

Base To-Hit Numbers	
Attack Type	Base To-Hit
Accidental Fall From Above	7
Charging	5
Clubbing	4
Death From Above	5
Kicking	3
Punching	4
Pushing	4
Short Range	4
Medium Range	6
Long Range	8

Attack Modifiers	
All Attacks: Weapons and Physical	
Attacker	Modifier
Battlemech Damage	
Shoulder Hit	+2 for Pushing
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain	
Water	
Depth 2	cannot fire
Target	Modifier
Second target	+1
Movement	
Prone	-2 adjacent
	+1 others
Immobile	-4
Moved 0-2 hexes	0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1 additional
Terrain	
Light Woods	+1 each
Heavy Woods	+2 each
Water	
Depth 1	+2
	(Punch Location Table)
Depth 2	cannot be shot
Partial Cover	+3
	(Punch Location Table)

Weapon Attacks Only	
Attacker	Modifier
Battlemech Damage	
Sensor Hit	+2
Shoulder Hit	+4
(weapons in the arm)	
Arm Actuator	+1 each
(weapons in the arm)	
Heat	
0-7	None
8-12	+1
13-16	+2
17-23	+3
24+	+4
Range	
Minimum Range	+1 at minimum range
	additional +1 per hex

Piloting Skill Rolls	
Battlemech's Situation	Modifier
<b>Damage to Battlemech</b>	
20+ Damage in one phase	+1
Reactor shuts down	+3
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Automatic Fall
Leg destroyed	Automatic Fall
<b>Physical Attacks on Battlemech</b>	
was kicked	0
was pushed	0
was successfully charged/ death from above attack	+2
<b>Battlemech's Actions</b>	
missed kick	0
charging attack	+2
death from above attack	+2
entering Depth 1 Water hex	-1
entering Depth 2 Water hex	0
entering Depth 3+ Water hex	+1
attempting to stand	0
entering Rubble hex	0
<b>Special Case</b>	
Mechwarrior avoiding damage when 'mech is falling	+1/level
<b>Preexisting Damage</b>	
leg/foot actuator destroyed	+1 each
hip actuator destroyed	+2 each (2 max)
Gyro hit	+3
Leg destroyed	+5
<b>Building Movement</b>	
entering/leaving	
Light Building hex	0
Medium Building hex	+1
Heavy Building hex	+2
Hardened Building hex	+5

Missile Hits	
Dice	Number of Missiles Fired
Roll	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3 4 5 6 9 10 12 15 20

Heat Points	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (min 3)
Attempting To Stand	+1 per attempt
Heat Sinks	
Normal	-1
Normal under water	-2 (max 6)
First Engine Hit	+5 per turn
Second Engine Hit	+10 (total) per turn
Fire	
Walking Through	+2 per hex
Standing In	+5 per turn

Critical Hit Effects	
<b>Head</b>	
Life Support	Damage to Mechwarrior each turn
	1 for heat 15-24
	2 for heat 25+
Cockpit	Mechwarrior dead
Sensors	1st hit +2 To-hit, 2nd hit no fire
<b>Center Torso</b>	
Engine	1st hit +5 heat per turn
	2nd hit +10 heat per turn
	3rd hit engine destroyed
Gyro	+1 hit +3 to piloting rolls
	2nd hit gyro destroyed
<b>Arm</b>	
Shoulder	+4 to hit with arm weapons
	+2 to pushing
Arm Actuator	+1 to hit with arm weapons
Hand	Cannot fire hand held weapons
<b>Leg</b>	
Hip	1st hit MP is halved
	2nd hit no movement
	+2 to piloting rolls for any hit
Leg Actuator	-1 MP and +1 to piloting rolls
Weapon	Weapon destroyed
Jump Jet	-1 MP per hit when jumping
Heat Sink	-1 heat bleed per hit
Ammo	Mechwarrior takes 2 damage
	Ammo explodes damaging internal structure

Mechwarrior Consciousness	
Consciousness	
Damage	Number
1	3
2	5
3	7
4	10
5	11
6	Dead

