

Autocannon/Projectile Attack Table A-VM-3.1

	Construction Armor Type											WEAPON DATA	
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI			
	Maximum Result for Mk. 50 Weaponry											Critical Type:	
149 - 150	20A	35B	90B	155C	300C	350D	380E	420F	500H	900H	149 - 150	'A', 'B', 'C', 'D' & 'E' are Pierce crits.	
147 - 148	13A	22B	52B	88C	168C	196D	212E	234F	279H	500H	147 - 148	'F' = 'E' Pierce crit & 'A' Blast crit	
145 - 146	7A	13B	31B	52C	100C	117D	127E	140F	167H	299H	145 - 146	'G' = 'E' Pierce crit & 'C' Blast crit	
143 - 144	5A	8B	20B	34C	67C	78D	85E	93F	111H	199H	143 - 144	'H' = 'E' Pierce crit & 'E' Blast crit	
141 - 142	3A	6B	14B	25B	48C	57D	62E	68F	81H	145H	141 - 142		
139 - 140	2A	5A	12B	20B	39B	46D	50E	55E	66G	118H	139 - 140		
	Maximum Result for Mk. 40 Weaponry											UM – Unmodified roll. Apply result with no modifications.	
137 - 138	2A	3A	9A	15B	30B	35D	39D	43E	51G	91G	137 - 138		
135 - 136	1A	3A	8A	13B	27B	32C	34D	38E	46G	82G	135 - 136		
133 - 134	1	3A	8A	13A	27B	31C	34D	38E	45G	80G	133 - 134		
131 - 132	1	3A	7A	13A	26A	31C	33D	37E	44G	79G	131 - 132	F – Weapon Failure. Roll a d10	
129 - 130	1	3	7A	12A	26A	30C	33D	36D	43F	78G	129 - 130	1-7 = Temporary Overload	
127 - 128	1	2	7	12A	25A	29C	32C	36D	43F	76F	127 - 128	(weapon may not fire next round);	
	Maximum Result for Mk. 30 Weaponry											8-10 = Malfunction (roll for severity).	
125 - 126	1	2	7	12	25A	29C	32C	35D	42F	75F	125 - 126		
123 - 124	-	2	6	11	24	28B	31C	34D	41F	74F	123 - 124		
121 - 122	-	2	6	11	24	28B	30C	34D	41F	73F	121 - 122		
	Maximum Result for Mk. 25 Weaponry											Note: If Arms Law is used:	
119 - 120	-	2	6	11	23	27B	30C	33C	40E	71F	119 - 120	Breakage Numbers: 1, 2, 3, 4, 5;	
117 - 118	-	2	6	10	23	27B	29C	33C	39E	70E	117 - 118	Reliability/Strength: 85.	
115 - 116	-	2	5	10	22	26B	29B	32C	38E	69E	115 - 116	In the event of breakage, roll a d10	
	Maximum Result for Mk. 20 Weaponry											1-7 = Temporary Overload	
113 - 114	-	2	5	10	22	26B	28B	31C	38E	68E	113 - 114	(weapon may not fire next round);	
111 - 112	-	1	5	9	21	25B	28B	31C	37D	66E	111 - 112	8-10 = Malfunction (roll for severity).	
109 - 110	-	1	5	9	21	24A	27B	30B	36D	65E	109 - 110		
	Maximum Result for Mk. 15 Weaponry											Range Mods:	
107 - 108	-	1	4	9	20	24A	26B	29B	36D	64E	107 - 108	Point Blank+10	
105 - 106	-	1	4	8	20	23A	26A	29B	35D	62D	105 - 106	Short+0	
103 - 104	-	1	4	8	19	23A	25A	28B	34D	61D	103 - 104	Medium-20	
	Maximum Result for Mk. 10 Weaponry											Long-40	
99 - 102	-	1	4	7	19	22A	25A	28B	33C	60D	99 - 102	Extreme-50	
95 - 98	-	-	3	7	18	21	24A	26A	32C	57D	95 - 98		
	Maximum Result for Mk. 9 Weaponry											OB Mods (Based on Mark #):	
90 - 94	-	-	3	6	17	20	22	25A	31C	55C	90 - 94	Mk. 1.....-80	
87 - 89	-	-	2	5	15	19	21	24	29B	52C	87 - 89	Mk. 6.....-30	
	Maximum Result for Mk. 8 Weaponry											Mk. 2.....-70	
83 - 86	-	-	2	5	15	18	20	23	28B	50B	83 - 86	Mk. 7.....-20	
79 - 82	-	-	1	4	14	17	19	21	26A	47B	79 - 82	Mk. 3.....-60	
	Maximum Result for Mk. 7 Weaponry											Mk. 8.....-10	
75 - 78	-	-	1	3	13	16	18	20	25A	45B	75 - 78	Mk. 4.....-50	
71 - 74	-	-	-	2	12	15	17	19	24	42A	71 - 74	Mk. 9.....+0	
	Maximum Result for Mk. 6 Weaponry											Mk. 5.....-40	
67 - 70	-	-	-	2	11	13	16	18	22	39A	67 - 70		
63 - 66	-	-	-	1	10	12	14	16	21	37A	63 - 66		
	Maximum Result for Mk. 5 Weaponry												
59 - 62	-	-	-	-	9	11	13	15	19	34	59 - 62		
55 - 58	-	-	-	-	8	10	12	14	18	32	55 - 58		
	Maximum Result for Mk. 4 Weaponry												
51 - 54	-	-	-	-	7	9	11	13	16	29	51 - 54		
47 - 50	-	-	-	-	6	8	10	11	15	27	47 - 50		
	Maximum Result for Mk. 3 Weaponry												
43 - 46	-	-	-	-	5	7	9	10	14	24	43 - 46		
39 - 42	-	-	-	-	4	6	8	9	12	22	39 - 42		
	Maximum Result for Mk. 2 Weaponry												
35 - 38	-	-	-	-	3	5	6	8	11	19	35 - 38		
31 - 34	-	-	-	-	2	4	5	6	9	16	31 - 34		
	Maximum Result for Mk. 1 Weaponry												
27 - 30	-	-	-	-	1	2	4	5	8	14	27 - 30		
23 - 26	-	-	-	-	-	1	3	4	7	11	23 - 26		
19 - 22	-	-	-	-	-	-	2	3	5	9	19 - 22		
15 - 18	-	-	-	-	-	-	1	1	4	6	15 - 18		
11 - 14	-	-	-	-	-	-	-	-	2	4	11 - 14		
07 - 10	-	-	-	-	-	-	-	-	1	2	07 - 10		
03 - 06	-	-	-	-	-	-	-	-	-	-	03 - 06		
01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02	UM	

