

Mission 3026-03: Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

**September 28, 3026** 

Pilot Skill: 4-5

Okay Boys, listen up! So it appears as though we've got another mission sent to us by the Light Horse. It seems the Dragoons are making a move on a critical electricity generating facility here at grid point Alpha. It's a pretty standard part of their repertoire – hit a facility that's important to the defense of the planet but that the regular folks can live without. Problem is, we're not paid by the "regular folk", we're paid to defend this place. So our job is to protect that facility. One advantage to these defense contracts is that we get to use detailed surveys of the area that the attackers rarely have access to. In this case, that means that we've identified a pretty significant choke point that the Dragoon's will either need to go through or go way around, and the ELH is betting on the former. That's here, at grid point Beta. Turns out the hills around there have really high marble content, and apparently the rich and shameless on New Avalon have a thing for "Barlow's End Marble". So they basically brought a whole buncha miningmechs over there a few centuries back and started digging away. They used an existing valley as a convenient starting spot, which made it easier to lug the resulting marble out. So that's where you're going! The ELH has detailed a small force to defend the plant proper, but they won't stand up to much, so it's up to us to make sure that not a lot of forces make it through that valley. A straggler here or there is okay, but if too many 'mechs make it through, that plant is toast.

Map: This should be a narrow, long canyon map with limited sightlines and many level changes.



### **Recommended Maps:**

1: DeepCanyon1

2: DeepCanyon2

**Setup:** The bottom edge of the map is the Dragoons "Home Edge", the top edge is the heroes' home edge. The Dragoons will enter on turn one from their home edge on any level 0 hex. Any Dragoon 'mechs that exit off the opposite edge are considered to have escaped. The Heroes may set up anywhere they want on the topmost mapsheet. 'Mechs may not leave the map to either side.

### **OPFOR**

Name	#	Variant	Reference	BV (4/5)	Cost
Wyvern	1	WVE-6N	3039 pg 419	1005	3,237,415
Griffin	1	GRF-1N	3039 pg 460	1272	4,957,107
Hunchback	1	HBK-4P	3039 pg 211	1138	3,377,874
Vulcan	1	VL-5T	3039 pg 189	942	3,558,100
Whitworth	1	WTH-1	3039 pg 191	982	2,912,933
Falcon	1	FLC-4N	3039 pg 410	599	2,249,390
Wasp	1	WSP-1A	3039 pg 448	384	1,646,640
Thunderbolt	1	TDR-5S	3039 pg 483	1335	5,413,759

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

### 2000-2500 (2523 Total)

Vulcan VL-5T (4/5), Whitworth WTH-1 (4/5), Falcon FLC-4N (4/5)

### 2500-3000 (3085 Total)

Wyvern WVE-6N (4/5), Hunchback HBK-4P (4/5), Vulcan VL-5T (4/5)

### 3000-3500 (3592 Total)

Wyvern WVE-6N (4/5), Hunchback HBK-4P (4/5), Vulcan VL-5T (4/5), Wasp WSP-1A (3/4)

### 3500-4000 (4014 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (4/5), Hunchback HBK-4P (4/5), Falcon FLC-4N (4/5)

### 4000-4500 (4421 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (3/4), Hunchback HBK-4P (4/5), Falcon FLC-4N (4/5)

### 4500-5000 (5043 Total)

Wyvern WVE-6N (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (3/4), Vulcan VL-5T (4/5)

### 5000-5500 (5429 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Vulcan VL-5T (3/4)

### 5500-6000 (5945 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (4/5), Whitworth WTH-1 (4/5), Falcon FLC-4N (3/4)

### 6000-6500 (6474 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (4/5), Whitworth WTH-1 (3/4), Falcon FLC-4N (4/5)

### 6500-7000 (7030 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4)

### 7000-7500 (7436 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (4/5), Wyvern WVE-6N (4/5)

### 7500-8000 (8035 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5)

### 8000-8500 (8419 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5), Wasp WSP-1A (4/5)

### 8500-9000 (8977 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5), Vulcan VL-5T (4/5)

**Mission Objectives:** The heroes win if no more than one Dragoon 'mech escapes off the heroes' home edge. The heroes win the bonus objective if no Dragoon 'mechs escape.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No more than one Dragoon 'mech escapes (Success)	350,000	250,000	100,000
No Dragoon 'mechs escape (Bonus Objective)	+100,000	+100,000	+100,000
More than one Dragoon 'mech escapes (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No more than one Dragoon 'mech escapes (Success)	15	5
More than one Dragoon 'mech escapes (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

### **Additional Rewards**

Line 'em up!: ☐ You have the ability to call in a single aerospace strafing run. During the Weapon Attack Phase, designate up to five hexes in a row and a direction that the attack is coming from, which must be along the axis of the target hexes (i.e. along the "line" of hexes). For each unit in each target hex roll 2d6. On a result of 7 or higher, that unit has been hit. Any hit unit takes 15 points of damage in 5 point clusters. Roll locations as if the attacking fire had come from the direction specified. Treat this damage as if came from energy weapons if the target is infantry, or has specialized armor. Once you have used this boon once, cross it off.



