



| INNER SPHERE          | WP       | HT | DMG | MIN  | SHORT |       | MEDIUM |       | LONG  |       | EXTREME |             | TONS    | CRT | HIT       | AMMO |
|-----------------------|----------|----|-----|------|-------|-------|--------|-------|-------|-------|---------|-------------|---------|-----|-----------|------|
|                       |          |    |     |      | +0    | +1    | +2     | +3    | +4    | +5    | +8      | +10         |         |     |           |      |
| Er Lg Laser           | 12       | 10 | -   | 0-8  | 8-15  | 15-25 | 25-34  | 34-43 | 43-52 | 52-56 | 56-60   | 4           | 1       | 0   |           |      |
| Er Med Laser          | 5        | 7  | -   | 0-5  | 5-10  | 10-15 | 15-20  | 20-25 | 25-30 | 30-35 | 35-40   | 1           | 1       | 0   |           |      |
| Er Sm Laser           | 2        | 5  | -   | 0-2  | 2-4   | 4-6   | 6-8    | 8-10  | 10-12 | 12-14 | 14-16   | .5          | 1       | 0   |           |      |
| Er Micro Laser        | 1        | 2  | -   | 0-1  | 1-2   | 2-3   | 3-4    | 4-6   | 6-8   | -     | -       | .25         | 1       | 0   |           |      |
| Er Ppc                | 15       | 15 | -   | 0-7  | 7-14  | 14-23 | 23-32  | 32-40 | 40-49 | 49-54 | 54-60   | 6           | 2       | 0   |           |      |
| Pulse Lg Laser        | 10       | 10 | -   | 0-6  | 6-14  | 14-20 | 20-26  | 26-32 | 32-38 | 38-47 | 47-56   | 6           | 2       | -2  |           |      |
| Pulse Med Laser       | 4        | 7  | -   | 0-4  | 4-8   | 8-12  | 12-16  | 16-20 | 20-24 | 24-28 | 28-32   | 2           | 1       | -2  |           |      |
| Pulse Sm Laser        | 2        | 3  | -   | 0-2  | 2-4   | 4-6   | 6-8    | 8-10  | 10-12 | 12-14 | 14-16   | 1           | 1       | -2  |           |      |
| Er Pulse Lg Laser     | 13       | 10 | -   | 0-7  | 7-14  | 14-22 | 22-30  | 30-37 | 37-46 | 46-53 | 53-60   | 6           | 3       | -1  |           |      |
| Er Pulse Med Laser    | 6        | 7  | -   | 0-5  | 5-10  | 10-14 | 14-18  | 18-23 | 23-28 | 28-32 | 32-36   | 2           | 2       | -1  |           |      |
| Er Pulse Sm Laser     | 3        | 5  | -   | 0-2  | 2-4   | 4-6   | 6-8    | 8-10  | 10-12 | 12-14 | 14-16   | 1.5         | 1       | -1  |           |      |
| Pulse Micro Laser     | 1        | 3  | -   | 0-1  | 1-2   | 2-3   | 3-4    | 4-5   | 5-6   | 6-7   | 7-8     | .5          | 1       | +1  |           |      |
| Hvy Lg Laser          | 18       | 16 | -   | 0-5  | 5-10  | 10-15 | 15-20  | 20-25 | 25-30 | 30-35 | 35-40   | 4           | 3       | +1  |           |      |
| Hvy Med Laser         | 7        | 10 | -   | 0-3  | 3-6   | 6-9   | 6-12   | 12-15 | 15-18 | 18-21 | 21-24   | 1           | 2       | +1  |           |      |
| Hvy Sm Laser          | 3        | 6  | -   | 0-1  | 1-2   | 2-3   | 3-4    | 4-5   | 5-6   | 6-7   | 7-8     | .5          | 1       | +1  |           |      |
| Imp Hvy Lg Laser      | 18       | 16 | -   | 0-5  | 5-10  | 10-15 | 15-20  | 20-25 | 25-30 | 30-35 | 35-40   | 4           | 3       | 0   |           |      |
| Imp Hvy Med Laser     | 7        | 10 | -   | 0-3  | 3-6   | 6-9   | 6-12   | 12-15 | 15-18 | 18-21 | 21-24   | 1           | 2       | 0   |           |      |
| Imp Hvy Sm Laser      | 3        | 6  | -   | 0-1  | 1-2   | 2-3   | 3-4    | 4-5   | 5-6   | 6-7   | 7-8     | .5          | 1       | 0   |           |      |