Blaster/Laser Cannon Attack Table A-VM-3.2

		Construction Armor Type												WEAPON DATA	
		XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI				
		Maximum Result for Mk. 50 Weaponry												Critical Type: For Blasters, use Blast crits. For Lasers, use Pierce crits. UM – Unmodified roll. Apply result with no modifications.	
149 - 150	11B	20C	41C	61C	81C	96D	101D	126E	255E	300E	149 - 150				
147 - 148	10B	19C	31C	46C	62C	73D	77D	96E	195E	229E	147 - 148				
145 - 146	9A	18C	24C	36C	47C	56D	59D	74E	149E	176E	145 - 146				
143 - 144	8	17B	20C	30C	40C	48D	50D	63E	128E	150E	143 - 144				
141 - 142	7	16B	18B	27B	36C	43D	46D	57E	116E	136E	141 - 142				
139 - 140	6	15A	17B	25B	33C	39D	41D	52E	105E	123E	139 - 140		F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).		
		Maximum Result for Mk. 40 Weaponry													
137 - 138	5	14A	16B	23B	31B	37D	39D	48E	98E	116E	137 - 138				
135 - 136	4	13A	15A	22B	29B	34D	36D	45D	92E	108E	135 - 136				
133 - 134	3	12	14A	21A	28B	34C	36D	45D	91D	107E	133 - 134				
131 - 132	3	11	14A	21A	28B	33C	35C	44D	89D	105E	131 - 132				
129 - 130	3	10	14A	20A	27B	33C	34C	43D	88D	103D	129 - 130		Note: If Arms Law is used: Breakage Numbers: 1, 2, 3, 4; Reliability/Strength: 90. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity)		
127 - 128	3	9	13	20A	27B	32C	34C	43D	86D	101D	127 - 128				
		Maximum Result for Mk. 30 Weaponry													
125 - 126	3	8	13	20	26A	31C	33C	42D	85D	100D	125 - 126				
123 - 124	2	7	13	19	26A	31C	33C	41D	83D	98D	123 - 124				
121 - 122	2	6	13	19	25A	30C	32C	40C	82D	96D	121 - 122				
		Maximum Result for Mk. 25 Weaponry												Range Mods: Point Blank+10 Short+0 Medium-20 Long-40 Extreme-50 OB Mods (Based on Mark #): Mk. 1..... -80 Mk. 6..... -30 Mk. 2..... -70 Mk. 7..... -20 Mk. 3..... -60 Mk. 8..... -10 Mk. 4..... -50 Mk. 9..... +0 Mk. 5..... -40	
119 - 120	2	6	12	18	25A	30B	31C	40C	80D	95D	119 - 120				
117 - 118	2	5	12	18	24A	29B	31C	39C	79C	93D	117 - 118				
115 - 116	2	5	12	18	23A	28B	30B	38C	78C	91D	115 - 116				
		Maximum Result for Mk. 20 Weaponry													
113 - 114	2	4	11	17	23	28B	29B	38C	76C	89D	113 - 114				
111 - 112	1	4	11	17	22	27B	29B	37C	75C	88C	111 - 112				
109 - 110	1	3	11	16	22	27B	28B	36C	73C	86C	109 - 110				
		Maximum Result for Mk. 15 Weaponry													
107 - 108	1	3	11	16	21	26B	28B	35B	72C	84C	107 - 108				
105 - 106	1	3	10	15	21	25A	27B	35B	70C	83C	105 - 106				
103 - 104	1	2	10	15	20	25A	26B	34B	69C	81C	103 - 104				
		Maximum Result for Mk. 10 Weaponry													
99 - 102	1	2	10	15	20	24A	26B	33B	67B	79C	99 - 102				
95 - 98	-	2	9	14	19	23A	25A	32B	64B	76C	95 - 98				
		Maximum Result for Mk. 9 Weaponry													
90 - 94	-	1	9	13	18	22A	23A	30A	61B	72B	90 - 94				
87 - 89	-	1	8	12	16	20	22A	29A	58B	68B	87 - 89				
		Maximum Result for Mk. 8 Weaponry													
83 - 86	-	-	8	11	16	19	21A	27A	56A	65B	83 - 86				
79 - 82	-	-	7	11	15	18	20	26	53A	62B	79 - 82				
		Maximum Result for Mk. 7 Weaponry													
75 - 78	-	-	6	10	13	17	19	25	50A	58B	75 - 78				
71 - 74	-	-	6	9	12	16	17	23	47A	55A	71 - 74				
		Maximum Result for Mk. 6 Weaponry													
67 - 70	-	-	5	8	11	15	16	22	44	51A	67 - 70				
63 - 66	-	-	5	7	10	13	15	20	41	48A	63 - 66				
		Maximum Result for Mk. 5 Weaponry													
59 - 62	-	-	4	6	9	12	14	19	38	45A	59 - 62				
55 - 58	-	-	4	6	8	11	12	17	35	41	55 - 58				
		Maximum Result for Mk. 4 Weaponry													
51 - 54	-	-	3	5	7	10	11	16	32	38	51 - 54				
47 - 50	-	-	3	4	6	9	10	15	29	34	47 - 50				
		Maximum Result for Mk. 3 Weaponry													
43 - 46	-	-	2	3	5	7	9	13	26	31	43 - 46				
39 - 42	-	-	1	2	4	6	8	12	23	27	39 - 42				
		Maximum Result for Mk. 2 Weaponry													
35 - 38	-	-	1	2	3	5	6	10	20	24	35 - 38				
31 - 34	-	-	-	1	2	4	5	9	17	20	31 - 34				
		Maximum Result for Mk. 1 Weaponry													
27 - 30	-	-	-	-	1	3	4	7	14	17	27 - 30				
23 - 26	-	-	-	-	-	1	3	6	11	13	23 - 26				
19 - 22	-	-	-	-	-	-	1	4	9	10	19 - 22				
15 - 18	-	-	-	-	-	-	-	3	6	7	15 - 18				
11 - 14	-	-	-	-	-	-	-	2	3	3	11 - 14				
07 - 10	-	-	-	-	-	-	-	-	-	-	07 - 10				
04 - 06	-	-	-	-	-	-	-	-	-	-	04 - 06				
UM 01 - 03	F	F	F	F	F	F	F	F	F	F	01 - 03	UM			