Terrain Effects on Movement	
Terrain Type	Cost per Hex (MP)
Clear	1
Light Woods	2
Heavy Woods	3
Water	
Depth 0	1
Depth 1	2 *
Depth 2	4 *
Depth 3	4 *
Elevation Change	1/level
Rough	2
Rubble	2 *
Building	
Light	2 **
Medium	3 **
Heavy	4 **
Hardened	5 **
Facing Change	1/hex side
Going Prone	1
Standing Up	2

Physical Damage	
Charging	To Target: (Attacker's tonnage/10) * hexes moved
	To Attacker: (Target's tonnage/10)
Clubbing	Attacker's tonnage/5 halved for each actuator missing
Death From Above	To Target: (Attacker's tonnage/10) * 3
	(Punch Location Table)
	To Attacker: (Attacker's tonnage/10)
	(Kick Location Table)
Falling	(Tonnage/10)*(levels+1) Half damage if in water.
Kicking	Attacker's tonnage/5 halved for each actuator missing
Punching	Attacker's tonnage/10 halved for each actuator missing
Pushing	Moves target 1 hex, forces piloting roll

Buildings			
Building Type	CE	MP*	Piloting Modifier
Light	15	2	0
Medium	40	3	+1
Heavy	90	4	+2
Hardened	120	5	+5
none			
Infantry pay only 1 MP to enter a Building hex, regardless of type.			

Battlemech Kick Location			
Die Roll	Left Side	Front/Rear	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Battlemech Hit Location			
Die Roll	Left Side	Front/Rear	Right Side
2*	L. Torso (critical)	C. Torso (critical)	R. Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

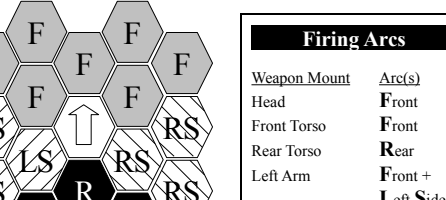
Battlemech Punch Location			
Die Roll	Left Side	Front/Rear	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

Facing After A Fall		
Die Roll	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

Determining Critical Hits	
Dice Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/ Roll 3 Critical Hit Locations

Weapons						
Type	Heat	Damage	Min	Short	Medium	Long
Autocannon/2	1	2	4	1-8	9-16	17-24
Autocannon/5	1	5	3	1-6	7-12	13-18
Autocannon/10	3	10	0	1-5	6-10	11-15
Autocannon/20	7	20	0	1-3	4-6	7-9
Machine Gun	0	2	0	1	2	3
Flamer	3	28	0	1	2	3
Large Laser	8	8	0	1-5	6-10	11-15
Medium Laser	3	5	0	1-3	4-6	7-9
Small Laser	1	3	0	1	2	3
PPC	10	10	3	1-6	7-12	13-18
LRM 5	2	1/Msl	6	1-7	8-14	15-21
LRM 10	4	1/Msl	6	1-7	8-14	15-21
LRM 15	5	1/Msl	6	1-7	8-14	15-21
LRM 20	6	1/Msl	6	1-7	8-14	15-21
SRM 2	2	2/Msl	0	1-3	4-6	7-9
SRM 4	3	2/Msl	0	1-3	4-6	7-9
SRM 6	4	2/Msl	0	1-3	4-6	7-9

Firing Arcs	
Weapon Mount	Arc(s)
Head	Front
Front Torso	Front
Rear Torso	Rear
Left Arm	Front + Left Side
Right Arm	Front + Right Side



Heat Scale	
Shutdown	30
	29
Ammo Explosion Avoid on 8+	28
	27
Shutdown, avoid on 10+	26
-5 Movement Points	25
-4 Modifier to Fire	24
Ammo Explosion Avoid on 6+	23
Shutdown, avoid on 8+	22
	21
-4 Movement Points	20
Ammo Explosion Avoid on 4+	19
Shutdown, avoid on 6+	18
-3 Modifier to Fire	17
	16
-3 Movement Points	15
Shutdown, avoid on 4+	14
-2 Modifier to Fire	13
	12
	11
-2 Movement Points	10
	9
-1 Modifier to Fire	8
	7
	6
-1 Movement Points	5
	4
	3
	2
	1
	0

