

Mission 3026-02: Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

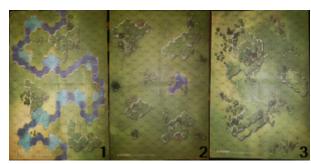
September 27, 3026

Pilot Skill: 4-5

Okay boys, listen up! Here's the deal. Remember how I said that the forces on planet were a mishmash of various mercenary companies due to the Feds having moved a bunch of troops around for some military operation they're running? Well, it turns out that coordination between these groups hasn't been great, and one of the units, known as "The White Witches" has gotten into some trouble. The snakes, showing more tactical acumen than usual, have decided to attempt a "divide and conquer" strategy, and it's workin' pretty well.

They've managed to basically overrun the White Witches' camp. Because of that, our job is to help relieve one group of witches that got separated from the rest. I think the Light Horse, who are basically running this operation would like us to work together a little better, and this is a great opportunity. The Witches are approaching the Shaw river from the north, being chased by a large contingent of Snakes. They're fording the river here at grid point Alpha – which would be fine except for the fact that there's a lance or so of Combine units here on the south side. So there's the problem – they can't go back, or they'll get slaughtered, but right now they're having some trouble going forwards, too. Our job is to help them cross that river.

Map: This map should be mostly on one side of a one or two hex wide river, with at least enough space on the other side for the White Witches to set up. If using the recommended map to the left, replace all depth 0 water hexes with depth 1.



Recommended Maps:

- 1: Streams
- 2: 2018_01 Front Open Terrain 3
- 3: 2018 Woodland

Setup: The White Witches (See Special Rules) set up anywhere on the leftmost map (Streams), followed by the Combine units setting up anywhere on the center map. No two combine units can set up within 3 hexes of each other. The PCs will enter from the right side of the rightmost map (Woodland) on turn 1.

Special Rules

NPCs: The PCs are attempting to rescue two wayward members of the White Witches mercenary company. These two units are:

Name	Variant	Gunnery/Piloting	Reference	BV	Cost
Centurion	CN9-A	4/5	3039 pg. 202	945	3,491,500

Name	Variant	Gunnery/Piloting	Reference	BV	Cost
Rifleman	RFL-3N	4/5	3039 pg. 477	1039	4,860,000

The White Witch 'mechs are an independent command from the heroes, and optimally would be played by a different player. However, if that's not possible they should be distributed among the PCs. The White Witches BV does not count as part of the PCs BV total for calculating OPFOR.

Combat is not easy on these things, is it? Both of the White Witches 'mechs are damaged. They each start with 30 points of damage, in 5 point groups. Any damage that would breach a location is reduced so that that location has 1 point of armor left. They have also expended ammunition. For each ammo using weapon, roll 2d6. They have used up that much ammunition, possibly depleting their stores.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Wasp	1	WSP-1K	3039 pg 450	376	1,615,440
Panther	1	PNT-9R	3039 pg	769	2,485,710
Jenner	1	JR7-D	3039 pg	875	3,198,375
Quickdraw	1	QKD-4G	3039 pg	1192	5,514,560
Grand Dragon	1	DRG-1G	3039 pg 220	1300	5,212,800
Cyclops	1	CP-10-Z	3039 pg	1317	9,217,660
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000

BVs are for regular (4/5) Pilots. Force bands BVs are adjusted for pilot skill

2000-2500 (3743 Total)

Wasp WSP-1K (4/5), Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (4/5)

2500-3000 (4136 Total)

Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (4/5), Panther PNT-9R (4/5)

3000-3500 (4552 Total)

Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (3/4), Panther PNT-9R (4/5)

3500-4000 (5078 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4)

4000-4500 (5459 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (3/4), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4)

4500-5000 (5955 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (3/4), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4), Wasp WSP-1K (3/4)

5000-5500 (6558 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Wasp WSP-1K (4/5)

5500-6000 (6951 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (4/5)

6000-6500 (7573 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wasp WSP-1K (4/5)

6500-7000 (8024 Total)

Cyclops CP-10-Z (4/5), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (4/5)

7000-7500 (8445 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (4/5)

7500-8000 (8959 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (4/5), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (3/4)

8000-8500 (9340 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (3/4)

Mission Objectives: The heroes win if either White Witch 'mech escapes the field off of the right edge of the map. The bonus objective requires both white witch mechs to escape. A White Witch 'mech is considered to have "escaped" if it makes it off of the right side of the map, or if there are no functional Combine 'mechs left at the end of the game. A White witch 'mech cannot escape if it is immobilized or destroyed, or if the pilot is killed.