Disruptor Cannon Attack Table A-VM-3.3

	Construction Armor Type											WEAPON DATA	
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI			
Maximum Result for Mk. 50 Weaponry												Critical Type: Use Pierce crits.	
149 - 150	110E	20C	45D	85D	90D	85E	87E	90E	75E	85E	149 - 150		
147 - 148	105E	18C	37D	69D	73D	69E	70E	73E	59E	67E	147 - 148		
145 - 146	95E	16C	32D	59D	63D	59E	61E	63E	44E	50E	145 - 146		
143 - 144	85E	14B	29D	54D	57D	54E	55E	57E	37E	42E	143 - 144		
141 - 142	75E	10B	26D	49D	52D	49E	50E	52E	32E	36E	141 - 142	UM – Unmodified roll. Apply result with no modifications.	
139 - 140	66E	9A	23C	44C	47D	44E	45E	47E	27E	31E	139 - 140		
Maximum Result for Mk. 40 Weaponry													
137 - 138	58E	9A	21C	39C	42D	40E	41E	42D	24D	27E	137 - 138		F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).
135 - 136	54D	8A	18C	35C	37D	35D	36D	37D	21D	23E	135 - 136		
133 - 134	50D	8	16C	30C	32C	31D	31D	33D	19D	21D	133 - 134		
131 - 132	46D	7	14B	28B	30C	29D	29D	30D	17D	20D	131 - 132		
129 - 130	42D	7	13B	26B	28C	27D	27D	28D	16D	18D	129 - 130		
127 - 128	39D	6	12B	24B	26C	25D	25D	26D	14D	16D	127 - 128	Note: If Arms Law is used: Breakage Numbers: 1, 2, 3, 4,5,6; Reliability/Strength: 85. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity)	
Maximum Result for Mk. 30 Weaponry													
125 - 126	35D	6	11B	22B	24C	23D	23D	24C	12C	14D	125 - 126		
123 - 124	33C	5	10A	20B	22C	21C	21C	22C	12C	14D	123 - 124		
121 - 122	31C	5	9A	19A	20C	19C	20C	20C	12C	14D	121 - 122		
Maximum Result for Mk. 25 Weaponry												Range Mods: Point Blank+10 Short+0 Medium-20 Long-40 Extreme-50	
119 - 120	29C	4	8A	17A	18B	17C	18C	19C	12C	13C	119 - 120		
117 - 118	27C	4	7A	15A	16B	16C	16C	17C	11C	13C	117 - 118		
115 - 116	27C	3	7	14A	15B	14C	15C	15C	11C	13C	115 - 116		
Maximum Result for Mk. 20 Weaponry													
113 - 114	26C	3	6	12	13B	13C	13C	14B	11B	13C	113 - 114	OB Mods (Based on Mark #): Mk. 1..... -80 Mk. 6..... -30 Mk. 2..... -70 Mk. 7..... -20 Mk. 3..... -60 Mk. 8..... -10 Mk. 4..... -50 Mk. 9..... +0 Mk. 5..... -40	
111 - 112	25C	3	6	12	13B	12B	13B	13B	11B	12C	111 - 112		
109 - 110	25B	2	5	12	12B	12B	12B	13B	10B	12C	109 - 110		
Maximum Result for Mk. 15 Weaponry													
107 - 108	24B	2	5	11	12B	12B	12B	13B	10B	12C	107 - 108		
105 - 106	24B	2	5	11	12B	11B	12B	12B	10B	11B	105 - 106		
103 - 104	23B	1	5	11	12A	11B	12B	12A	10B	11B	103 - 104		
Maximum Result for Mk. 10 Weaponry													
99 - 102	23B	1	5	10	11A	11B	11B	12A	9A	11B	99 - 102		
95 - 98	22A	-	4	10	11A	10A	11A	11A	9A	10B	95 - 98		
Maximum Result for Mk. 9 Weaponry													
90 - 94	21A	-	4	9	10A	10A	10A	11A	8A	10B	90 - 94		
87 - 89	19A	-	3	8	9	9A	10A	10	8	9A	87 - 89		
Maximum Result for Mk. 8 Weaponry													
83 - 86	19A	-	3	8	9	9	9	10	7	9A	83 - 86		
79 - 82	18	-	2	7	8	8	9	9	7	8A	79 - 82		
Maximum Result for Mk. 7 Weaponry													
75 - 78	17	-	2	7	8	8	8	9	6	8	75 - 78		
71 - 74	15	-	2	6	7	7	7	8	6	7	71 - 74		
Maximum Result for Mk. 6 Weaponry													
67 - 70	14	-	1	6	6	6	7	7	5	6	67 - 70		
63 - 66	13	-	1	5	6	6	6	7	5	6	63 - 66		
Maximum Result for Mk. 5 Weaponry													
59 - 62	12	-	-	4	5	5	6	6	4	5	59 - 62		
55 - 58	11	-	-	4	5	5	5	6	4	5	55 - 58		
Maximum Result for Mk. 4 Weaponry													
51 - 54	10	-	-	3	4	4	5	5	3	4	51 - 54		
47 - 50	9	-	-	3	3	4	4	5	3	4	47 - 50		
Maximum Result for Mk. 3 Weaponry													
43 - 46	8	-	-	2	3	3	4	4	2	3	43 - 46		
39 - 42	7	-	-	2	2	3	3	4	2	3	39 - 42		
Maximum Result for Mk. 2 Weaponry													
35 - 38	6	-	-	1	2	2	3	3	1	2	35 - 38		
31 - 34	5	-	-	-	1	1	2	3	1	1	31 - 34		
Maximum Result for Mk. 1 Weaponry													
27 - 30	4	-	-	-	-	1	1	2	-	1	27 - 30		
23 - 26	3	-	-	-	-	-	1	1	-	-	23 - 26		
19 - 22	2	-	-	-	-	-	-	1	-	-	19 - 22		
15 - 18	1	-	-	-	-	-	-	-	-	-	15 - 18		
11 - 14	-	-	-	-	-	-	-	-	-	-	11 - 14		
08 - 10	-	-	-	-	-	-	-	-	-	-	08 - 10		
06 - 07	-	-	-	-	-	-	-	-	-	-	06 - 07		
01 - 05	F	F	F	F	F	F	F	F	F	F	01 - 05		