## .ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Wyvern WVE-6N

Movement Points: Tonnage: 45

Walking: 4 Tech Base: Inner Sphere (Intro) Running: 6

Era: Succession Wars Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	RA	1	3 ÎDEÎ	-	1	2	3
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	LRM 10	CT	4 1	1/MsÌ,C5/1	0 6	7	14	21
				[M,C,S]				
1	SRM 6	RT	4	2/Msl.C2/	6 -	3	6	9
				[M,C,S]				

**CRITICAL HIT TABLE** 

2. Upper Arm Actuator

Left Arm

1-3 3. Lower Arm Actuator
Hand Actuator

1. Shoulder

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

5. Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

5. Roll Again

6.

4-6 3.

1-3 3. JumpJets 4. LRM 10 Ammo (12)

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

5. Roll Again 6. Roll Again

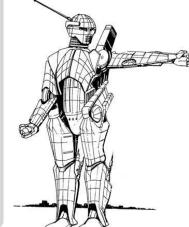
Left Torso

4-6 3. Roll Again Roll Again

## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



## Cost: 3,237,415 CBills **BV**: 1005

### 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
- - Gyro
  - 6. Gyro

  - 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

### Right Arm

- 1. Shoulder
- Upper Arm Actuator 2.
- 1-3 3. Lower Arm Actuator
- Hand Actuator
  - Large Laser 5.
  - 6. Large Laser
  - 1. Small Laser
  - Small Laser 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. JumpJ 4. SRM 6 \_JumpJets
- 5. SRM 6
  - SRM 6 Ammo (15)
  - Roll Again 1.
- 2. Roll Again 3. Roll Again
- 4-6 4. Roll Again
  - Roll Again
  - 6. Roll Again

### Right Leg

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

## (5) INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM

Head (9)

Center

Torso

(18)

Center

Torso

00000

Rear(7)

Right Torso

Right Arm

Right

Leg

(20)

Right

Torso Rear

(5)

Heat

30

29

28

27

26\*

25\*

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23\*

22\*

21

20,

19

18\*

17'

16

15\*

14

13\*

12

11

10\*

9 8\* 7

6

5\*

4

3

2

1

(12)

(14)

Left Torso

Left Arm

Left

Leg

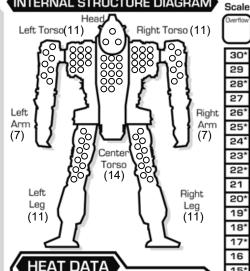
(20)

Left

Torso Rear

(12)

(14)



8

( HE	AT DATA \	$\overline{}$	
Heat Level* 30 28	Effects Shutdown Ammo Exp. avoid on 8+	Heat Sinks: 12 (12) Single	
26 25 22 22 20 19 17 15 14 13	Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 6+ -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	0000000000	
10	-2 Movement Points		ш

+1 Modifier to Fire

1 Movement Points

## Left Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- 4. Foot Actuator
- JumpJets Roll Again Diagram



## ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere (Intro)

Era: Star League

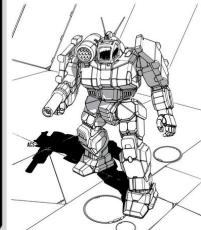
### Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 10 10 [DE] 3 4 1/Msl,C5/10 6 1 PPC 1 LRM 10 6 7 [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: 4,957,107 CBills

**CRITICAL HIT TABLE** 

## BV: 1272

## Left Arm

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

### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **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
  - 1. Gyro
  - **Fusion Engine** 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
  - - JumpJets
    - 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. JumpJets
- \_JumpJets LRM 10
- 1-3 3. LRM 10 LRM 10
- - LRM 10 Ammo (12) 5
  - 6. LRM 10 Ammo (12)
  - 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
- 6. Roll Again

ARMOR DIAGRAM

Head (9)

Center

Torso

(20)

Center

Torso

80000

Rear(7)

Right Torso

Right Arm

Right

Leg

(18)

Right

Torso Rear

(6)

Heat

Scale

30

29

28

27

26\*

25\*

24\*

23\*

22\*

21

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19

18

17'

16

15\*

14

13\*

12

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9

8\*

7

6

(14)