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
At least one White Witch 'mech escapes	350,000	250,000	100,000
(Success)			
Both White Witch 'mechs escape (Bonus	+100,000	+100,000	+100,000
Condition)			
Neither White Witch 'mech escapes (Loss)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
At least one White Witch 'mech escapes (Success)	15	5
Neither White Witch 'mech escapes (Loss)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wasp WSP-1K

Movement Points: Tonnage: 20

Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9 Era: Succession Wars Jumping: 6

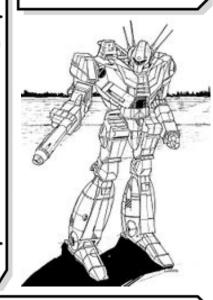
Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type Medium Laser
 Machine Gun 3 5 [DE] 0 2 [DB,AI]

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



Head (5) Left Torso Right Torso (7)880 00000 0000 Center Left Arm Right Arm Torso (5) (5)(7)Right _eft Center Leg Leg Torso (6)(6)Rear(4) 00 00 Left Right Torso Rear Torso Rear (2)(2)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

Cost: 1,615,440 CBills

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} **Lower Arm Actuator**
 - **Hand Actuator**
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- Roll Again
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again

 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. JumpJets 4. Machine Gun

 - Machine Gun Ammo (200)
 - Roll Again
 - Roll Again
 - Roll Again Roll Again
- 4-6 3. Roll Again
- - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- **Heat Sink**
- JumpJets

Head

BV: 376

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
 - 4. Fusion Engine
 - JumpJets
 - JumpJets 6.

Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

- Shoulder 1.
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Medium Laser
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

Right Torso

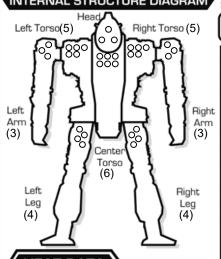
- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. JumpJets 4. Roll Again
- - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1. 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

- 3. **Lower Leg Actuator**
- 4. 5. **Heat Sink**

- Hip
- **Upper Leg Actuator**
- **Foot Actuator**
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat. **Effects** 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28

Shutdown, avoid on 10+ -5 Movement Points 26 25 24 +4 Modifier to Fire

23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

-4 Movement Points Ammo Exp. avoid on 4+

Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

Shutdown, avoid on 4+ +2 Modifier to Fire

-2 Movement Points +1 Modifier to Fire -1 Movement Points Heat Scale

30 29 28* 27 26* 25* 24* 23* 22* 21

20, 19 18 17' 16

15* 14 13*

5* 4

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2 1

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Tonnage: 35

Tech Base: Inner Sphere

(Intro)

Running: 6 Jumping: 4

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty Type 1 PPC 1 SRM 4 Loc Ht Dmg Min Sht Med Lng 10 10 [DE] 3 2/Msl,C2/4 3

[M,C,S]

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead

Cost: 2,485,710 CBills **BV**: 769

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} **Lower Arm Actuator**
 - **Hand Actuator**
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again

 - Roll Again
- Roll Again 4-6 3. Roll Again Roll Again
 - 5. Roll Again

 - 6. Roll Again

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink

 - 5. SRM 4 Ammo (25)
 - 6. Roll Again
 - Roll Again
 - Roll Again Roll Again
- 4-6 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets
- JumpJets

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
 - **Fusion Engine**
- 4-6
 - Fusion Engine 4.
 - SRM 4
 - Roll Again 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Hand Actuator
 - PPC 5.
 - PPC 6.
 - 1. PPC
 - 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.
 - 6. Roll Again

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- **Heat Sink** 1-3 3. Heat Sink
 - Roll Again 5
 - 6. Roll Again
 - Roll Again 1.
- 2. Roll Again
- 3. Roll Again 4-6 4.
- Roll Again
- Roll Again 6. Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. **Foot Actuator**
- JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM

Head (9)

Center

Torso

(14)

Center

Torso

00000

Rear(7)

Right Torso

Right Arm

Right

Leg

(12)

Right

Torso Rear

(5)