Ion Cannon Attack Table A-VM-3.4

Construction Armor Type											WEAPON DATA
XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI		
Maximum Result for Mk. 50 Weaponry											Critical Type: 'A', 'B', 'C', 'D' & 'E' are Pierce crits. 'F' = 'E' Pierce crit & 'A' Blast crit 'G' = 'E' Pierce crit & 'C' Blast crit UM – Unmodified roll. Apply result with no modifications. F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity). Note: If Arms Law is used: Breakage Numbers: 1, 2, 3, 4, 5, 6, 7; Reliability/Strength: 80. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity). Range Mods: Point Blank+10 Short+0 Medium-20 Long-40 Extreme-50 OB Mods (Based on Mark #): Mk. 1..... -80 Mk. 6..... -30 Mk. 2..... -70 Mk. 7..... -20 Mk. 3..... -60 Mk. 8..... -10 Mk. 4..... -50 Mk. 9..... +0 Mk. 5..... -40
149 - 150	11C	20D	46D	61D	81D	96E	101F	126F	255G	300G	149 - 150
147 - 148	10B	19D	35D	46D	62D	73E	77F	96F	195G	229G	147 - 148
145 - 146	9A	18C	27D	36D	47D	56E	59F	74F	149G	176G	145 - 146
143 - 144	8	17C	23C	30C	40D	48E	50F	63F	128G	150G	143 - 144
141 - 142	7	16B	21C	27C	36D	43E	46F	57F	116G	136G	141 - 142
139 - 140	6	15B	19C	25C	33C	39E	41F	52F	105G	123G	139 - 140
Maximum Result for Mk. 40 Weaponry											
137 - 138	5	14A	17B	23B	31C	37D	39E	48E	98F	116G	137 - 138
135 - 136	4	13A	16B	22B	29C	34D	36E	45E	92F	108F	135 - 136
133 - 134	3	12	16A	21B	28C	34D	36E	45E	91F	107F	133 - 134
131 - 132	3	11	16A	21A	28B	33D	35E	44E	89F	105F	131 - 132
129 - 130	3	10	15A	20A	27B	33D	34E	43E	88F	103F	129 - 130
127 - 128	3	9	15	20A	27B	32D	34D	43E	86F	101F	127 - 128
Maximum Result for Mk. 30 Weaponry											
125 - 126	3	8	15	20	26B	31C	33D	42D	85E	100F	125 - 126
123 - 124	2	7	14	19	26B	31C	33D	41D	83E	98E	123 - 124
121 - 122	2	6	14	19	25A	30C	32D	40D	82E	96E	121 - 122
Maximum Result for Mk. 25 Weaponry											
119 - 120	2	6	14	18	25A	30C	31D	40D	80E	95E	119 - 120
117 - 118	2	5	13	18	24A	29C	31D	39D	79E	93E	117 - 118
115 - 116	2	5	13	18	23A	28C	30C	38C	78D	91E	115 - 116
Maximum Result for Mk. 20 Weaponry											
113 - 114	2	4	13	17	23	28B	29C	38C	76D	89E	113 - 114
111 - 112	1	4	13	17	22	27B	29C	37C	75D	88E	111 - 112
109 - 110	1	3	12	16	22	27B	28C	36C	73D	86D	109 - 110
Maximum Result for Mk. 15 Weaponry											
107 - 108	1	3	12	16	21	26B	28C	35C	72D	84D	107 - 108
105 - 106	1	3	12	15	21	25B	27B	35C	70D	83D	105 - 106
103 - 104	1	2	11	15	20	25A	26B	34B	69C	81D	103 - 104
Maximum Result for Mk. 10 Weaponry											
99 - 102	1	2	11	15	20	24A	26B	33B	67C	79D	99 - 102
95 - 98	-	2	10	14	19	23A	25B	32B	64C	76C	95 - 98
Maximum Result for Mk. 9 Weaponry											
90 - 94	-	1	10	13	18	22A	23A	30A	61C	72C	90 - 94
87 - 89	-	1	9	12	16	20	22A	29A	58B	68C	87 - 89
Maximum Result for Mk. 8 Weaponry											
83 - 86	-	-	8	11	16	19	21A	27A	56B	65C	83 - 86
79 - 82	-	-	8	11	15	18	20	26	53A	62B	79 - 82
Maximum Result for Mk. 7 Weaponry											
75 - 78	-	-	7	10	13	17	19	25	50A	58B	75 - 78
71 - 74	-	-	7	9	12	16	17	23	47A	55B	71 - 74
Maximum Result for Mk. 6 Weaponry											
67 - 70	-	-	6	8	11	15	16	22	44	51A	67 - 70
63 - 66	-	-	5	7	10	13	15	20	41	48A	63 - 66
Maximum Result for Mk. 5 Weaponry											
59 - 62	-	-	5	6	9	12	14	19	38	45A	59 - 62
55 - 58	-	-	4	6	8	11	12	17	35	41	55 - 58
Maximum Result for Mk. 4 Weaponry											
51 - 54	-	-	3	5	7	10	11	16	32	38	51 - 54
47 - 50	-	-	3	4	6	9	10	15	29	34	47 - 50
Maximum Result for Mk. 3 Weaponry											
43 - 46	-	-	2	3	5	7	9	13	26	31	43 - 46
39 - 42	-	-	2	2	4	6	8	12	23	27	39 - 42
Maximum Result for Mk. 2 Weaponry											
35 - 38	-	-	1	2	3	5	6	10	20	24	35 - 38
31 - 34	-	-	-	1	2	4	5	9	17	20	31 - 34
Maximum Result for Mk. 1 Weaponry											
27 - 30	-	-	-	-	1	3	4	7	14	17	27 - 30
23 - 26	-	-	-	-	-	1	3	6	11	13	23 - 26
19 - 22	-	-	-	-	-	-	1	4	9	10	19 - 22
15 - 18	-	-	-	-	-	-	-	3	6	7	15 - 18
11 - 14	-	-	-	-	-	-	-	2	3	3	11 - 14
07 - 10	-	-	-	-	-	-	-	-	-	-	07 - 10
05 - 06	-	-	-	-	-	-	-	-	-	-	05 - 06
01 - 04	F	F	F	F	F	F	F	F	F	F	01 - 04 UM