| Lg Chemical Laser     | 6        | 8  | -   | 0-5  | 5-10  | 10-15 | 15-20  | 20-25 | 25-30 | 30-35 | 35-40   | 5           | 2       | 0   | 10        |      |
| Med Chemical Laser    | 2        | 5  | -   | 0-3  | 3-6   | 6-9   | 6-12   | 12-15 | 15-18 | 18-21 | 21-24   | 1           | 1       | 0   | 30        |      |
| Sm Chemical Laser     | 1        | 3  | -   | 0-1  | 1-2   | 2-3   | 3-4    | 4-5   | 5-6   | 6-7   | 7-8     | .5          | 1       | 0   | 60        |      |
| Lbx2                  | 1        | 2  | 4   | 0-10 | 10-20 | 20-30 | 30-40  | 40-50 | 50-60 | 60-70 | 70-80   | 5           | 3       | 0   | 45        |      |
| Lbx5                  | 1        | 5  | 3   | 0-8  | 8-15  | 15-24 | 24-31  | 31-38 | 38-45 | 45-52 | 52-60   | 7           | 4       | 0   | 20        |      |
| Lbx10                 | 2        | 10 | -   | 0-6  | 6-12  | 12-18 | 18-24  | 24-30 | 30-36 | 36-42 | 42-48   | 10          | 5       | 0   | 10        |      |
| Lbx20                 | 6        | 20 | -   | 0-4  | 4-8   | 8-12  | 12-16  | 16-20 | 20-24 | 24-28 | 28-32   | 12          | 9       | 0   | 5         |      |
| UI2                   | 1        | 2  | 4   | 0-9  | 9-18  | 18-26 | 26-35  | 35-44 | 44-53 | 53-61 | 61-72   | 5           | 2       | 0   | 45        |      |
| UI5                   | 1        | 5  | -   | 0-7  | 7-14  | 14-21 | 21-28  | 28-35 | 35-42 | 42-49 | 49-56   | 7           | 3       | 0   | 20        |      |
| UI10                  | 3        | 10 | -   | 0-6  | 6-12  | 12-18 | 18-24  | 24-30 | 30-36 | 36-42 | 42-48   | 10          | 4       | 0   | 10        |      |
| UI20                  | 7        | 20 | -   | 0-4  | 4-8   | 8-12  | 12-16  | 16-20 | 20-24 | 24-28 | 28-32   | 12          | 8       | 0   | 5         |      |
| HAG 20/30/40          | 4/6/8    | 1  | 4   | 0-8  | 8-16  | 16-24 | 24-32  | 32-40 | 40-48 | 48-52 | 52-64   | 10/13/16    | 6/8/10  | 0   | 6/4/3     |      |
| AP Gauss Rifle        | 1        | 3  | -   | 0-3  | 3-6   | 6-9   | 9-12   | 12-15 | 15-18 | 18-21 | 21-24   | .5          | 1       | 0   | 40        |      |
| Plasma Cannon         | 7        | 0  | -   | 0-6  | 6-12  | 12-18 | 18-24  | 24-30 | 30-36 | 36-42 | 42-48   | 3           | 1       | 0   | 10        |      |
| Str2/4/6              | 2/3/4    | 2  | -   | 0-4  | 4-8   | 8-12  | 12-16  | 16-20 | 20-24 | 24-28 | 28-32   | 1/2/3       | 1/1/2   | 0   | 50/25/15  |      |
| Lt Mg                 | 0        | 1  | -   | 0-2  | 2-4   | 4-6   | 6-8    | 8-10  | 10-12 | 12-14 | 14-16   | .25         | 1       | 0   | 200       |      |
| Hvy Mg                | 0        | 3  | -   | 0-1  | 1-2   | 2-3   | 3-4    | -     | -     | -     | -       | .5          | 1       | 0   | 100       |      |
| Lrm 5/10/15/20        | 2/4/5/6  | 1  | 12  | 0-7  | 7-14  | 14-21 | 21-28  | 28-35 | 35-42 | 42-49 | 49-56   | 1/2.5/3.5/5 | 1/1/2/4 | 0   | 24/12/8/6 |      |
| Streak LRM            | 2/4/5/6  | 1  | -   | 0-7  | 7-14  | 14-21 | 21-28  | 28-35 | 35-42 | 42-49 | 49-56   | 2/5/7/10    | 1/2/3/5 | 0   | 24/12/8/6 |      |
| Adv. Tactical Missile | 3/6/9/12 | 2  | 8   | 0-5  | 5-10  | 10-15 | 15-20  | 21-25 | 25-30 | 30-35 | 35-40   | 1.5/3.5/5/7 | 2/3/4/5 | 0   | 20/10/7/5 |      |
| -ATM ER ammo          | 1        | 8  | 0-9 | 9-18 | 18-27 | 27-36 | 36-45  | 45-54 | 54-63 | 63-72 |         |             |         |     |           |      |
| -ATM HE ammo          | 3        | -  | 0-3 | 3-6  | 6-9   | 9-12  | 12-15  | 15-18 | 18-21 | 21-24 |         |             |         |     |           |      |

