

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: 'A', 'B', 'C', 'D' & 'E' are Pierce crits. 'F' = 'E' Pierce crit & 'A' Blast crit 'G' = 'E' Pierce crit & 'C' Blast crit 'H' = 'E' Pierce crit & 'E' 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; 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). 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	20A	35B	90B	155C	300C	350D	380E	420F	500H	900H		149 - 150
147 - 148	13A	22B	52B	88C	168C	196D	212E	234F	279H	500H		147 - 148
145 - 146	7A	13B	31B	52C	100C	117D	127E	140F	167H	299H		145 - 146
143 - 144	5A	8B	20B	34C	67C	78D	85E	93F	111H	199H		143 - 144
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												
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
129 - 130	1	3	7A	12A	26A	30C	33D	36D	43F	78G		129 - 130
127 - 128	1	2	7	12A	25A	29C	32C	36D	43F	76F		127 - 128
Maximum Result for Mk. 30 Weaponry												
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												
119 - 120	-	2	6	11	23	27B	30C	33C	40E	71F	119 - 120	
117 - 118	-	2	6	10	23	27B	29C	33C	39E	70E	117 - 118	
115 - 116	-	2	5	10	22	26B	29B	32C	38E	69E	115 - 116	
Maximum Result for Mk. 20 Weaponry												
113 - 114	-	2	5	10	22	26B	28B	31C	38E	68E	113 - 114	
111 - 112	-	1	5	9	21	25B	28B	31C	37D	66E	111 - 112	
109 - 110	-	1	5	9	21	24A	27B	30B	36D	65E	109 - 110	
Maximum Result for Mk. 15 Weaponry												
107 - 108	-	1	4	9	20	24A	26B	29B	36D	64E	107 - 108	
105 - 106	-	1	4	8	20	23A	26A	29B	35D	62D	105 - 106	
103 - 104	-	1	4	8	19	23A	25A	28B	34D	61D	103 - 104	
Maximum Result for Mk. 10 Weaponry												
99 - 102	-	1	4	7	19	22A	25A	28B	33C	60D	99 - 102	
95 - 98	-	-	3	7	18	21	24A	26A	32C	57D	95 - 98	
Maximum Result for Mk. 9 Weaponry												
90 - 94	-	-	3	6	17	20	22	25A	31C	55C	90 - 94	
87 - 89	-	-	2	5	15	19	21	24	29B	52C	87 - 89	
Maximum Result for Mk. 8 Weaponry												
83 - 86	-	-	2	5	15	18	20	23	28B	50B	83 - 86	
79 - 82	-	-	1	4	14	17	19	21	26A	47B	79 - 82	
Maximum Result for Mk. 7 Weaponry												
75 - 78	-	-	1	3	13	16	18	20	25A	45B	75 - 78	
71 - 74	-	-	-	2	12	15	17	19	24	42A	71 - 74	
Maximum Result for Mk. 6 Weaponry												
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															
149 - 150	11B	20C	41C	61C	81C	96D	101D	126E	255E	300E	149 - 150			Critical Type: For Blasters, use Blast crits. For Lasers, 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; 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). 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	
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				
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				
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															
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																			
149 - 150	110E	20C	45D	85D	90D	85E	87E	90E	75E	85E	149 - 150	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; 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)							
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								
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). 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)							
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								
Maximum Result for Mk. 30 Weaponry																			
125 - 126	35D	6	11B	22B	24C	23D	23D	24C	12C	14D	125 - 126	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)							
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																			
119 - 120	29C	4	8A	17A	18B	17C	18C	19C	12C	13C	119 - 120					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)			
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	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)							
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					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)			
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	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)							
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					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)			
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	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)							
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					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)			
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	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)							
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					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)			
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	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)							
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					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)			
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	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)							
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					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)			
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	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)							
L 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	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			
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	UM			