Plasma Cannon Attack Table A-VM-3.5

	Construction Armor Type											WEAPON DATA
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI		
Maximum Result for Mk. 50 Weaponry												
149 - 150	11B	20C	80C	120D	160D	190D	200E	250F	510G	600G	149 - 150	
147 - 148	10B	16C	64C	95D	127D	150D	158E	198F	403G	474G	147 - 148	
145 - 146	9B	12C	47C	70D	93D	111D	117E	146F	297G	350G	145 - 146	
143 - 144	8B	11C	43C	64D	85D	101D	107E	134F	273G	321G	143 - 144	
141 - 142	7A	10C	39C	58D	78D	92D	97E	123F	249G	293G	141 - 142	
139 - 140	6A	9B	35C	53D	70D	84D	88E	111F	226G	266G	139 - 140	
Maximum Result for Mk. 40 Weaponry												
137 - 138	5A	8B	31C	47C	63D	75D	79E	100F	204F	240G	137 - 138	
135 - 136	4	7B	29B	44C	59C	70D	74D	94E	191F	225F	135 - 136	
133 - 134	3	6B	27B	41C	55C	66C	69D	88E	179F	211F	133 - 134	
131 - 132	3	6A	27B	40C	54C	64C	68D	87E	176F	207F	131 - 132	
129 - 130	3	6A	26B	39C	53C	63C	67D	85E	173F	203F	129 - 130	
127 - 128	3	6A	25B	38C	51C	61C	65D	83E	170F	200F	127 - 128	
Maximum Result for Mk. 30 Weaponry												
125 - 126	3	5A	25B	37B	50C	60C	64D	82E	167E	196F	125 - 126	
123 - 124	3	5	24A	36B	49C	59C	62D	80D	163E	192F	123 - 124	
121 - 122	2	5	23A	35B	48B	57C	61C	79D	160E	188E	121 - 122	
Maximum Result for Mk. 25 Weaponry												
119 - 120	2	5	23A	35B	47B	56C	60C	77D	157E	185E	119 - 120	
117 - 118	2	4	22A	34B	45B	55B	58C	76D	154E	181E	117 - 118	
115 - 116	2	4	22A	33A	44B	53B	57C	74D	151E	177E	115 - 116	
Maximum Result for Mk. 20 Weaponry												
113 - 114	2	4	21A	32A	43B	52B	55C	73D	148D	174E	113 - 114	
111 - 112	1	4	20	31A	42B	50B	54C	71C	144D	170E	111 - 112	
109 - 110	1	3	20	30A	41A	49B	53C	69C	141D	166E	109 - 110	
Maximum Result for Mk. 15 Weaponry												
107 - 108	1	3	19	29A	39A	48B	51B	68C	138D	162D	107 - 108	
105 - 106	1	3	18	28A	38A	46B	50B	66C	135D	159D	105 - 106	
103 - 104	1	2	18	27	37A	45A	48B	65C	132D	155D	103 - 104	
Maximum Result for Mk. 10 Weaponry												
99 - 102	1	2	17	26	36A	44A	47B	63C	129C	151D	99 - 102	
95 - 98	-	2	16	24	33A	41A	44B	60B	122C	144D	95 - 98	
Maximum Result for Mk. 9 Weaponry												
90 - 94	-	1	14	22	31	38A	42A	57B	116C	136C	90 - 94	
87 - 89	-	1	13	20	28	35A	38A	53A	108B	127C	87 - 89	
Maximum Result for Mk. 8 Weaponry												
83 - 86	-	-	12	19	26	33	36A	51A	103B	121C	83 - 86	
79 - 82	-	-	11	17	24	30	33A	48A	97B	114B	79 - 82	
Maximum Result for Mk. 7 Weaponry												
75 - 78	-	-	9	15	21	27	30	45A	91A	107B	75 - 78	
71 - 74	-	-	8	13	19	24	28	42	84A	99B	71 - 74	
Maximum Result for Mk. 6 Weaponry												
67 - 70	-	-	7	11	17	22	25	38	78A	92B	67 - 70	
63 - 66	-	-	5	9	14	19	22	35	72	84A	63 - 66	
Maximum Result for Mk. 5 Weaponry												
59 - 62	-	-	4	7	12	16	19	32	65	77A	59 - 62	
55 - 58	-	-	3	6	9	13	16	29	59	69A	55 - 58	
Maximum Result for Mk. 4 Weaponry												
51 - 54	-	-	1	4	7	11	14	26	53	62	51 - 54	
47 - 50	-	-	-	2	5	8	11	23	46	54	47 - 50	
Maximum Result for Mk. 3 Weaponry												
43 - 46	-	-	-	-	2	5	8	20	40	47	43 - 46	
39 - 42	-	-	-	-	-	3	5	17	34	40	39 - 42	
Maximum Result for Mk. 2 Weaponry												
35 - 38	-	-	-	-	-	-	3	14	27	32	35 - 38	
31 - 34	-	-	-	-	-	-	-	11	21	25	31 - 34	
Maximum Result for Mk. 1 Weaponry												
27 - 30	-	-	-	-	-	-	-	7	15	17	27 - 30	
23 - 26	-	-	-	-	-	-	-	4	8	10	23 - 26	
19 - 22	-	-	-	-	-	-	-	1	2	2	19 - 22	
16 - 18	-	-	-	-	-	-	-	-	-	-	16 - 18	
14 - 15	-	-	-	-	-	-	-	-	-	-	14 - 15	
12 - 13	-	-	-	-	-	-	-	-	-	-	12 - 13	
10 - 11	-	-	-	-	-	-	-	-	-	-	10 - 11	
L 01 - 09	F	F	F	F	F	F	F	F	F	F	01 - 09	

Critical Type:
'A', 'B', 'C', 'D' & 'E' are Blast crits.
'F' = 'E' Blast crit & 'A' Blast crit
'G' = 'E' Blast crit & 'C' Blast crit

UM – Unmodified roll. Apply result with no modifications.

F – Weapon Failure. Roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction (roll for severity).

Note: If Arms Law is used:
Breakage Numbers: 1,2,3,4,5,6,7,8,9;
Reliability/Strength: 55.
In the event of breakage, roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction (roll for severity)

Range Mods:
Point Blank+10
Short+0
Medium-20
Long-40
Extreme-50

OB Mods (Based on Mark #):
Mk. 1..... -80 Mk. 6..... -30
Mk. 2..... -70 Mk. 7..... -20
Mk. 3..... -60 Mk. 8..... -10
Mk. 4..... -50 Mk. 9..... +0
Mk. 5..... -40

Critical Type:
'A', 'B', 'C', 'D' & 'E' are Blast crits.
'F' = 'E' Blast crit & 'A' Blast crit
'G' = 'E' Blast crit & 'C' Blast crit

UM – Unmodified roll. Apply result with no modifications.

F – Weapon Failure. Roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction (roll for severity).

