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 <b>Motiv</b>	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> W or H V or G <b>Effect</b> -2MV, -1TMM -50% MV, TMM Immobile <b>Physical Attack</b> AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> <b>Motive Type</b> T or N W or H
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 +1 * Exce Mod +0 +2 +4 Mod	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 H Mod +1 +1 +3 H CV Mod -1 TP BA BM BM	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +1 +2 <b>2d6</b> 9-10 11 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA ve Damage p51 Motive Type Tor N Wor H Vor G Effect	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +2 +4 +1 * Exce Mod +0 +2 +4 +1 * +1 *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +1 +3 +1 +1 +1 +1 +2 -1 TP BA BM	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +1 +2 <b>2d6</b> 9-10 11 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2 +2	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>T</b> or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E</b> Damage p51 Motive Type T or N W or H V or G
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 *1 *1 * Exce Mod +0 +2 +4 Mod +X	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 Hod +1 +1 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> -1 <b>TP</b> BA BM CV <b>TP</b> BA CV	Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE     Without AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire p41     Spotter Attacked     Spotter Attacked     Spotter W/TAG     Without AOE     With AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ 2d6 +1 +1 +4 +3 +0 +1 +1 Motiv Mod +1 +1 +2 2d6	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>ror N</b> Wor H Vor G	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +2 -1 +1 *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +1 +3 +1 +1 +1 +1 +2 -1 TP BA BM CV	Indirect Fire   Spotter Attacked   Spotter Terrain   Artillery p47   Without AOE   Without AOE   Spotter w/TAG   Stealth Mod   +1/+1/+2   +0/+1/+2   +0/+1/+2   Infantry   Hit the Deck   Units as Cover   Indirect Fire p41   Indirect Fire   Spotter Attacked   Spotter Terrain   Artillery p47   Without AOE   Spotter w/TAG   Spotter Mod   +1/+1/+2   +0/+1/+2	+1 +4 +3 +0 +1 Motiv Mod +1 +2 2d6 9-10 11 12+ 2d6 +1 +1 +4 +3 +0 +1 +1 Motiv Mod +1 +1 +2 2d6	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> Motive Type Tor N Wor H Vor G Effect
+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +1 *1 *1 * Exce Mod +0 +2 +4 H0 +2 +4 Mod +X +2	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 BA BM CV Mod +1 +1 +3 *3 <b>Mod</b> +1 +1 +3 <b>Mod</b> +1 +1 +3 <b>Mod</b> 2V <b>Mod</b> 2V <b>Mod</b> 20 20 20 20 20 20 20 20 20 20 20 20 20	Indirect Fire   Spotter Attacked   Spotter Terrain   Artillery p47   Without AOE   Without AOE   Spotter w/TAG   Stealth Mod   +1/+1/+2   +0/+1/+2   +0/+1/+2   Infantry   Hit the Deck   Units as Cover   Indirect Fire p41   Indirect Fire   Spotter Attacked   Spotter Terrain   Artillery p47   Without AOE   Spotter w/TAG   Spotter w/TAG   Spotter w/TAG   Spotter w/TAG   +1/+1/+2   +0/+1/+2   +0/+1/+2	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Tor N</b> Wor H Vor G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>E Damage p51</b> Motive Type Tor N Wor H Vor G Effect -2MV, -1TMM	+X +1* -4 +1 * Exce Mod +0 +2 +4 Mod +X +2 -1 +1 +1 * Exce Mod +0 +2 +4 +1 * * Exce Mod +0 +2 +4 +1 * *	TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	+1 +1 +X Mod +4 +5 -1 TP BA BM CV Mod +1 +1 +3 +1 +1 +1 +1 +2 -1 TP BA BM CV U Mod	Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Spotter w/TAG Stealth Mod +1/+1/+2 +0/+1/+2 Hit the Deck Units as Cover Infantry Hit the Deck Units as Cover Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE Spotter w/TAG Spotter w/TAG Spotter w/TAG Spotter w/TAG Spotter w/TAG Spotter Mod +1/+1/+2 +0/+1/+2 Ho/+1/+2 Infantry	+1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> Mod +1 +1 +2 <b>2d6</b> 9-10	AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA <b>Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA Physical/MEL Charge/DFA <b>E Damage p51</b> Motive Type T or N W or H V or G Effect -2MV, -1TMM