Heat

Scale

30

29

28

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

13*

12

(10)

(10)

Left Torso

Left Arm

Left

Leg

(12)

Left

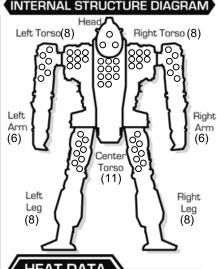
Torso Rear

(5)

(10)

(10)

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HEAT DATA

Heat Sinks: Heat. **Effects** 13 (13) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 00 25 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ Õ -4 Movement Points 0000 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire

Shutdown, avoid on 4+ +2 Modifier to Fire

-3 Movement Points

- -2 Movement Points
- +1 Modifier to Fire -1 Movement Points

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Jenner JR7-D

Movement Points:

Jumping: 5

Tonnage: 35

Walking: 7 Tech Base: Inner Sphere (Intro) Running: 11 Era: Succession Wars

Weapons & Equipment Inventory

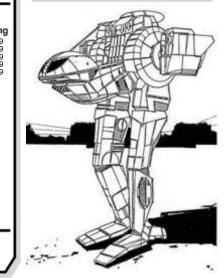
•••	apono & Equipii	iciio iiivciioci y				(Hexes)			
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Medium Laser	LA	3	5 [DE]	-	3	6	9	
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9	
1	Medium Laser	RA	3	5 [DE]	-	3	6	9	
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9	
1	SRM 4	CT	3 :	2/MsI,C2/4	- ا	3	6	9	
				[M,C,S]					

Cost: 3,198,375 CBills **BV**: 875

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



Head (7) Left Torso Right Torso (8)0000 Center Left Arm Right Arm Torso (4) (4) (10)Right Left Center Leg Leg Torso (6)(6)Rear(3) 000 0000 0000 Left Right Torso Rear Torso Rear (4) (4)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Medium Laser**
- Medium Laser
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- Roll Again
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. JumpJets
- JumpJets
- 1-3 3. Roll Again Roll Again
 - 5. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- **Heat Sink**
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro

 - **Fusion Engine** 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - JumpJets
 - SRM 4 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O

Damage Transfer Diagram

Right Arm

- 1. Shoulder
- **Upper Arm Actuator** 2.
- 1-3 3. **Medium Laser**
- Medium Laser
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 4. Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- 1. JumpJets
- JumpJets
- SRM 4 Ammo (25) 1-3 4. Roll Again
 - - Roll Again 5. 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again
- 3. Roll Again 4-6 4.
- Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

- Hip
- 3. **Lower Leg Actuator**
- 5. Roll Again
- 6.

- **Upper Leg Actuator**
- 4. **Foot Actuator**
- Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

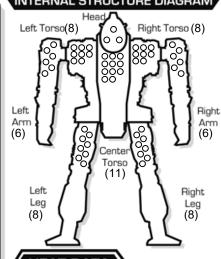
14

13*

12

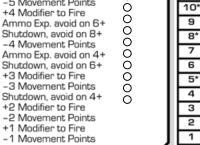
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10*



HEAT DATA Heat Sinks: Heat. **Effects** 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28

- Shutdown, avoid on 10+ -5 Movement Points 26 25 24 +4 Modifier to Fire
- 23 Shutdown, avoid on 8+
- Shutdown, avoid on 6+
- +3 Modifier to Fire -3 Movement Points
- 13 +2 Modifier to Fire
- +1 Modifier to Fire



LETECH

'MECH RECORD SHEET

MECH DATA

Type: Quickdraw QKD-4G

Movement Points: Tonnage: 60

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Star League Jumping: 5

Weapons & Equipment Inventory (hexes)

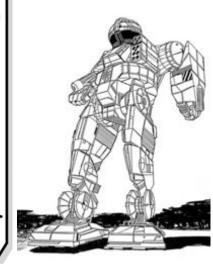
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/1	0 6	7	14	21
1	SRM 4	СТ	3	[M,C,S] 2/Msl,C2/- [M,C,S]	4 -	3	6	9
1 1	Medium Laser (R) Medium Laser (R)	RT RT	3 3	5 [DE] 5 [DE]	-	3 3	6 6	9