|                     |      |   |   |     |      |       |       |       |       |       |       |     |   |   |    |  |
|---------------------|------|---|---|-----|------|-------|-------|-------|-------|-------|-------|-----|---|---|----|--|
| Tag                 | 0    | 0 | - | 0-5 | 5-10 | 10-15 | 15-20 | 21-25 | 25-30 | 30-35 | 35-40 | 1   | 1 | 0 | -  |  |
| Anti-Missile System | 1    | 0 | - |     |      |       |       |       |       |       |       | .5  | 1 | 0 | 24 |  |
| Light Tag           | 0    | - | - | 0-3 | 3-6  | 6-9   | 9-12  | 12-15 | 15-18 | 18-21 | 21-24 | .5  | 1 | 0 | -  |  |
| ECM                 |      |   |   |     |      |       |       | 12    |       |       |       | 1   | 1 | 0 | -  |  |
| Active Probe        |      |   |   |     |      |       |       | 10    |       |       |       | 1   | 1 | 0 | -  |  |
| Lt Act. Probe       |      |   |   |     |      |       |       | 6     |       |       |       | .5  | 1 | 0 | -  |  |
| Anti-Missile System | 1    | 0 | - |     |      |       |       |       |       |       |       | .5  | 1 | 0 | 12 |  |
| LAMS                | 2-12 | 0 | - |     |      |       |       |       |       |       |       | 1.5 | 2 | 0 | -  |  |
| Beagle Act. Probe   |      |   |   |     |      |       |       | 8     |       |       |       | 1.5 | 2 | 0 | -  |  |
| Bloodhound Probe    |      |   |   |     |      |       |       | 16    |       |       |       | 2   | 3 | 0 | -  |  |
| Gaurdian ECM        |      |   |   |     |      |       |       | 12    |       |       |       | 1.5 | 2 | 0 | -  |  |
| Angel ECM           |      |   |   |     |      |       |       | 12    |       |       |       | 1.5 | 2 | 0 | -  |  |