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	<b>C</b> -1		F0/		A		Mad	Townsh	Mad	In dive at Fine w 44	Mad	Dhusiaal Attack
		itical Hits p				pace p180		Target	Mod	Indirect Fire p41 Indirect Fire	Mod	Physical Attack
2d6	Mech Crit	Vehicle	Aero	DS/SC	6"	Altitude	+X	TMM (BA +1)	+1		+1	AM from BA
2	Ammo	Ammo	Fuel	KF Boom	12″	Low Middle	+1*	Jump/Airborne	+1 +X	Spotter Attacked	+4	AM from CI
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	30"		-4 +1	Immobile		Spotter Terrain	+3 +0	AM Trnsprt w/BA
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	48"	High Extreme		Hull Dwn/Dig In ept JMPS/JMPW	Mod +4	Artillery p47 Without AOE	+0 +1	Physical/MEL Charge/DFA
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	Mod	Target	Mod	Range	+4	With AOE		ve Damage p51
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF	+0	Short	-1	Spotter w/TAG	Mod	Motive Type
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS	+0	Medium	TP	Stealth Mod	+0	T or N
					-1	Airborne SC	+4	Long	BA	+1/+1/+2	+1	W or H
8	Weapon	No Crit	No Crit	Weapon	Mod	Attack	Mod	Attacker	BM	+0/+1/+2	+2	V or G
9	No Crit	Weapon	Weapon	Door	+0	Air-to-Air	+X	Skill	CV	+0/+1/+2	2d6	Effect
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing	+2	Jumped	Mod	Infantry	9-10	-2MV, -1TMM
11	Engine	Crw Kill	Fire Ctrl	Engine	+3	Strafing	-1	Stand Still	+1	Hit the Deck	11	-50% MV, TMM
12	Destroyed	Engine	Crw Kill	Crew Hit	+1	Strike	+1	Is Spotting	+3	Units as Cover	12+	Immobile
	Cri	itical Hits p	50/p187			pace p180	Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude	+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
2	Ammo	Ammo	Fuel	KF Boom	6″	Low	+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12″	Middle	-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High	+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48″	Extreme		ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA
6			No Crit		Mod	Target	Mod	Range	+5	With AOE	-	ve Damage p51
	Weapon	No Crit		Weapon	+2	Airbrn AS/CF	+0	Short	-1	Spotter w/TAG	Mod	Motive Type
7	MP Hit	No Crit	No Crit	Thruster	-2	Airborne DS	+2	Medium	TP	Stealth Mod	+0	T or N
8	Weapon	No Crit	No Crit	Weapon	-1	Airborne SC	+4	Long	BA	+1/+1/+2	+1	W or H
9	No Crit	Weapon	Weapon	Door	<b>Mod</b> +0	Attack Air-to-Air	Mod	Attacker Skill	BM CV	+0/+1/+2 +0/+1/+2	+2 2d6	V or G Effect
10	Fire Ctrl	Weapon	Engine	No Crit	+0	Bombing	+X +2	Jumped	Mod	+0/+1/+2 Infantry	9-10	–2MV, –1TMM
11	Engine	Crw Kill	Fire Ctrl	Engine	+0	Strafing	-1	Stand Still	+1	Hit the Deck	11	-50% MV, TMM
12	Destroyed	Engine	Crw Kill	Crew Hit	+3	Strike	+1	Is Spotting	+1	Units as Cover	12+	Immobile
		0			11	Strike	11	13 Spotting	+3	011113 83 60061	12+	IIIIIIobile
	Cri	itical Hits p	50/p187		Aeros	pace p180	Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude	+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
2	Ammo	Ammo	Fuel	KF Boom	6″	Low	+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle	-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High	+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48″	Extreme		ept JMPS/JMPW	+4	Without AOE	+1	Charge/DFA
					Mod	Target	Mod	Range	+5	With AOE	Motiv	ve Damage p51
6	Weapon	No Crit	No Crit	Weapon	+2	Airbrn AS/CF	+0	Short	-1			
7	MP Hit	No Crit	No Crit	Thruster		All DC				Spotter w/TAG	Mod	Motive Type
8	Weapon				-2	Airborne DS	+2	Medium	ТР	Stealth Mod	+0	T or N
9		No Crit	No Crit	Weapon	-1	Airborne SC	+2 +4	Medium Long	TP BA	<b>Stealth Mod</b> +1/+1/+2	+0 +1	T or N W or H
-	No Crit		No Crit Weapon		-1 Mod	Airborne SC Attack	+2 +4 Mod	Medium Long Attacker	TP BA BM	Stealth Mod +1/+1/+2 +0/+1/+2	+0 +1 +2	T or N W or H V or G
