

UNIT NUMBER: ____ Anti-Mech: ☐ Movement: ____ MP Type: ____
 Type: ____ Mechanized: ☐
 Weapons: Dmg Sht Med Lng

 Ammo ____: ____ Ammo ____: ____
 Notes: _____

 Gun Skill: ____ BV: ____ Cost: ____ C-Bills

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 Notes: _____

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BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active					
	1	2	3	4	5	6
2	1	1	1	1	1	2
3	1	1	1	2	2	2
4	1	1	2	2	2	3
5	1	1	2	2	3	3
6	1	1	2	2	3	4
7	1	1	2	3	3	4
8	1	2	2	3	4	4
9	1	2	3	3	4	5
10	1	2	3	4	4	5
11	1	2	3	4	5	6
12	1	2	3	4	5	6

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-6	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-6	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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