| Physical Weapons  |     |              |                   | Tons                      |            | Crit      |                   |
|-------------------|-----|--------------|-------------------|---------------------------|------------|-----------|-------------------|
| Hatchet/Club      | 0   | 1per 5 tons  | 1/2" base to base | -1 to hit(+4 punch table) | full table | 1/15 tons | 1/15 tons         |
| Sword             | 0   | 1per 10 tons | 1/2" base to base | -2 to hit(+4 punch table) | full table | 1/10 tons | 1/10 tons         |
| Claw              | 0   | 1per 7 tons  | 1/2" base to base | +1 to hit(+5 punch table) | full table | 1/15 tons | 1/15 tons         |
| Mace              | 0   | 1per 4 tons  | 1/2" base to base | +2 to hit(+6 punch table) | full table | 1/10 tons | 1/10 tons miss +2 |
| Lance             | 0   | 1per 5 tons  | 1/2" base to base | -1 to hit(+4 punch table) | full table | 1/20 tons | 1/20 tons *       |
| Vibroblade, small | 3/" | 7/"          | 1/2" base to base | -1 to hit(+4 punch table) | full table | 3         | 2                 |
| Vibroblade, med   | 5/" | 10/"         | 1/2" base to base | -1 to hit(+4 punch table) | full table | 5         | 3                 |
| Vibroblade, large | 7/" | 14/"         | 1/2" base to base | -1 to hit(+4 punch table) | full table | 7         | 4                 |

**CLUSTER HITS TABLE**

die roll

| WEAPON SIZE | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-------------|---|---|---|---|---|---|---|---|----|----|----|
| 2           | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1  | 1  | 1  |
| 3           | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5  | 5  | 6  |
| 4           | 1 | 1 | 2 | 3 | 3 | 4 | 4 | 5 | 5  | 6  | 6  |
| 5           | 1 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7  | 7  | 8  |
| 6           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 8  | 9  | 10 |
| 7           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |
| 8           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |
| 9           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |
| 10          | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |
| 11          | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |
| 12          | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 | 11 |

**EJECTION MODIERS TABLE**

| Landing Terrain           | modifier |
|---------------------------|----------|
| clear                     | -2       |
| water                     | -1       |
| rough                     | 0        |
| rubble                    | 0        |
| light wood                | +2       |
| heavy wood                | +3       |
| per level of building     | +1       |
| Situation                 | modifier |
| battlemech prone          | +5       |
| pilot unconscious         | +3       |
| per point of head         |          |
| internal structure damage | +1       |
| Automatic ejection        | +1       |

**WEATHER CONDITION TABLE**

| 2d6 roll | weather condition        | to-hit modifier | piloting modifier | heat modifier |
|----------|--------------------------|-----------------|-------------------|---------------|
| 2-3      | clear                    | +0              | +0                | -0/turn       |
| 4-6      | overcast                 | +0              | +0                | -0/turn       |
| 7-8      | light rain               | +1              | +0                | -1/turn       |
| 9-10     | heavy rain               | +1              | +1                | -2/turn       |
| 11       | severe storm             | +2*             | +1                | -2/turn       |
| 12       | microburst** 1d6/2 min 1 | 1d6/2 min 1     |                   | -2/turn       |

\* to-hit penalty applies to missile, ballistic, and artillery only  
 \*\* determined at beginning of each round

**Ground Vehicle Hit Locations**

| 2D6 | Front/Rear                | Side                      |
|-----|---------------------------|---------------------------|
| 2*  | armor(critical)           | armor(critical)           |
| 3   | Armor <sup>1</sup>        | Armor <sup>1</sup>        |
| 4   | Armor <sup>2</sup>        | Armor <sup>2</sup>        |
| 5   | Armor <sup>3</sup>        | Armor <sup>2</sup>        |
| 6   | Armor                     | Armor                     |
| 7   | Armor                     | Armor                     |
| 8   | Armor                     | Armor                     |
| 9   | Armor                     | Armor <sup>3</sup>        |
| 10  | Turret Armor              | Turret Armor              |
| 11  | Turret Armor <sup>4</sup> | Turret Armor <sup>4</sup> |
| 12* | Turret Armor(crit)        | Turret Armor(crit)        |

<sup>1</sup> track, axle, lift fan destroyed. No move for rest of game. if hover over lv1+ deeper water, it sinks and is destroyed.