10	No Crit Fire Ctrl				-1 <b>Mod</b> +0	Airborne SC Attack Air-to-Air	+2 +4 <b>Mod</b> +X	Medium Long Attacker Skill	TP BA BM CV	Stealth Mod +1/+1/+2 +0/+1/+2 +0/+1/+2	+0 +1 +2 <b>2d6</b>	T or N W or H V or G Effect
		Weapon	Weapon	Door	-1 <b>Mod</b> +0 +0	Airborne SC Attack Air-to-Air Bombing	+2 +4 <b>Mod</b> +X +2	Medium Long Attacker Skill Jumped	TP BA BM CV Mod	Stealth Mod +1/+1/+2 +0/+1/+2 +0/+1/+2 Infantry	+0 +1 +2 <b>2d6</b> 9-10	T or N W or H V or G Effect -2MV, -1TMM
10	Fire Ctrl Engine	Weapon Weapon Crw Kill	Weapon Engine	Door No Crit	-1 Mod +0 +0 +3	Airborne SC Attack Air-to-Air Bombing Strafing	+2 +4 <b>Mod</b> +X +2 -1	Medium Long Attacker Skill Jumped Stand Still	TP BA BM CV Mod +1	Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2     Infantry     Hit the Deck	+0 +1 +2 <b>2d6</b> 9-10 11	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM
10 11	Fire Ctrl	Weapon Weapon	Weapon Engine Fire Ctrl	Door No Crit Engine	-1 <b>Mod</b> +0 +0	Airborne SC Attack Air-to-Air Bombing	+2 +4 <b>Mod</b> +X +2	Medium Long Attacker Skill Jumped	TP BA BM CV Mod	Stealth Mod +1/+1/+2 +0/+1/+2 +0/+1/+2 Infantry	+0 +1 +2 <b>2d6</b> 9-10	T or N W or H V or G Effect -2MV, -1TMM
10 11	Fire Ctrl Engine Destroyed	Weapon Weapon Crw Kill	Weapon Engine Fire Ctrl Crw Kill	Door No Crit Engine	-1 Mod +0 +0 +3 +1	Airborne SC Attack Air-to-Air Bombing Strafing	+2 +4 <b>Mod</b> +X +2 -1	Medium Long Attacker Skill Jumped Stand Still	TP BA BM CV Mod +1	Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2     Infantry     Hit the Deck	+0 +1 +2 <b>2d6</b> 9-10 11	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM
10 11	Fire Ctrl Engine Destroyed	Weapon Weapon Crw Kill Engine	Weapon Engine Fire Ctrl Crw Kill	Door No Crit Engine	-1 Mod +0 +3 +1	Airborne SC Attack Air-to-Air Bombing Strafing Strike	+2 +4 <b>Mod</b> +X +2 -1 +1	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1)	TP BA BM CV Mod +1 +3	Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover	+0 +1 +2 <b>2d6</b> 9-10 11 12+	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile
10 11 12	Fire Ctrl Engine Destroyed	Weapon Weapon Crw Kill Engine itical Hits p	Weapon Engine Fire Ctrl Crw Kill 50/p187	Door No Crit Engine Crew Hit	-1 Mod +0 +3 +1 <b>Aeros</b> Mod	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike Pace p180 Altitude Low	+2 +4 Mod +X +2 -1 +1 Mod	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne	TP     BA     BM     CV     Mod     +1     +3	Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b>	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack
10 11 12 2d6 2	Fire Ctrl Engine Destroyed Cri Mech Crit Ammo	Weapon Weapon Crw Kill Engine itical Hits p Vehicle Ammo	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel	Door No Crit Engine Crew Hit DS/SC KF Boom	-1 Mod +0 +3 +1 Aeros Mod 6"	Airborne SC Attack Air-to-Air Bombing Strafing Strike pace p180 Altitude Low Middle	+2 +4 Mod +X +2 -1 +1 +1 <b>Mod</b> +X +1* -4	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile	TP     BA     BM     CV     Mod     +1     +3     Mod     +1	Stealth Mod +1/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA
10 11 12 2d6 2 3	Fire Ctrl Engine Destroyed Cri Mech Crit Ammo Engine	Weapon Weapon Crw Kill Engine itical Hits p Vehicle Ammo Crw Stun	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl	Door No Crit Engine Crew Hit DS/SC KF Boom Dock Collar	-1 Mod +0 +3 +1 Aeros Mod 6" 12" 30"	Airborne SC Attack Air-to-Air Bombing Strafing Strike Strike Pace p180 Altitude Low Middle High	+2 +4 Mod +X +2 -1 +1 +1 <del>Mod</del> +X +1* -4 +1	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +1     +1     HO     Mod	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL
10 11 12 2d6 2 3 4	Fire Ctrl Engine Destroyed Cri Mech Cri Ammo Engine Fire Ctrl	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine	Door No Crit Engine Crew Hit DS/SC KF Boom Dock Collar No Crit	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48"	Airborne SC Attack Air-to-Air Bombing Strafing Strike Strike Pace p180 Altitude Low Middle High Extreme	+2 +4 <b>Mod</b> +X +2 -1 +1 +1 +1 +1 -4 +1 *Exce	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +4	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA
10 11 12 2d6 2 3 4 5	Fire Ctrl Engine Destroyed <b>Mech Crit</b> Ammo Engine Fire Ctrl No Crit	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod	Airborne SC Attack Air-to-Air Bombing Strafing Strike Strike Pace p180 Altitude Low Middle High Extreme Target	+2 +4 Mod +X +2 -1 +1 +1 +1 +X +1* -4 +1 * Exce Mod	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +3     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     +2     Mod     +4     +5	Stealth Mod +1/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3 +0 +1 <b>Motiv</b>	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51
10 11 2d6 2 3 4 5 6	Fire Ctrl Engine Destroyed <b>Mech Crit</b> Ammo Engine Fire Ctrl No Crit Weapon	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl No Crit	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon No Crit	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon	-1 Mod +0 +3 +1 Aeros Mod 6" 12" 30" 48" Mod +2	Airborne SC Attack Air-to-Air Bombing Strafing Strike trike Pace p180 Altitude Low Middle High Extreme Target Airbrn AS/CF	+2 +4 Mod +X +2 -1 +1 +1 +1 +1 *Exce Mod +0	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +3     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     +1     +1     +1     +2     -1	Stealth Mod +1/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3 +0 +1 <b>Motiv</b> Mod	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type
10 11 12 2d6 2 3 4 5	Fire Ctrl Engine Destroyed <b>Mech Crit</b> Ammo Engine Fire Ctrl No Crit	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike <b>pace p180</b> Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS	+2 +4 Mod +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce Mod +0 +2	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In Pt JMPS/JMPW Range Short Medium	TP BA CV Mod +1 +3 Mod +1 +1 +1 +1 +1 +2 KOd +4 +4 +5 -1 TP	Stealth Mod +1/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N
10 11 2d6 2 3 4 5 6	Fire Ctrl Engine Destroyed <b>Mech Crit</b> Ammo Engine Fire Ctrl No Crit Weapon	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl No Crit	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon No Crit	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2 -1	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike <b>pace p180</b> Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS Airborne SC	+2 +4 Mod +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce Mod +0 +2 +4	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     -1     TP     BA	Stealth Mod +1/+1/+2 +0/+1/+2 Infantry Hit the Deck Units as Cover Indirect Fire p41 Indirect Fire Spotter Attacked Spotter Terrain Artillery p47 Without AOE With AOE Spotter w/TAG Stealth Mod +1/+1/+2	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0 +1	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H
10 11 2d6 2 3 4 5 6 7	Fire Ctrl Engine Destroyed Cri Mech Crit Ammo Engine Fire Ctrl No Crit Weapon MP Hit	Weapon Weapon Crw Kill Engine itical Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl Fire Ctrl No Crit No Crit	Weapon Engine Fire Ctrl Crw Kill SO/p187 Aero Fuel Fire Ctrl Engine Weapon No Crit No Crit	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon Thruster	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2 -1 Mod	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS Airborne SC Attack	+2 +4 Mod +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce Mod +0 +2 +4 Mod	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +1     +2     BA     BM	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE     With AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0 +1 +2	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA to Damage p51 Motive Type T or N W or H V or G
