

PLAYER:							
OPPONENT	Victory Condition 1 (Destroyed Opponent's PV)	Victory Condition 2			Victory Condition 3 1 pt/unit in Opponent's DZ / End Phase	Total VCs	Did I Win?
		My Surviving PV	Opponent's Crippled PV	VC 2 Total			
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N

CRIPPLING DAMAGE

A unit that meets any of the following criteria is considered crippled:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up).
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

PLAYER:							
OPPONENT	Victory Condition 1 (Destroyed Opponent's PV)	Victory Condition 2			Victory Condition 3 1 pt/unit in Opponent's DZ / End Phase	Total VCs	Did I Win?
		My Surviving PV	Opponent's Crippled PV	VC 2 Total			
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N
			+				Y/N

CRIPPLING DAMAGE

A unit that meets any of the following criteria is considered crippled:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up).
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

Mech	Base PV	Pilot (Default, Adjusted, or Legendary)	Pilot Skill (PV Cost)	Pilot Abilities Cost (Legendary Pilots only)	Final Mech PV (Base PV + Skill adj + Pilot Ability cost)

LOW-SKILL PV DECREASE TABLE

Unit's Base PV	PV Decrease per rating
0-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-104	10*

* Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per rating
0-7	1
8-12	2
13-17	3
18-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-52	10*

* Increase PV increase by 1 point for every 5 base PV over

Mech	Base PV	Pilot (Default, Adjusted, or Legendary)	Pilot Skill (PV Cost)	Pilot Abilities Cost (Legendary Pilots only)	Final Mech PV (Base PV + Skill adj + Pilot Ability cost)

LOW-SKILL PV DECREASE TABLE

Unit's Base PV	PV Decrease per rating
0-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-104	10*

* Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per rating
0-7	1
8-12	2
13-17	3
18-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-52	10*

* Increase PV increase by 1 point for every 5 base PV over