Note: If Arms Law is used:
Breakage Numbers: 1,2,3,4,5,6,7,8,9;
Reliability/Strength: 55.
In the event of breakage, roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction (roll for severity)

Range Mods:
Point Blank+10
Short+0
Medium-20
Long-40
Extreme-50

OB Mods (Based on Mark #):
Mk. 1.....-80 Mk. 6.....-30
Mk. 2.....-70 Mk. 7.....-20
Mk. 3.....-60 Mk. 8.....-10
Mk. 4.....-50 Mk. 9.....+0
Mk. 5.....-40

Warhead Attack Table A-VM-3.6

	Construction Armor Type											WEAPON DATA	
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI			
Maximum Result for Mk. 50 Weaponry													
149 - 150	40E	70E	180E	320F	600F	700G	760G	840G	1000H	1800H	149 - 150	Critical Type: 'A', 'B', 'C', 'D' & 'E' are Blast crits. 'F' = 'E' Blast crit & 'A' Blast crit 'G' = 'E' Blast crit & 'C' Blast crit 'H' = 'E' Blast crit & 'E' Blast crit	
147 - 148	25E	41E	102E	179F	333F	389G	422G	466G	555H	996H	147 - 148		
145 - 146	15E	25E	61E	107F	199F	232G	252G	279G	332H	596H	145 - 146		
143 - 144	10E	16E	40E	71F	133F	155G	168G	186G	221H	398H	143 - 144		
141 - 142	7E	12E	29E	52F	96F	113G	122G	135G	161H	289H	141 - 142		
139 - 140	6E	10E	24E	42F	78F	91G	99G	110G	131H	235H	139 - 140		
Maximum Result for Mk. 40 Weaponry													
137 - 138	4D	7E	18E	32F	60F	70G	77G	85G	101H	182H	137 - 138	UM – Unmodified roll. Apply result with no modifications. F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).	
135 - 136	4D	7D	16E	29E	54F	63G	69G	76G	91G	163H	135 - 136		
133 - 134	4D	6D	16D	28E	53E	62F	67F	75F	89G	160G	133 - 134		
131 - 132	4D	6D	16D	28E	52E	61F	66F	74F	88G	158G	131 - 132		
129 - 130	4D	6D	15D	27E	51E	60F	65F	72F	86G	155G	129 - 130		
127 - 128	3D	6D	15D	27E	50E	59F	64F	71F	85G	152G	127 - 128		
Maximum Result for Mk. 30 Weaponry													
125 - 126	3C	6D	15D	26E	49E	58F	63F	70F	83G	150G	125 - 126	Note: If Arms Law is used: Breakage Numbers: 1; Reliability/Strength: 95. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).	
123 - 124	3C	6D	14D	25E	48E	57F	62F	69F	82G	147G	123 - 124		
121 - 122	3C	6C	14D	25D	47E	56F	61F	68F	81F	145G	121 - 122		
Maximum Result for Mk. 25 Weaponry													
119 - 120	3C	5C	14C	24D	46D	54E	60E	66E	79F	142F	119 - 120		
117 - 118	3C	5C	13C	24D	45D	53E	58E	65E	78F	140F	117 - 118	OB Mods (Based on Mark #): Mk. 1..... -80 Mk. 8..... -10 Mk. 2..... -70 Mk. 9..... +0 Mk. 3..... -60 Mk. 10.....+10 Mk. 4..... -50 Mk. 20.....+20 Mk. 5..... -40 Mk. 30.....+30 Mk. 6..... -30 Mk. 40.....+40 Mk. 7..... -20 Mk. 50.....+50	
115 - 116	3C	5C	13C	23D	44D	52E	57E	64E	76F	137F	115 - 116		
Maximum Result for Mk. 20 Weaponry													
113 - 114	3B	5C	13C	23D	43D	51E	56E	63E	75F	135F	113 - 114		
111 - 112	3B	5C	12C	22D	43D	50E	55E	62E	74F	132F	111 - 112		
109 - 110	3B	5C	12C	22D	42D	49E	54E	60E	72F	129F	109 - 110		
Maximum Result for Mk. 15 Weaponry													
107 - 108	3B	5B	12C	21C	41D	48E	53E	59E	71E	127F	107 - 108		
105 - 106	2B	4B	11C	21C	40C	47D	52D	58E	69E	124E	105 - 106		
103 - 104	2B	4B	11B	20C	39C	46D	51D	57D	68E	122E	103 - 104		
Maximum Result for Mk. 10 Weaponry													
99 - 102	2A	4B	11B	19C	38C	45D	49D	55D	66E	119E	99 - 102		
95 - 98	2A	4B	10B	18C	36C	43D	47D	53D	64E	114E	95 - 98		
Maximum Result for Mk. 9 Weaponry													
90 - 94	2A	4A	9B	17B	34C	41D	45D	51D	61D	109E	90 - 94		
87 - 89	2	3A	9A	16B	32B	38C	42C	48C	57D	103D	87 - 89		
Maximum Result for Mk. 8 Weaponry													
83 - 86	2	3A	8A	15B	30B	36C	40C	46C	55D	99D	83 - 86		
79 - 82	1	3	7A	14B	28B	34C	38C	43C	52D	94D	79 - 82		
Maximum Result for Mk. 7 Weaponry													
75 - 78	1	2	7A	13A	26B	32B	36C	41C	49C	89D	75 - 78		
71 - 74	1	2	6	12A	25A	30B	34B	39B	47C	83C	71 - 74		
Maximum Result for Mk. 6 Weaponry													
67 - 70	1	2	6	11A	23A	28B	31B	36B	44C	78C	67 - 70		
63 - 66	1	2	5	10	21A	26B	29B	34B	41B	73C	63 - 66		
Maximum Result for Mk. 5 Weaponry													
59 - 62	-	1	4	9	19	23A	27A	31B	38B	68B	59 - 62		
55 - 58	-	1	4	8	17	21A	25A	29A	35B	63B	55 - 58		
Maximum Result for Mk. 4 Weaponry													
51 - 54	-	1	3	6	15	19A	22A	26A	32B	58B	51 - 54		
47 - 50	-	1	2	5	13	17	20A	24A	30A	53B	47 - 50		
Maximum Result for Mk. 3 Weaponry													
43 - 46	-	-	2	4	11	15	18	22A	27A	48A	43 - 46		
39 - 42	-	-	1	3	9	13	16	19	24A	43A	39 - 42		
Maximum Result for Mk. 2 Weaponry													
35 - 38	-	-	-	2	8	11	13	17	21A	38A	35 - 38		
31 - 34	-	-	-	1	6	9	11	14	18	32A	31 - 34		
Maximum Result for Mk. 1 Weaponry													
27 - 30	-	-	-	-	4	6	9	12	15	27	27 - 30		
23 - 26	-	-	-	-	2	4	7	10	13	22	23 - 26		
19 - 22	-	-	-	-	-	2	4	7	10	17	19 - 22		
15 - 18	-	-	-	-	-	-	2	5	7	12	15 - 18		
11 - 14	-	-	-	-	-	-	-	2	4	7	11 - 14		
07 - 10	-	-	-	-	-	-	-	-	1	2	07 - 10		
03 - 06	-	-	-	-	-	-	-	-	-	-	03 - 06		
01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02		UM