<sup>2</sup> a drive ,wheel, air skirt, damaged. -1 cruising speed

<sup>3</sup> if hover -1 cruising. if other no additional effects

<sup>4</sup> turret locks in current position for rest of game. fire only out its current arc. no turret no additional effect.

**Ground Vehicle Critical Hits**

| 1D6 | RESULT   |
|-----|--|
| 1   | crew stunned(no actions for rest of this round and for 2 more                              |
| 2   | main weapon jams. no fire from largest weapon for 1 turn                                   |
| 3   | Engine hit. no movement for rest of game. if hover over lv1+ water, sinks and is destroyed |
| 4   | crew killed. vehicle out of game   |
| 5   | fuel tank hit. vehicle explodes  |
| 6   | ammo/power plant hit. vehicle explodes   |

**DMG TO MECH**

|                    |    |
|--------------------|----|
| per 20 pts         | +1 |
| shutdown           | +3 |
| actuator destroyed | +1 |
| hip destroyed      | +2 |
| gyro hit           | +3 |

**PHYSICAL ATTACKS**

|                |    |
|----------------|----|
| kicked         | +0 |
| pushed         | +0 |
| successful DFA | +2 |

**UNITS ACTIONS**

|                                   |           |
|-----------------------------------|-----------|
| missed kick                       | +0        |
| make a successful charge att      | +2        |
| shooting a Hvy Gauss <b>PER 2</b> | +0        |
| make DFA attack                   | +4        |
| dfa fail                          | auto fail |
| entering water lv0-1              | -1        |
| entering water lv2                | +0        |
| entering water lv3+               | +1        |
| attempting to stand up            | +0        |
| rubble hex                        | +0        |
| mech warrior avoid dmg on fall    | +1 /lv    |

**PRE EXISTING DMG**

|  |    |
|--|----|
| per foot/leg actuator out  | +1 |
| per hip  | +2 |
| gyro hit   | +3 |
| leg destroyed <small>do not add modifiers from other leg dmg</small> | +5 |

**CITY MOVEMENT**

|   |    |
|---|----|
| inches moved (no checks walking/cruising) |    |
| 1-4                                       | +0 |
| 4-8                                       | +1 |
| 8-12                                      | +2 |
| 12-18                                     | +3 |
| 18-24                                     | +4 |
| 25-31                                     | +5 |
| 31-38                                     | +6 |

**WEAPON FIRE MODIFIERS ATTACKER**

|            |    |
|------------|----|
| movement   |    |
| stationary | 0  |
| walked     | +1 |
| ran        | +2 |
| jumped     | +3 |
| vtol       | +1 |

**BATTLEMECH DMG**

|   |                  |
|---|------------------|
| sensor hit  | +2               |
| 2nd sensor  | +6               |
| shoulder  | +4wp's in arm    |
| arm actuator  | ea +1wp's in arm |
| heat  |                  |
| 8-12  | +1               |
| 13-16   | +2               |
| 17-23   | +3               |
| 24-32   | +4               |
| 33-40   | +5               |
| 41-47   | +6               |
| 48+   | +7               |
| prone   | +2               |
| careful aim   | -1               |
| bracing   | -2               |
| shooting up hill <small>(2" above attacker)</small>   | +1               |
| shooting down hill <small>(2" above attacker)</small> | -1               |