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											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				
149 - 150	40E	70E	180E	320F	600F	700G	760G	840G	1000H	1800H			149 - 150		
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											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; 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)				
137 - 138	4D	7E	18E	32F	60F	70G	77G	85G	101H	182H			137 - 138		
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											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)				
125 - 126	3C	6D	15D	26E	49E	58F	63F	70F	83G	150G			125 - 126		
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													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		
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				
115 - 116	3C	5C	13C	23D	44D	52E	57E	64E	76F	137F	115 - 116				
Maximum Result for Mk. 20 Weaponry											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				
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													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		
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											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				
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													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		
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											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				
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													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		
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											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				
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													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		
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											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				
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													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		
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											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				
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													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		
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				

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:					
149 - 150	*	*	*	*	*	*	*	*	*	*	*	149 - 150	'A', 'B', 'C', 'D' & 'E' are Blast crits.				
147 - 148	450E	*	*	*	*	*	*	*	*	*	*	147 - 148	'F' = 'E' Blast crit & 'A' Blast crit				
145 - 146	435D	*	*	*	*	*	*	*	*	*	*	145 - 146	'G' = 'E' Blast crit & 'B' Blast crit				
143 - 144	420D	600F	*	*	*	*	*	*	*	*	*	143 - 144	'H' = 'E' Blast crit & 'C' Blast crit				
141 - 142	405C	582F	*	*	*	*	*	*	*	*	*	141 - 142	'I' = 'E' Blast crit & 'E' Blast crit				
139 - 140	389C	563E	600G	*	*	*	*	*	*	*	*	139 - 140					
Maximum Result for 2nd Blast Radius												UM – Unmodified roll. Apply result with no modifications.					
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												* – Any target that suffers this result is utterly destroyed.					
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												F – Weapon Failure. Roll a d10					
113 - 114	191	323	380A	557B	598C	711E	743E	775F	794G	808H	*	113 - 114	1-7 = Temporary Overload				
111 - 112	176	305	364A	537B	579C	692D	726E	759F	779G	792G	*	111 - 112	(weapon may not fire next round);				
109 - 110	161	286	347	517B	561C	673D	708D	744E	764F	777G	*	109 - 110	8-10 = Malfunction (roll for severity).				
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												Note: If Arms Law is used:					
101 - 102	100	213	279	436	487A	597B	638C	681D	704E	715F	*	101 - 102	Breakage Numbers: 1;				
99 - 100	84	194	262	415	469	578B	621B	665D	688E	700F	*	99 - 100	Reliability/Strength: 95.				
97 - 98	69	176	245	395	451	559A	603B	650C	673E	685E	*	97 - 98	In the event of breakage, roll a d10				
95 - 96	54	157	228	375	432	540A	586B	634C	658D	669E	*	95 - 96	1-7 = Temporary Overload				
93 - 94	39	139	212	355	414	521	568A	618B	643D	654E	*	93 - 94	(weapon may not fire next round);				
91 - 92	23	120	195	334	396	502	551A	603B	628D	639D	*	91 - 92	8-10 = Malfunction (roll for severity)				
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					

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

UM – Unmodified roll. Apply result with no modifications.

*** – Any target that suffers this result is utterly destroyed.**

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;
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)

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.

Blast Radius (Atmospheric, 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)		
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											Range Mods: Point Blank+10 Short+0 Medium-25 Long-50 Extreme-100		
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													In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity)
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											Range Mods: Point Blank+10 Short+0 Medium-25 Long-50 Extreme-100		
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											Range Mods: Point Blank+10 Short+0 Medium-25 Long-50 Extreme-100		
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											Range Mods: Point Blank+10 Short+0 Medium-25 Long-50 Extreme-100		
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	1	2	30 - 32		
27 - 29	-	-	-	-	-	-	1	1	1	1	27 - 29		
24 - 26	-	-	-	-	-	-	1	1	1	1	24 - 26		
21 - 23	-	-	-	-	-	-	1	1	1	1	21 - 23		
05 - 20	-	-	-	-	-	-	-	-	-	-	05 - 20		
01 - 04	F	F	F	F	F	F	F	F	F	F	01 - 04	UM	