Cost: 5,514,560 CBills **BV**: 1192

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM Head (9) Left Torso Right Torso (14) $(1\overline{4})$ Center Left Arm Right Arm Torso (11)(11)(17)Right Left Center Leg Leg Torso (15)(15)Rear(8) 00000 88000 Left Right Torso Rear Torso Rear (7) (7) Heat

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} **Lower Arm Actuator**
- **Hand Actuator**
 - Medium Laser 6. Roll Again
 - 1. Roll Again
 - Roll Again
- Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1. JumpJets
- 2. JumpJets 1-3 3. LRM 10 LRM 10
- - 5. LRM 10 Ammo (12)
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again 4-6 4.
- Roll Again Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- Roll Again
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **Heat Sink**
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine** 4.
 - JumpJets
 - SRM 4 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O

Damage Transfer Diagram

Right Arm

- 1. Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Medium Laser
 - 6. Roll Again

 - 1. Roll Again Roll Again
- 2. Roll Again
- 4-6 3. Roll Again

 - Roll Again 5.
 - Roll Again

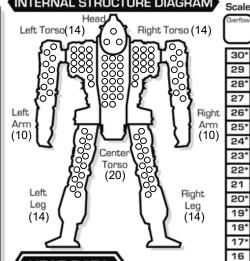
Right Torso

- 1. JumpJets
- JumpJets
- Medium Laser (R) 1-3 4. Medium Laser (R)
 - - SRM 4 Ammo (25) 5.
 - 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again
- Roll Again 4-6 _{4.}
- Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. **Foot Actuator**
- 5. Roll Again Roll Again 6.

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat.

Effects Level³ Shutdown 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

-4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+

+3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points

Heat Sinks:

13 (13)

Single

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Grand Dragon DRG-1G

Movement Points: Tonnage: 60

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

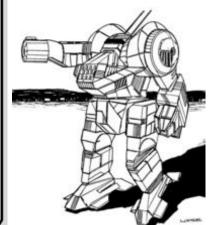
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Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE] 1	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	LT	3	5 ÎDEÎ	-	3	6	9
1	LRM 10	CT	4 1	/Msl,C5/1	0 6	7	14	21
				[M,C,S]				

Cost: 5,212,800 CBills **BV**: 1300

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



Head (9) Left Torso Right Torso (16)(16)Center Left Arm Right Arm Torso (14)(14)(27)Right Left Center Leg Leg Torso (18)(18)Rear(12) 00000 888000 Left Right Torso Rear Torso Rear (8) (8)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} Lower Arm Actuator
- Medium Laser
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- Roll Again 4-6 3. Roll Again Roll Again
- - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Medium Laser (R)
- 2. LRM 10 Ammo (12)
- 1-3 3. LRM 10 A LRM 10 Ammo (12)
- - 5. Roll Again
 - 6. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator**
- Roll Again
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - **Fusion Engine** 2.
- 3. Fusion Engine
- 4-6 3.
 - Fusion Engine
 - LRM 10
 - 6. LRM 10

Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- PPC
 - PPC 5.
 - 6. PPC
 - 1. Roll Again
 - 2. Roll Again
- Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 6.

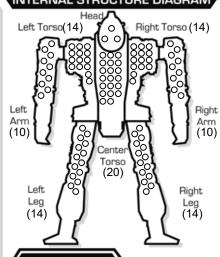
Right Torso

- 1. Medium Laser
- Roll Again
- 1-3 3. Roll Again Roll Again
- Roll Again 5.
- 6. Roll Again
- Roll Again 1.
- 2. Roll Again 3. Roll Again
- 4-6 4.
- Roll Again Roll Again
 - 6. Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. **Foot Actuator**
- 5. Roll Again Roll Again 6.

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: Heat. **Effects** 12 (12) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 0 23 Ammo Exp. avoid on 6+ 0

- Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+
- Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1

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Heat

Scale

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LETECH

'MECH RECORD SHEET

MECH DATA

Type: Cyclops CP-10-Z

Movement Points: Tonnage: 90

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6 Era: Star League

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	SRM 4	СТ	3	2/Msl,C2/4 [M,C,S]	4 -	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser Autocannon/20	LA RT	3 7	5 [DE] 20	-	3 3	6 6	9
1	LRM 10	LT	4	[DB,S] 1/Msl,C5/1 [M.C.S]	0 6	7	14	21