**RANGE-TERRAIN**

|                   |                                  |
|-------------------|----------------------------------|
| minimum           | +1 per 2 inch                    |
| light woods/smoke | +1 per 2inch                     |
| heavy woods/smoke | +1per inch                       |
| water depth 0"    | +1                               |
| water depth 1"    | -1 (use punch table)             |
| water depth 2"+   | cannot fire out of or into water |

**TARGET**

|                  |                          |
|------------------|--------------------------|
| partial cover    | +3 use tables as nessary |
| prone            | -2 from adj              |
|                  | +1 all other             |
| secondary target | +1                       |
| immobile         | -4                       |
| hull down        | +2                       |
| infantry         | +1                       |

**ADVANCED OPTIONS**

**Link Weapons:** set wps in same firing arc to use 1 roll. in end phase only  
**Evading:** use unit run/flank move. must have all hip actuators working.  
 +1 penalty for sprinter to all piloting checks.  
 +3 penalty to all attacks of any kind.

**PILOTS SKILL EVADE MODIFIER**

|     |    |
|-----|----|
| 6+  | +1 |
| 4-5 | +2 |
| 2-3 | +3 |
| 0-1 | +4 |

**SPRINTING:**

move= twice the walk  
 heat=3, no attacks or spotting, no water of 1+ or deeper, -1 to hit mod, all piloting checks are at +2.  
 MASC or supercharged move=x2.5  
 MASC and supercharger move=x3  
 no attacks of any kind

**HOUSE RULES**

Ultra and Rotary AC make to hit rolls per shot and jam on 2 rolls only.  
 any weapon with variable dmg due to range will do max damage for its whole range.  
 Flamer (house rules) +5 heat and DMG  
 Plasma Cannon dmg +d6 heat to target

**PHYSICAL ATTACKS**

Use Piloting Skill Then Add Modifiers:  
 punching -1  
 clubbing -1  
 pushing -1  
 kicking -2  
 charging 0  
 death from above +2  
 grabbing +1  
 grappling 0  
 jump jet attack +2  
 tripping -1  
 clan pilot +1 (dishonorable)  
 Skill Differences  
 subtracked attacker piloting skill from defenders skill and apply that as a modifier.  
 clans are considered 1 worse in physical combat.  
 ie. IS pilot(4) kicks clanner pilot (3): 4-(3+1 clanner)= 0 no penalty  
 IS pilot(4) kicks IS pilot (2): 4-2=2, 2 is the penalty here  
 IS pilot (2) kicks IS pilot(4) 2-4=-2, -2 is the better pilots bonus to hit

| <b>MW3 COMPUTER SHUTDOWN ROLLS</b> |                        |
|------------------------------------|------------------------|
| Heat                               | Computer Skill(2D10)   |
| 14                                 | 6+                     |
| 18                                 | 8+                     |
| 22                                 | 10+                    |
| 26                                 | 12+                    |
| 30                                 | 14+                    |
| 34                                 | 16+                    |
| 38                                 | 18+                    |
| 42                                 | 20+                    |
| 46                                 | 22+                    |
| 50                                 | <b>FORCED SHUTDOWN</b> |

| <b>MW3 TO BT SKILL CONVERSION</b> |          |         |
|-----------------------------------|----------|---------|
| MW3 SKILL                         | BTECH    | BTECH   |
| BONUS                             | PILOTING | GUNNERY |
| unskilled                         | 7        | 6       |
| +0                                | 6        | 5       |
| +1                                | 5        | 4       |
| +2                                | 4        | 4       |
| +3                                | 4        | 3       |
| +4                                | 3        | 3       |
| +5                                | 3        | 2       |
| +6                                | 2        | 2       |
| +7                                | 2        | 1       |
| +8                                | 1        | 1       |
| +9                                | 1        | 0       |
| +10                               | 0        | 0       |