	X	IX	VIII	VII	VI	V	IV	III	II	I	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
147 -	150	40E	50E	61E	101E	127E	154E	101E	119E	136E	154E	40E	47E	54E	61E	78E	85E	85E	85E	87E	98E	101E	105E	105E	105E	120E	131E	87E	131E	164E	172E	
143 -	146	39E	49E	60E	99E	124E	150E	99E	116E	132E	150E	39E	46E	53E	60E	76E	83E	83E	83E	83E	85E	96E	99E	102E	102E	117E	128E	85E	128E	160E	167E	
139 -	142	38E	48E	58E	96E	120E	145E	96E	113E	128E	145E	38E	45E	51E	58E	74E	81E	80E	80E	82E	93E	96E	99E	99E	113E	124E	82E	124E	155E	162E		
135 -	138	37E	46E	56E	93E	116E	141E	93E	109E	124E	141E	37E	43E	50E	56E	72E	78E	78E	78E	80E	90E	93E	96E	96E	110E	120E	80E	120E	150E	157E		
131 -	134	36E	45E	54E	90E	113E	136E	90E	106E	120E	136E	36E	42E	48E	54E	69E	76E	75E	75E	77E	87E	90E	93E	93E	106E	116E	77E	116E	145E	152E		
127 -	130	35D	43E	52E	87D	109E	132E	87D	102E	116E	132E	35E	41E	47E	53E	67E	73E	73E	73E	73E	84E	87E	90E	90E	103E	113E	74E	112E	140E	147E		
123 -	126	34D	42D	51D	84D	105D	127D	84D	99D	112D	127D	34D	39D	45D	51D	65D	65D	63D	63D	70D	81D	84D	87E	87E	99E	109E	72D	108D	135D	141D		
119 -	122	32D	40D	49D	81D	101D	123D	81D	95D	108D	123D	33D	38D	43D	49D	63D	63D	68D	68D	68D	78D	81D	84D	84D	84D	96D	105D	69D	104D	130D	136D	
115 -	118	31D	39D	47D	78D	98D	118D	78D	92D	104D	118D	31D	37D	42D	47D	60D	60D	65D	65D	67D	75D	78D	81D	81D	81D	92D	101D	67D	100D	126D	131D	
111 -	114	30D	37D	45D	75D	94D	113D	75D	88D	100D	113D	30D	35D	40D	45D	58D	58D	63D	63D	64D	72D	75D	78D	78D	78D	89D	97D	64D	96D	121D	126D	
107 -	110	29C	36D	43D	72C	90D	109D	72C	85D	96D	109D	29D	34D	39D	44D	56D	56D	61D	60D	60D	62D	69D	72D	75D	75D	85D	94D	61D	92D	116D	121D	
103 -	106	28C	34C	42C	69C	86C	104C	69C	81C	92C	104D	28C	33D	37D	42D	54D	54D	58D	58D	58D	59D	67D	69D	72D	72D	82D	90D	59D	88D	111D	116D	
99 -	102	27C	33C	40C	66C	83C	100C	66C	78C	88C	100C	27C	31C	36C	40C	51C	51C	56C	55C	55C	64C	66C	69D	69D	78D	86D	56C	84C	106C	110C		
95 -	98	26C	32C	38C	63C	79C	95C	63C	74C	84C	95C	26C	30C	34C	38C	49C	49C	53C	53C	53C	61C	63C	66C	66C	75C	82C	53C	80C	101C	105C		
91 -	94	24C	30C	36C	60C	75C	91C	61C	71C	80C	91C	25C	29C	32C	36C	47C	47C	51C	50C	50C	58C	60C	63C	63C	71C	78C	51C	76C	96C	100C		
87 -	90	23B	29C	34C	57B	71C	86C	58B	67C	76C	86C	23C	27C	31C	35C	45C	45C	48C	48C	48C	49C	55C	60C	60C	68C	75C	48C	72C	92C	95C		
