

Weapon Characteristics	Alm Mod Ph Md	Direct Fire Data	Target Range in 20 Yard Mech Hexes															
			4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180
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7.62mm AA MG	1 27	FMJ-T	PEN	17	14	12	10	7.2	5.1	3.7	2.6	1.9	1.3	.9	.7	.3	.2	.1
Reload Time	28	M16	DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1	1
Rate of Fire	*5																	
Cap	200 (800)		MA	.3	.7	1	1	2	3	3	4	5	5	6	7	8	9	11
Ammo Wt	13.0		PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32
Knock Down	9		BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4
SAB	0			1	2	4	5	8	11	15	19	23	27	31	36	45	54	64

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	12	12	12	12	12	12	Turret Face	00 - 21	00 - 17	00 - 13	00 - 11	00 - 10	00 - 11
	Hull	16	17	18	19	19	19	Turret Side	22 - 23	18 - 18	14 - 14	12 - 12	11 - 11	12 - 11
	All	17	18	19	19	20	20	Hull Face	24 - 85	19 - 66	15 - 48	13 - 36	12 - 27	12 - 14
	Air-Grd	21	21	21	21	22	22	Hull Side	86 - 99	67 - 99	49 - 99	37 - 99	28 - 99	15 - 99
15°	Turret	12	12	12	12	12	12	Turret Face	00 - 20	00 - 16	00 - 13	00 - 11	00 - 10	00 - 10
	Hull	16	17	18	19	19	19	Turret Side	21 - 24	17 - 19	14 - 15	12 - 13	11 - 12	11 - 12
	All	17	18	19	19	20	20	Hull Face	25 - 85	20 - 66	16 - 49	14 - 37	13 - 28	13 - 15
	Air-Grd	21	21	21	22	22	22	Hull Side	86 - 99	67 - 99	50 - 99	38 - 99	29 - 99	16 - 99
30°	Turret	13	13	13	13	13	13	Turret Face	00 - 18	00 - 14	00 - 11	00 - 10	00 - 09	00 - 09
	Hull	16	17	18	19	19	19	Turret Side	19 - 25	15 - 20	12 - 15	11 - 13	10 - 12	10 - 13
	All	17	18	19	19	20	20	Hull Face	26 - 85	21 - 66	16 - 49	14 - 37	13 - 28	14 - 16
	Air-Grd	21	21	21	22	22	22	Hull Side	86 - 99	67 - 99	50 - 99	38 - 99	29 - 99	17 - 99
45°	Turret	12	12	12	12	12	12	Turret Face	00 - 15	00 - 11	00 - 09	00 - 08	00 - 07	00 - 07
	Hull	16	17	18	19	19	19	Turret Side	16 - 24	12 - 19	10 - 15	09 - 13	08 - 12	08 - 12
	All	17	18	19	19	20	20	Hull Face	25 - 85	20 - 66	16 - 49	14 - 37	13 - 28	13 - 15
	Air-Grd	21	21	21	22	22	22	Hull Side	86 - 99	67 - 99	50 - 99	38 - 99	29 - 99	16 - 99
60°	Turret	12	12	12	12	12	12	Turret Face	00 - 10	00 - 08	00 - 06	00 - 05	00 - 05	00 - 05
	Hull	16	17	18	19	19	19	Turret Side	11 - 23	09 - 18	07 - 14	06 - 12	06 - 11	06 - 11
	All	17	18	19	19	20	20	Hull Face	24 - 85	19 - 66	15 - 48	13 - 36	12 - 27	12 - 14
	Air-Grd	21	21	21	21	22	22	Hull Side	86 - 99	67 - 99	49 - 99	37 - 99	28 - 99	15 - 99
> 60°	Turret	11	11	11	11	11	11	Turret Face	00 - 01	00 - 01	00 - 00	00 - 00	00 - 00	00 - 00
	Hull	16	17	18	19	19	19	Turret Side	02 - 16	02 - 13	01 - 10	01 - 08	01 - 08	01 - 08
	All	17	18	19	19	20	19	Hull Face	17 - 84	14 - 64	11 - 45	09 - 34	09 - 24	09 - 11
	Air-Grd	21	21	21	21	22	21	Hull Side	85 - 99	65 - 99	46 - 99	35 - 99	25 - 99	12 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear	00 - 13	00 - 25	00 - 34	00 - 43	00 - 52	00 - 61	Front or Rear	00 - 21	00 - 36	00 - 48	00 - 57	00 - 65	00 - 73
From the Side	00 - 20	00 - 35	00 - 46	00 - 55	00 - 63	00 - 71	From the Side	00 - 09	00 - 18	00 - 26	00 - 34	00 - 42	00 - 51