Cost: 9,217,660 CBills **BV**: 1317

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM Head (9) Left Torso Right Torso (20)(20)Center Left Arm Right Arm Torso (10)(10)(30)Right Left Center Leg Leg Torso (17)(17)Rear(11) 88000 00000 Left Right Torso Rear Torso Rear (8)(8)Heat

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator**
- **Hand Actuator**
 - Medium Laser 6. Roll Again

 - 1. Roll Again Roll Again
- Roll Again
- 4-6 3. Roll Again
- Roll Again
 - Roll Again

Left Torso

- 1. AC/20 Ammo (5)
- 2. AC/20 Ammo (5) 1-3 3. LRM 10 LRM 10
- - 5. LRM 10 Ammo (12)
 - Roll Again
 - Roll Again
 - Roll Again Roll Again
- 4-6 4. Roll Again
- Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- Roll Again
- Roll Again

Head

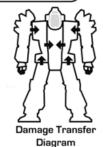
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine** 2. **Fusion Engine**
- 4-6
 - **Fusion Engine** 4.
 - SRM 4
 - SRM 4 Ammo (25) 6.

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- Shoulder 1.
- **Upper Arm Actuator** 2.
- Lower Arm Actuator
- 1-3 **Hand Actuator**
 - - Medium Laser
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

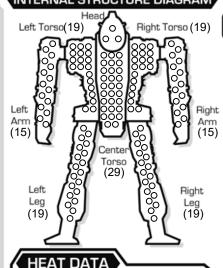
Right Torso

- Autocannon/20
- Autocannon/20 Autocannon/20
- 1-3 3. Autocannon/20
 - Autocannon/20
 - 6. Autocannon/20
 - Autocannon/20 1.
 - 2. Autocannon/20 Autocannon/20
- 4-6 4
 - Autocannon/20
 - AC/20 Ammo (5)
 - 6. AC/20 Ammo (5)

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 4. 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Sinks: Heat. **Effects** 12 (12) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00

25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

-4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+

+3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points



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Scale

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-6K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

	•			-		•		
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Medium Laser	Н	3	5 ÎDEÎ	-	3	6	9
1	SRM 6	LT	4	2/MsI,C2/6	3 -	3	6	9



WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Small Laser	RA	1	3 ÎDEÎ	-	1	2	3
1	Medium Laser	Н	3	5 ÎDEÎ	-	3	6	9
1	SRM 6	LT	4	2/MsI,C2/6	3 -	3	6	9
				[M,C,S]				

Cost: 4,514,194 CBills **BV**: 1248

Left Arm

CRITICAL HIT TABLE

- 1. Shoulder
- 2. Upper Arm Actuator **Lower Arm Actuator**
- 1-3 3. **Hand Actuator**
 - Roll Again 5.
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again
- Roll Again
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. SRM 6
- 2. SRM 6
- 1-3 3. Roll Again Roll Again
 - - 5. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again 4-6 3.
 - Roll Again Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- **Heat Sink**
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine** 4.
 - **Heat Sink**
 - Roll Again 6.

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator
- 1-3 3. Hand Actuator
 - Large Laser 5.
 - 6. Large Laser
 - 1. _ Medium Laser
 - Small Laser 2.
- Roll Again 4-6 4. 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- 1. SRM 6 Ammo (15)
- SRM 6 Ammo (15)
- 1-3 3. Roll Again Roll Again

 - Roll Again 5
 - 6. Roll Again
 - Roll Again 1.
- 2. Roll Again
- 3. Roll Again 4-6 _{4.}
- Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 5.
- Roll Again 6.

INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM

Head (9)

Center

Torso

(25)

Center

Torso

Rear(10)

80000

Right Torso

Right Arm

Right

Leg

(26)

Right

Torso Rear

(6)

Heat

Scale

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

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17'

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

(18)

(20)

Left Torso

8

Left Arm

Left

Leg

(26)

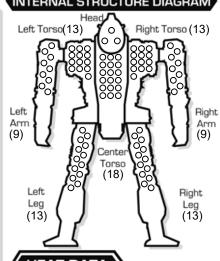
Left

Torso Rear

(6)

(18)

(20)



HEAT DATA

Heat Sinks: Heat. **Effects** 14 (14) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 0 -4 Movement Points Ammo Exp. avoid on 4+ 0000 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points