83 -	86	22B	27B	33B	54B	68B	81B	55B	64B	72B	81C	22B	26C	29C	33C	42C	42C	46C	45C	45C	46C	52C	54C	57C	56C	64C	71C	46C	68C	87C	90C	
79 -	82	21B	26B	31B	51B	64B	77B	52B	60B	68B	77C	21B	24B	28C	31C	40C	40C	43C	43C	43C	43C	49C	51C	54C	53C	61C	67C	43B	64B	82C	85C	
75 -	78	20B	24B	29B	48B	60B	72B	49B	57B	64B	72B	20B	23B	26B	29B	38B	38B	41B	40B	40B	41B	46B	48B	51C	50C	57C	43B	60B	77B	79B		
71 -	74	19B	23B	27B	45B	57B	68B	46B	53B	60B	68B	19B	22B	25B	27B	36B	36B	38B	38B	38B	38B	43B	45B	48B	47B	54B	38B	56B	72B	74B		
67 -	70	17A	21B	25B	43A	53B	63B	43A	50B	56B	63B	18B	20B	23B	26B	33B	33B	35B	35B	36B	40B	42B	45B	44B	50B	56B	35B	52B	67B	69B		
63 -	66	16A	20A	24A	40A	49A	59A	40A	47A	52A	59B	17A	19B	21B	24B	31B	31B	33B	33B	33B	33B	38B	39B	42B	41B	47B	33B	48B	62B	64B		
59 -	62	15A	18A	22A	37A	45A	54A	37A	43A	48A	54B	16A	18B	20B	22B	29B	29B	31B	30B	30B	30B	35B	36B	39B	38B	43B	30B	44B	58B	59B		
55 -	58	14A	17A	20A	34A	42A	50A	34A	40A	44A	50A	14A	16A	18A	20B	26B	26B	28B	28B	28B	28B	32B	33B	35B	35B	40B	27A	40A	53B	54A		
51 -	54	13A	15A	18A	31A	38A	45A	31A	36A	40A	45A	13A	15A	17A	18A	24A	24A	26A	25A	25A	25A	29A	30A	32B	32B	36B	25A	36A	48A	48A		
47 -	50	12	14A	16A	28	34A	40A	28	33A	36A	40A	12A	14A	15A	17A	22A	22A	23A	23A	23A	23A	26A	27A	29A	29A	33A	22A	32A	43A	43A		
43 -	46	11	13	14A	25	30	36A	25	29	32A	36A	11A	12A	13A	15A	20A	21A	20A	20A	20A	23A	24A	26A	26A	26A	29A	19A	28A	38A	38A		
39 -	42	9	11	13	22	27	31	22	26	28	31A	10	11A	12A	13A	17A	17A	18A	18A	18A	17A	20A	21A	23A	23A	26A	17A	24A	33A	33A		
35 -	38	8	10	11	19	23	27	20	22	24	27A	9	10A	10A	11A	15A	15A	16A	15A	15A	15A	17A	18A	20A	20A	22A	25A	14A	20A	28A	28A	
31 -	34	7	8	9	16	19	22	17	19	20	22	8	8	9	9A	13A	13A	14A	13A	13A	12A	14A	15A	17A	17A	19A	21A	12	16	24A	22	
27 -	30	6	7	7	13	15	18	14	15	16	18	6	7	7	8	11	11	11A	10A	10	10	11	12A	14A	14A	15A	18A	9	12	19	17	
23 -	26	5	5	5	10	12	13	11	12	12	13	5	6	6	6	8	8	8	9	8	8	8	9	11	10	12	14	6	8	14	12	
19 -	22	4	4	4	7	8	8	8	8	8	8	4	4	4	4	6	6	6	5	5	4	6	6	8	7	8	10	4	4	9	7	
15 -	18	3	2	2	4	4	4	5	5	4	4	3	3	2	2	4	4	4	3	3	2	3	3	5	4	5	6	1	1	4	2	
11 -	14	1	1	1	1	1	1	2	1	1	1	2	2	1	1	2	2	1	1	1	-	-	2	1	1	1	2	-	-	-	-	
7 -	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
0 -	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

For Warhead, use blast criticals, otherwise use Pierce.

See appropriate weapon for all fumble

