

MEDIUM NAVAL SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Jarvis Submarine (Prototype)
Movement Points: Tonnage: 5
Cruising: 4 Tech Base: Inner Sphere
Flanking: 6 Rules Level: Standard
Movement Type: Submarine
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|-----|-----|
| 1 | Searchlight | FR | [E] | — | — | — | — |
| 2 | Manipulator | FR | [E] | — | — | — | — |
| 1 | Remote | RR | [E] | — | — | — | — |
| Sensors/Dispenser | | | | | | | |

CREW DATA

Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐

NOTES

Features Submersible Chassis Mod, 5 Standard Seats, Cargo (0.194 tons)

BV: 20



NAVAL COMBAT VEHICLE HIT LOCATION

| | ATTACK DIRECTION | | |
|-----|-------------------|-------------------|-------------------|
| | FRONT | REAR | SIDES |
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Naval Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Naval Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

§ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DMG TABLE

| 2D6 ROLL | EFFECT* |
|----------|--|
| 2-5 | No Effect |
| 6-7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8-9 | Moderate damage; -1 Cruising MP; +2 modifier to all Driving Skill Rolls |
| 10-11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12 | Major damage; no movement for the rest of the game Vehicle is immobile. |

Attack Direction Modifier:

Hit from rear +1

Hit from the sides +2

Vehicle Type Modifier:

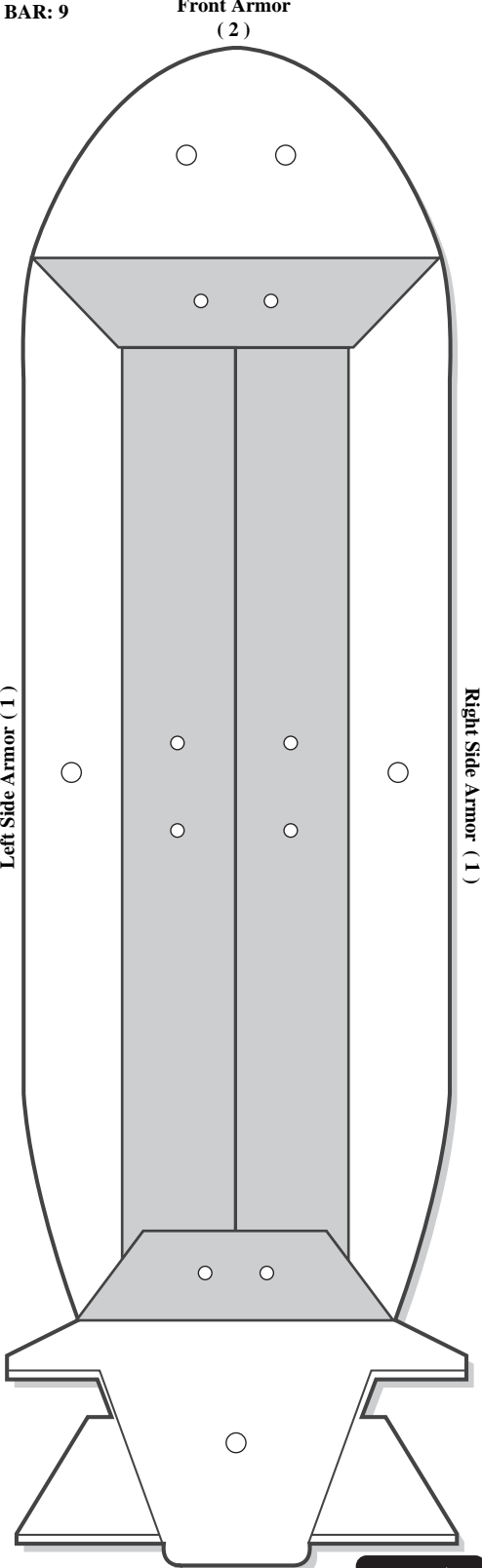
Naval +0

Hydrofoil +3

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred.

ARMOR DIAGRAM

Front Armor
(2)



Rear Armor
(1)



NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

| | LOCATION HIT | | | |
|-----|--------------------|--------------------|--------------------|--------------------|
| | FRONT | SIDE | REAR | TURRET |
| 2-5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

DEPTH TRACK

| Turn | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------|----|----|----|----|----|----|----|----|----|----|
| Depth | | | | | | | | | | |
| Turn | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Depth | | | | | | | | | | |