Apocalyptic Weapon Attack Table A-VM-3.7

	Construction Armor Type											WEAPON DATA				
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI						
Maximum Result for 1st Blast Radius												Critical Type: 'A', 'B', 'C', 'D' & 'E' are Blast crits. 'F' = 'E' Blast crit & 'A' Blast crit 'G' = 'E' Blast crit & 'B' Blast crit 'H' = 'E' Blast crit & 'C' Blast crit 'I' = 'E' Blast crit & 'E' Blast crit				
149 - 150	*	*	*	*	*	*	*	*	*	*	149 - 150					
147 - 148	450E	*	*	*	*	*	*	*	*	*	147 - 148					
145 - 146	435D	*	*	*	*	*	*	*	*	*	145 - 146					
143 - 144	420D	600F	*	*	*	*	*	*	*	*	143 - 144					
141 - 142	405C	582F	*	*	*	*	*	*	*	*	141 - 142					
139 - 140	389C	563E	600G	*	*	*	*	*	*	*	139 - 140					
Maximum Result for 2nd Blast Radius												UM – Unmodified roll. Apply result with no modifications. * – Any target that suffers this result is utterly destroyed.				
137 - 138	374B	545E	583G	800H	*	*	*	*	*	*	137 - 138					
135 - 136	359B	526D	566F	780G	800H	*	*	*	*	*	135 - 136					
133 - 134	344A	508D	549F	760G	781H	900I	*	*	*	*	133 - 134					
131 - 132	328A	489C	532E	739F	763G	881I	900I	*	*	*	131 - 132					
129 - 130	313	471C	516E	719F	745G	862H	883H	900I	*	*	129 - 130					
127 - 128	298	453B	499D	699F	726G	843H	865H	884I	900I	*	127 - 128					
Maximum Result for 3rd Blast Radius												F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).				
125 - 126	283	434B	482D	679E	708F	824G	848H	869H	885I	900I	125 - 126					
123 - 124	267	416A	465C	658E	690F	805G	830G	853H	870I	885I	123 - 124					
121 - 122	252	397A	448C	638D	671E	786F	813G	837G	855H	869I	121 - 122					
119 - 120	237	379	431C	618D	653E	767F	795F	822G	840H	854H	119 - 120					
117 - 118	222	360	414B	598C	634D	748F	778F	806G	825H	838H	117 - 118					
115 - 116	206	342	397B	577C	616D	730E	760F	791F	809G	823H	115 - 116					
Maximum Result for 4th Blast Radius												Note: If Arms Law is used: Breakage Numbers: 1; Reliability/Strength: 95. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity)				
113 - 114	191	323	380A	557B	598C	711E	743E	775F	794G	808H	113 - 114					
111 - 112	176	305	364A	537B	579C	692D	726E	759F	779G	792G	111 - 112					
109 - 110	161	286	347	517B	561C	673D	708D	744E	764F	777G	109 - 110					
107 - 108	145	268	330	496A	543B	654C	691D	728E	749F	762G	107 - 108					
105 - 106	130	250	313	476A	524B	635C	673D	712E	734F	746F	105 - 106					
103 - 104	115	231	296	456	506A	616B	656C	697D	719F	731F	103 - 104					
Maximum Result for 5th Blast Radius												Special Mods: • Add +100 OB to the attack if the target is in the 1st blast radius. • Add +50 OB to the attack if the target is in the 2nd blast radius. • Add +25 OB to the attack if the target is in the 3rd blast radius. • Add +10 OB to the attack if the target is in the 4th blast radius. • Add +0 OB to the attack if the target is in the 5th blast radius.				
101 - 102	100	213	279	436	487A	597B	638C	681D	704E	715F	101 - 102					
99 - 100	84	194	262	415	469	578B	621B	665D	688E	700F	99 - 100					
97 - 98	69	176	245	395	451	559A	603B	650C	673E	685E	97 - 98					
95 - 96	54	157	228	375	432	540A	586B	634C	658D	669E	95 - 96					
93 - 94	39	139	212	355	414	521	568A	618B	643D	654E	93 - 94					
91 - 92	23	120	195	334	396	502	551A	603B	628D	639D	91 - 92					
89 - 90	8	102	178	314	377	483	533	587B	613C	623D	89 - 90					
87 - 88	-	84	161	294	359	464	516	572A	598C	608D	87 - 88					
84 - 86	-	65	144	274	340	446	498	556A	583C	592D	84 - 86					
81 - 83	-	37	119	243	313	417	472	532A	560B	569C	81 - 83					
78 - 80	-	10	93	213	285	389	446	509	537B	546C	78 - 80					
75 - 77	-	-	68	183	258	360	420	485	515A	523B	75 - 77					
72 - 74	-	-	43	152	230	332	394	462	492A	500B	72 - 74					
69 - 71	-	-	17	122	203	303	367	439	469A	477B	69 - 71					
66 - 68	-	-	-	92	175	275	341	415	447	454A	66 - 68					
63 - 65	-	-	-	61	147	247	315	392	424	431A	63 - 65					
60 - 62	-	-	-	31	120	218	289	368	401	408	60 - 62					
57 - 59	-	-	-	1	92	190	263	345	379	385	57 - 59					
54 - 56	-	-	-	-	65	161	236	321	356	362	54 - 56					
51 - 53	-	-	-	-	37	133	210	298	333	339	51 - 53					
48 - 50	-	-	-	-	10	105	184	274	310	316	48 - 50					
45 - 47	-	-	-	-	-	76	158	251	288	293	45 - 47					
42 - 44	-	-	-	-	-	48	132	227	265	270	42 - 44					
39 - 41	-	-	-	-	-	19	105	204	242	247	39 - 41					
36 - 38	-	-	-	-	-	-	79	180	220	223	36 - 38					
33 - 35	-	-	-	-	-	-	53	157	197	200	33 - 35					
30 - 32	-	-	-	-	-	-	27	133	174	177	30 - 32					
27 - 29	-	-	-	-	-	-	1	110	152	154	27 - 29					
24 - 26	-	-	-	-	-	-	-	87	129	131	24 - 26					
21 - 23	-	-	-	-	-	-	-	63	106	108	21 - 23					
18 - 20	-	-	-	-	-	-	-	40	84	85	18 - 20					
09 - 17	-	-	-	-	-	-	-	16	61	62	09 - 17					
07 - 14	-	-	-	-	-	-	-	-	38	39	07 - 14					
09 - 11	-	-	-	-	-	-	-	-	16	16	09 - 11					
03 - 08	-	-	-	-	-	-	-	-	-	-	03 - 08					
01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02					

Blast Radius (Atomospheric, in KM)					
Mark#	1st	2nd	3rd	4th	5th
6-10	0.1	0.2	0.3	0.4	0.5
11-20	0.25	0.50	0.75	1.00	1.25
21-30	0.5	1.0	1.5	2.0	2.5
31-40	1	2	3	4	5
41-50	2	4	6	8	10
51-60	3	6	9	12	15