- Hip
- 4. **Heat Sink**
 - +1 Modifier to Fire -1 Movement Points

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Centurion CN9-A

Movement Points: Tonnage: 50

Walking: 4

Tech Base: Inner Sphere

Running: 6

(Intro)

Jumping: 0

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

				,				
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R) LRM 10	CT LT	41.	5 [DE] /Msi,C5/1	0 6	3 7	6 14	9 21

BV: 945

Shoulder

Upper Arm Actuator

Lower Arm Actuator

Autocannon/10

Autocannon/10

Autocannon/10

Autocannon/10

Autocannon/10

Autocannon/10

Right Torso

AC/10 Ammo (10)

AC/10 Ammo (10)

Autocannon/10

Roll Again

Roll Again

1. Heat Sink

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

3. Roll Again

6. Roll Again

1-3 3. Ao. 10. Roll Again

5.

6.

1.

2.

1.

2.

6.

1.

2.

5.

6.

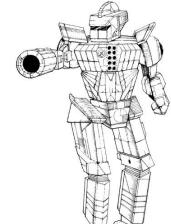
4-6 4. 3.

1-3 3.

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



CRITICAL HIT TABLE Left Arm

Cost: 3,491,499 CBills

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator**
- **Hand Actuator**
 - 5. Roll Again 6. Roll Again

 - 1. Roll Again
 - Roll Again
- Roll Again 4-6 3. Roll Again Roll Again
- - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- LRM 10
- 1-3 3. LRM 10 4. LRM 10 Ammo (12)
 - 5. LRM 10 Ammo (12)
 - 6. Roll Again
 - Roll Again
 - Roll Again
- Roll Again 4-6 4.
- Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- Roll Again
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- Life Support

Center Torso

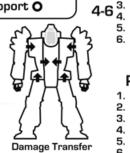
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
 - **Fusion Engine**
- 4-6 4.
 - **Fusion Engine**
 - Medium Laser
 - Medium Laser (R) 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

Right Leg

- Hip
- **Upper Leg Actuator**
- 3.
- 4. **Foot Actuator**

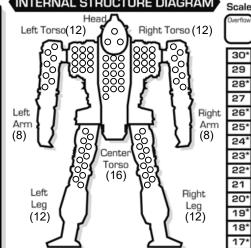
- **Lower Leg Actuator**
- 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM Right Arm

Left

Torso Rear

(6)



ARMOR DIAGRAM Head (9)

Center

Torso

(18)

Center

Torso

80000

Rear(7)

Right Torso

Right Arm

Right

Leg

(16)

Right

Torso Rear

(6)

Heat

30

29

28

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

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5*

4

3

1

(16)

 $(1\overline{3})$

Left Torso

0

Left Arm

Left

Leg

(16)

(16)

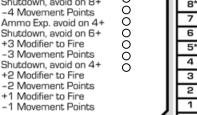
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(13)

HEAT DATA

Heat Sinks: Heat. Effects 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 25 0 24 +4 Modifier to Fire Õ 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Rifleman RFL-3N

Movement Points: Tonnage: 60

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

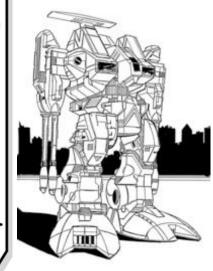
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser Large Laser	LA RA	8	8 [DE] 8 [DE]	-	5 5	10 10	15 15
i	Autocannon/5	LA		5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1 1	Medium Laser Medium Laser	RT LT	3	5 [DE] 5 [DE]	-	3 3	6 6	9 9

Cost: 4,860,000 CBills **BV**: 1039

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM Head (6) Left Torso Right Torso (15) $(1\overline{5})$ 888 Center Left Arm Right Arm Torso (15)(15)(22)Right Left Center Leg Leg Torso (12)(12)Rear(4) 00 00 Left Right Torso Rear Torso Rear (2) (2)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Large Laser 1-3 3.
 - Large Laser
 - Autocannon/5 6. Autocannon/5

 - Autocannon/5
 - 2. Autocannon/5
- Roll Again 3. 4-6 4. Roll Again
 - Roll Again
 - Roll Again
 - Left Torso

- 1. Medium Laser Roll Again
- 1-3 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- **Heat Sink**
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 4. Fusion Engine

 - AC/5 Ammo (20)
 - Roll Again 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