Type: \_\_\_\_\_ Tonnage: \_\_\_\_\_ MP: Walk: \_\_\_ Run: \_\_\_ Jump: \_\_\_  
 Name: \_\_\_\_\_ Skill: Gunnery \_\_\_ Piloting \_\_\_ Hits: (3) (5) (7) (10) (11) (dead)  
 Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Ammo: \_\_\_\_\_  
 \_\_\_\_\_ AC ( )  
 \_\_\_\_\_ MG ( )  
 \_\_\_\_\_ SRM ( )  
 \_\_\_\_\_ LRM ( )  
 Heat Sinks:

Left Arm		Head		Right Arm	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Life Support 2 Sensors 3 Cockpit 4 5 Sensors 6 Life Support	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand
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		Center Torso			
		Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Gyro 5 Gyro 6 Gyro		
			1 Gyro		
Left Torso		Rear Armour		Right Torso	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Engine 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
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		Gyro Hits <input type="checkbox"/> <input type="checkbox"/>			
		Sensor Hits <input type="checkbox"/> <input type="checkbox"/>			
Left Leg		Right Leg			
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot		
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1

Type: \_\_\_\_\_ Tonnage: \_\_\_\_\_ MP: Walk: \_\_\_ Run: \_\_\_ Jump: \_\_\_  
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 Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Ammo: \_\_\_\_\_  
 \_\_\_\_\_ AC ( )  
 \_\_\_\_\_ MG ( )  
 \_\_\_\_\_ SRM ( )  
 \_\_\_\_\_ LRM ( )  
 Heat Sinks:

Left Arm		Head		Right Arm	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Life Support 2 Sensors 3 Cockpit 4 5 Sensors 6 Life Support	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand
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		Center Torso			
		Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Gyro 5 Gyro 6 Gyro		
			1 Gyro		
Left Torso		Rear Armour		Right Torso	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Engine 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
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		Gyro Hits <input type="checkbox"/> <input type="checkbox"/>			
		Sensor Hits <input type="checkbox"/> <input type="checkbox"/>			
Left Leg		Right Leg			
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot		
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2

Type: \_\_\_\_\_ Tonnage: \_\_\_\_\_ MP: Walk: \_\_\_ Run: \_\_\_ Jump: \_\_\_  
 Name: \_\_\_\_\_ Skill: Gunnery \_\_\_ Piloting \_\_\_ Hits: (3) (5) (7) (10) (11) (dead)  
 Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Ammo: \_\_\_\_\_  
 \_\_\_\_\_ AC ( )  
 \_\_\_\_\_ MG ( )  
 \_\_\_\_\_ SRM ( )  
 \_\_\_\_\_ LRM ( )  
 Heat Sinks:

Left Arm		Head		Right Arm	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Life Support 2 Sensors 3 Cockpit 4 5 Sensors 6 Life Support	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Shoulder 2 Upper Arm Actuator 3 Lower Arm Actuator 4 Hand
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		Center Torso			
		Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Gyro 5 Gyro 6 Gyro		
			1 Gyro		
Left Torso		Rear Armour		Right Torso	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Engine 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
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Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			Engine Hits <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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Left Leg		Right Leg			
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Hip 2 Upper Leg Actuator 3 Lower Leg Actuator 4 Foot		
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3

Type: \_\_\_\_\_ Tonnage: \_\_\_\_\_ MP: Walk: \_\_\_ Run: \_\_\_ Jump: \_\_\_  
 Name: \_\_\_\_\_ Skill: Gunnery \_\_\_ Piloting \_\_\_ Hits: (3) (5) (7) (10) (11) (dead)  
 Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Loc Type: \_\_\_\_\_ Ht Dm Min ShtMed Lng Ammo: \_\_\_\_\_  
 \_\_\_\_\_ AC ( )  
 \_\_\_\_\_ MG ( )  
 \_\_\_\_\_ SRM ( )  
 \_\_\_\_\_ LRM ( )  
 Heat Sinks:

Left Arm		Head		Right Arm	
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		Center Torso			
		Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Gyro 5 Gyro 6 Gyro		
			1 Gyro		
Left Torso		Rear Armour		Right Torso	
Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Engine 2 Engine 3 Engine 4 Engine 5 6	Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6	Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Rear Armour <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 2 3 4 5 6
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Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5 6	Internal Structure <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5 6		

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