**FORCE GENERATION****INNER SPHERE****LANCE COMPOSITION TABLE**

|                           |                          |
|---------------------------|--------------------------|
| light d6                  | mech weight classes      |
| 1                         | 4 light                  |
| 2-3                       | 3light, 1 medium         |
| 4-5                       | 2 light, 2 medium        |
| 6                         | 3 light, 1 heavy         |
| medium d6                 | mech weight class        |
| 1                         | 1 lt, 3 med              |
| 2-3                       | 1 lt, 2 med, 1hvy        |
| 4-5                       | 4 med                    |
| 6                         | 3 med, 1hvy              |
| heavy d6                  | mech weight class        |
| 1                         | 1 med, 3 hvy             |
| 2-3                       | 2med, 2 hvy              |
| 4-5                       | 4 heavy                  |
| 6                         | 3hvy, 1assult            |
| assult d6                 | mech weight class        |
| 1                         | 1 med, 2hvy, 1 assult    |
| 2-3                       | 1 med, 2 hvy, 1 assult   |
| 4-5                       | 3 hvy, 1 assult          |
| 6                         | 2 hvy, 2assult           |
| random weight class table |                          |
| lance 2d6                 | weight class             |
| 2-4                       | light                    |
| 5-9                       | med                      |
| 10-11                     | heavy                    |
| 12                        | assult                   |
| company d6                | lance weight class       |
| 1                         | 2 light, 1 med           |
| 2                         | 1light, 2med             |
| 3                         | 3 med                    |
| 4                         | 2 med, 1hvy              |
| 5                         | 1 med, 2heavy            |
| 6                         | 1 med, 1 heavy, 1 assult |

**COMSTAR COMPOSITION**

| D6  | Light           | Med              | Heavy          | Assult               |
|-----|-----------------|------------------|----------------|----------------------|
| 1   | 6light          | 1lt, 4med, 1 hvy | 2med, 4hvy     | 1med, 3hvy, 2 assult |
| 2-3 | 4lt, 2 med      | 1lt, 3med, 2hvy  | 1 med, 5hvy    | 4 hvy, 2 assult      |
| 4-5 | 3lt, 3 med      | 4 med, 2hvy      | 5hvy, 1 assult | 3hvy, 3assult        |
| 6   | 2lt, 3med, 1hvy | 3med, 3hvy       | 4hvy, 1assult  | 2hvy, 4assult        |

**CLAN COMPOSITION**

|       | star weight    | star weight          |
|-------|----------------|----------------------|
| 2d6   | binary         | trinary              |
| 2-4   | 2 lt           | 3 lt                 |
| 5-6   | 2 med          | 1 lt, 1med, 1hvy     |
| 7     | 1lt, 1med      | 2lt, 1hvy            |
| 8     | 1 med, 2hvy    | 1lt, 1hvy, 1assult   |
| 9     | 1 hvy, 1assult | 2 hvy, 1 assult      |
| 10-11 | 2 hvy          | 1 med, 1hvy, 1assult |
| 12    | supernova      | supernova            |

**STAR COMPOSITION**

| light d6  | mech weight class      |
|-----------|------------------------|
| 1         | 5 light                |
| 2-3       | 4lt, 1 med             |
| 4-5       | 3 lt, 2 med            |
| 6         | 2lt, 2med, 1 hvy       |
| med d6    | mech weight class      |
| 1         | 1lt, 4 med             |
| 2-3       | 5 med                  |
| 4-5       | 4 med, 1hvy            |
| 6         | 3 med, 2 hvy           |
| hvy d6    | mech weight class      |
| 1         | 2 med, 3 hvy           |
| 2-3       | 1 med, 4hvy            |
| 4-5       | 5 hvy                  |
| 6         | 1 med, 3 hvy, 1 assult |
| assult d6 | mech weight class      |
| 1         | 1 med, 2 hvy, 2assult  |
| 2-3       | 4 hvy, 1 assult        |
| 4-5       | 3 hvy, 2assult         |
| 6         | 2 hvy, 3 assult        |