10 11 22 2 3 4 5 6 7 8	Fire Ctrl Engine Destroyed Mech Crit Ammo Engine Fire Ctrl No Crit Weapon MP Hit Weapon No Crit	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl Fire Ctrl No Crit No Crit No Crit Weapon	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon No Crit No Crit No Crit Weapon	Door No Crit Engine Crew Hit <b>DS/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon Thruster Weapon Door	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2 -1 Mod +0	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS Airborne SC Attack Air-to-Air	+2 +4 Mod +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce Mod +0 +2 +4 Mod +X	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	TP BA BM CV Mod +1 +3 +1 +1 +1 +1 +1 +1 +2 Mod +4 +5 -1 TP BA BM CV	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE     With AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0 +1 +2 <b>2d6</b>	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G Effect
10 11 22 2 3 3 4 5 5 6 7 7 8 9 9 10	Fire Ctrl Engine Destroyed Mech Crit Ammo Engine Fire Ctrl No Crit Weapon MP Hit Weapon No Crit Fire Ctrl Fire Ctrl	Weapon Weapon Crw Kill Engine Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl Fire Ctrl No Crit No Crit No Crit Weapon Weapon	Weapon Engine Fire Ctrl Crw Kill <b>50/p187</b> Aero Fuel Fire Ctrl Engine Weapon No Crit No Crit Weapon Engine	Door No Crit Engine Crew Hit <b>Ds/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon Thruster Weapon Door No Crit	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2 -1 <b>Mod</b> +0 +0 +0	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS Airborne SC Airborne SC Attack Air-to-Air Bombing	+2 +4 <b>Mod</b> +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce <b>Mod</b> +0 +2 +4 <b>Mod</b> +X +2 +4	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill Jumped	TP     BA     BM     CV     Mod     +1     +3     Mod     +1     +1     +1     +1     +1     H     BA     BM     CV     Mod	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2     +0/+1/+2	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0 +1 +2 <b>2d6</b> 9-10	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA Tor N W or H V or G Effect -2MV, -1TMM
10 11 22 2 3 4 5 6 7 7 8 9	Fire Ctrl Engine Destroyed Mech Crit Ammo Engine Fire Ctrl No Crit Weapon MP Hit Weapon No Crit	Weapon Weapon Crw Kill Engine titcal Hits p Vehicle Ammo Crw Stun Fire Ctrl Fire Ctrl Fire Ctrl No Crit No Crit No Crit Weapon	Weapon Engine Fire Ctrl Crw Kill 50/p187 Aero Fuel Fire Ctrl Engine Weapon No Crit No Crit No Crit Weapon	Door No Crit Engine Crew Hit <b>DS/SC</b> KF Boom Dock Collar No Crit Fire Ctrl Weapon Thruster Weapon Door	-1 Mod +0 +3 +1 Mod 6" 12" 30" 48" Mod +2 -2 -1 Mod +0	Airborne SC Attack Air-to-Air Bombing Strafing Strafing Strike Altitude Low Middle High Extreme Target Airbrn AS/CF Airborne DS Airborne SC Attack Air-to-Air	+2 +4 Mod +X +2 -1 +1 +1 +1 *X +1* -4 +1 *Exce Mod +0 +2 +4 Mod +X	Medium Long Attacker Skill Jumped Stand Still Is Spotting Target TMM (BA +1) Jump/Airborne Immobile Hull Dwn/Dig In ept JMPS/JMPW Range Short Medium Long Attacker Skill	TP BA BM CV Mod +1 +3 +1 +1 +1 +1 +1 +1 +2 Mod +4 +5 -1 TP BA BM CV	Stealth Mod     +1/+1/+2     +0/+1/+2     Infantry     Hit the Deck     Units as Cover     Indirect Fire p41     Indirect Fire     Spotter Attacked     Spotter Terrain     Artillery p47     Without AOE     With AOE     Spotter w/TAG     Stealth Mod     +1/+1/+2     +0/+1/+2	+0 +1 +2 <b>2d6</b> 9-10 11 12+ <b>Mod</b> +1 +4 +3 +0 +1 <b>Motiv</b> <b>Mod</b> +0 +1 +2 <b>2d6</b>	T or N W or H V or G Effect -2MV, -1TMM -50% MV, TMM Immobile Physical Attack AM from BA AM from CI AM Trnsprt w/BA Physical/MEL Charge/DFA re Damage p51 Motive Type T or N W or H V or G Effect