Blast Radius (Vacuum, in Meters)					
Mark#	1st	2nd	3rd	4th	5th
6-10	25	50	75	100	125
11-20	63	125	188	250	313
21-30	125	250	375	500	625
31-40	250	500	750	1,000	1,250
41-50	500	1,000	1,500	2,000	2,500
51-60	750	1,500	2,250	3,000	3,750

Infantry vs. Vehicles Attack Table A-VM-3.8

Construction Armor Type												WEAPON DATA	
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI			
Maximum Result for Mk. 10+ Weaponry												Critical Type: Use Pierce crits. UM – Unmodified roll. Apply result with no modifications. F – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity). Note: If Arms Law is used: Breakage Numbers: 1, 2, 3, 4, 5, 6, 7; Reliability/Strength: 80. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity) Range Mods: Point Blank+10 Short+0 Medium-25 Long-50 Extreme-100	
149 - 150	10A	20A	80B	130B	350B	430C	480C	530C	650D	1200D	149 - 150		
147 - 148	9A	18A	70B	115B	310B	380C	425C	470C	576D	1063D	147 - 148		
145 - 146	8A	15A	60B	99B	269B	332C	371C	411C	504D	930D	145 - 146		
143 - 144	7A	13A	52B	85B	232B	285C	319C	354C	434D	801D	143 - 144		
141 - 142	6A	10A	43B	71B	194B	240C	268C	299C	366D	676D	141 - 142		
139 - 140	5	8A	35B	58B	159B	196C	220C	245C	300D	554D	139 - 140		
137 - 138	4	6A	27A	45B	124B	154C	173C	193C	236D	436D	137 - 138		
Maximum Result for Mk. 5 Weaponry													
135 - 136	3	5A	20A	33A	92B	113C	127C	142C	175D	322D	135 - 136		
133 - 134	2	3A	12A	21A	60B	74C	83C	94C	115D	211D	133 - 134		
131 - 132	1	3	12A	21A	56A	37B	41C	47C	57D	104D	131 - 132		
129 - 130	1	3	11A	19A	52A	36B	40B	45C	54C	96D	129 - 130		
127 - 128	1	3	10A	17A	48A	32B	35B	39B	47C	84D	127 - 128		
125 - 126	1	2	9	16A	44A	27B	30B	34B	40C	72C	125 - 126		
123 - 124	-	2	8	14A	40A	23B	25B	28B	34C	60C	123 - 124		
121 - 122	-	2	8	13	37A	19B	21B	23B	28C	49C	121 - 122		
Maximum Result for Mk. 4 Weaponry													
119 - 120	-	2	7	12	33A	15B	16B	18B	22C	39C	119 - 120		
117 - 118	-	1	6	10	30A	11B	12B	13B	16C	29C	117 - 118		
115 - 116	-	1	5	9	27A	7B	8B	9B	11C	19C	115 - 116		
113 - 114	-	1	5	8	24	6A	7B	8B	10C	17C	113 - 114		
111 - 112	-	1	4	8	23	6A	7B	8B	9B	16C	111 - 112		
109 - 110	-	1	4	8	22	6A	6A	7B	8B	15C	109 - 110		
107 - 108	-	1	4	7	22	5A	6A	7A	8B	14C	107 - 108		
Maximum Result for Mk. 3 Weaponry													
105 - 106	-	1	4	7	21	5A	5A	6A	7B	13C	105 - 106		
103 - 104	-	1	3	7	20	4A	5A	5A	7B	11B	103 - 104		
101 - 102	-	1	3	6	20	4A	4A	5A	6B	10B	99 - 102		
99 - 100	-	1	3	6	19	3A	4A	4A	5B	9B	95 - 98		
97 - 98	-	-	3	6	18	3A	3A	4A	5B	8B	90 - 94		
95 - 96	-	-	3	5	18	3	3A	4A	4B	7B	87 - 89		
93 - 94	-	-	2	5	17	3	3A	3A	4B	7B	83 - 86		
91 - 92	-	-	2	5	17	3	3A	3A	4A	7B	79 - 82		
Maximum Result for Mk. 2 Weaponry													
89 - 90	-	-	2	5	16	2	3A	3A	4A	7B	75 - 78		
87 - 88	-	-	2	4	15	2	3	3A	4A	7B	71 - 74		
85 - 86	-	-	1	4	15	2	3	3	4A	7B	67 - 70		
83 - 84	-	-	1	4	14	2	3	3	4A	6B	63 - 66		
81 - 82	-	-	1	3	13	2	2	3	4A	6A	59 - 62		
79 - 80	-	-	1	3	13	2	2	3	3A	6A	55 - 58		
77 - 78	-	-	1	3	12	2	2	3	3A	6A	51 - 54		
Maximum Result for Mk. 1 Weaponry													
75 - 76	-	-	-	2	11	2	2	3	3A	6A	75 - 76		
73 - 74	-	-	-	2	11	2	2	3	3A	5A	73 - 74		
71 - 72	-	-	-	2	10	2	2	3	3	5A	71 - 72		
69 - 70	-	-	-	2	9	2	2	3	3	5A	69 - 70		
66 - 68	-	-	-	1	9	2	2	2	3	5A	66 - 68		
63 - 65	-	-	-	1	8	1	2	2	3	5A	63 - 65		
60 - 62	-	-	-	-	7	1	2	2	3	4A	60 - 62		
57 - 59	-	-	-	-	6	1	1	2	2	4	57 - 59		
54 - 56	-	-	-	-	5	1	1	2	2	4	54 - 56		
51 - 53	-	-	-	-	4	1	1	2	2	3	51 - 53		
48 - 50	-	-	-	-	3	1	1	2	2	3	48 - 50		
45 - 47	-	-	-	-	2	1	1	2	2	3	45 - 47		
42 - 44	-	-	-	-	1	1	1	1	2	3	42 - 44		
39 - 41	-	-	-	-	-	1	1	1	1	2	39 - 41		
36 - 38	-	-	-	-	-	-	1	1	1	2	36 - 38		
33 - 35	-	-	-	-	-	-	1	1	1	2	33 - 35		
30 - 32	-	-	-	-	-	-	-	1	1	2	30 - 32		
27 - 29	-	-	-	-	-	-	-	1	1	1	27 - 29		
24 - 26	-	-	-	-	-	-	-	1	1	1	24 - 26		
21 - 23	-	-	-	-	-	-	-	1	1	1	21 - 23		
05 - 20	-	-	-	-	-	-	-	-	-	-	05 - 20		
01 - 04	F	F	F	F	F	F	F	F	F	F	01 - 04	UM	