- 1. Shoulder
- _Upper Arm Actuator 2.
- Large Laser
- 1-3 3. Large Laser
 - Autocannon/5
 - 6. Autocannon/5
 - Autocannon/5
 - Autocannon/5 2.
- Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

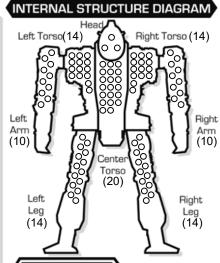
Right Torso

- 1. Medium Laser
- Roll Again
- 1-3 3. Roll Again Roll Again
- - Roll Again 5
 - 6. Roll Again Roll Again
- 1. 2. Roll Again
- 3. Roll Again
- 4-6 _{4.} Roll Again
- Roll Again
 - 6. Roll Again

- 3.
- 4. **Foot Actuator**
- 5.

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Roll Again
- 6. Roll Again



HEAT DATA

Heat Sinks: Heat. **Effects** 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 25 -5 Movement Points 0 24 +4 Modifier to Fire Õ 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire

Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points

-3 Movement Points

- +1 Modifier to Fire -1 Movement Points
- 2

Heat

Scale

30

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26*

25*

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23*

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17'

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3



MISSIC		5	
Character Pla	yer		Cert
Mission: 3026-02 Where da White Witches at? Near the White Witches deployment zon September 27, 3026	e, Barlov	w's End, Federated	Suns
Mission Results ☐ At least one White Witch 'mech escape Both White Witch 'mechs escape (Bon Neither White Witch 'mech escapes (L ☐ Opposing 'Mech/Combat Vehicle destrict.')	ius Conditi .oss)	on) (+100,000 C-Bills)	
Mech Status	Pilot	Status	
☐ Mech Survived☐ Mech Severely Damaged☐ Mech Destroyed		Pilot Survived Pilot Killed	
C-Bill Reward	XP Rew	ard	
Salvaged Mechs			
Wasp WSP-1K (1,615,440 C-Bills) Panther PNT-9R (2,485,710 C-Bills) Jenner JR7-D (3,198,375 C-Bills) Quickdraw QKD-4G (5,514,560 C-Bills) Grand Dragon DRG-1G (5,212,800 C-Bills) Cyclops CP-10-Z (9,217,660 C-Bills) Wolverine WVR-6K (4,514,194 C-Bills) Centurion CN9-A (3,491,500 C-Bills) Rifleman RFL-3N (4,860,000 C-Bills)			
Additional Rewards			

GM Signature	Game Date	



Perhaps not at all surprisingly, you once again find yourself at "Barlow's Beginning". "The Beginning", as you've learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says "yup, I know we've got over a millennia of machines capable of doing this, but if I don't dry this mug this way I won't know what to do with my hands". After he pulls your beers, he says:

"Hey, so a coupla' mercs came by today – White Witches, I think. Anyway, they said they were lookin' for you. Said they'd come back when I said you weren't here. I'm not going to have any trouble, am I?" Once he's confident he won't he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing 'Witches togs. They seat themselves in your booth and order a round.

"Hey look, we really owe you guys one for today. I know we probably weren't the nicest when y'all first got here, but you guys did us a solid, so we're going to return the favor. We don't know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren't just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they're doing some weird joint training with Wolf's Dragoons, and second they're here looking for something called the "Achernar proving grounds". Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we're in for more than just your usual garrison mission here."



MISSIC		5	
Character Pla	yer		Cert
Mission: 3026-02 Where da White Witches at? Near the White Witches deployment zon September 27, 3026	e, Barlov	w's End, Federated	Suns
Mission Results ☐ At least one White Witch 'mech escape Both White Witch 'mechs escape (Bon Neither White Witch 'mech escapes (L ☐ Opposing 'Mech/Combat Vehicle destrict.')	ius Conditi .oss)	on) (+100,000 C-Bills)	
Mech Status	Pilot	Status	
☐ Mech Survived☐ Mech Severely Damaged☐ Mech Destroyed		Pilot Survived Pilot Killed	
C-Bill Reward	XP Rew	ard	
Salvaged Mechs			
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GM Report				
Mission 3026-02 - Where	da V	White	Witches	at?

		Date:
GM:	Venue	

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

Salvaged Mechs

-Bills)
,

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