 $(2\overline{0})$ 

Left Torso

(20)

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Left Arm

Left

Leg

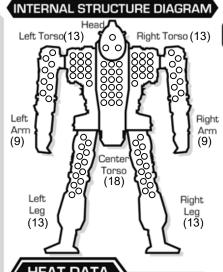
(18)

Left

Torso Rear

(6)

(14)



### **HEAT DATA**

Heat Sinks: Heat. **Effects** 12 (12) Level<sup>3</sup> 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 0 23 Ammo Exp. avoid on 6+ 0 22 Shutdown, avoid on 8+ ŏ 20 -4 Movement Points 19 0000 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire

Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-3 Movement Points

- -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 5\* 4 3 2 1



### 'MECH RECORD SHEET

### MECH DATA

Type: Hunchback HBK-4P

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 0

### Weapons & Equipment Inventory (hexes)

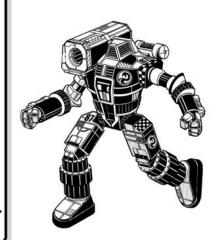
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9



## 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 (20) $(2\overline{0})$ 0 Center Left Arm Right Arm Torso (16)(16)(26)Right Left Center Leg Leg Torso (20)(20)Rear(5) 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. **Lower Arm Actuator** 
  - **Hand Actuator** 
    - 5. Medium Laser
    - 6. Roll Again
    - 1. Roll Again
    - Roll Again
- Roll Again 4-6 3. 3.
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

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

### Left Lea

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

### Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **Small Laser**
- 5. Sensors
- Life Support

### Center Torso

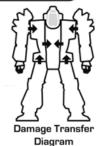
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
  - 6. Gyro

  - Gyro
  - **Fusion Engine** 2.
- **Fusion Engine** 3.
- 4-6 **Fusion Engine** 4.
  - **Heat Sink**
  - **Heat Sink** 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** 
  - 5. Medium Laser

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

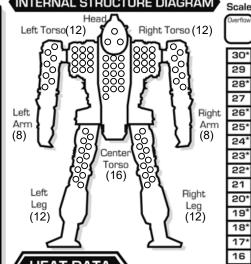
### Right Torso

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

### Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 4. 5. **Heat Sink**
- 6. **Heat Sink**

### INTERNAL STRUCTURE DIAGRAM



## **HEAT DATA**

Heat Sinks: Heat. Effects 23 (23) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 000 25 -5 Movement Points 000 24 +4 Modifier to Fire 000 23 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 00 -4 Movement Points Ammo Exp. avoid on 4+ 00 Shutdown, avoid on 6+ +3 Modifier to Fire 00

-3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-2 Movement Points +1 Modifier to Fire

-1 Movement Points

2 1

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Heat

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### 'MECH RECORD SHEET

### MECH DATA

Type: Vulcan VL-5T

Movement Points: Tonnage: 40

Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9 Era: Star League Jumping: 6

### Weapons & Equipment Inventory (hexes)

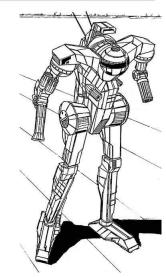
Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

**BV**: 942 Cost: 3,558,100 CBills

## 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 (12) $(1\overline{2})$ Center Left Arm Right Arm Torso (11)(11)(15)Right Left Center Leg Leg Torso (14)(14)Rear(6) 0000 0000 Left Right Torso Rear Torso Rear (4) (4)Heat

ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

### Left Arm

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

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

### Left Torso

- 1. Heat Sink
- JumpJets
- 1-3 3. JumpJets 4. Medium Laser
  - Machine Gun Ammo (200)
  - 6. Roll Again
  - Roll Again
  - Roll Again
- Roll Again 4-6 4.
- Roll Again
  - Roll Again
  - 6. Roll Again

### Left Lea

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

### 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.
  - JumpJets
  - JumpJets 6.

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



Diagram

## Right Arm

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

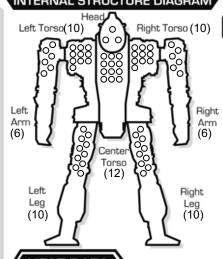
- 1. JumpJets
- JumpJets
- 1-3 4. Medium Laser
  - Medium Laser
    - Medium Laser 5. 6. Roll Again
  - Roll Again 1.
  - Roll Again 2.
- Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
  - 6. Roll Again

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

### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### **HEAT DATA** Heat Sinks: Heat.

**Effects** Level<sup>3</sup> Shutdown 30 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+ 13 +2 Modifier to Fire
  - -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 11 10\* 9 8\* 7 6 5\* 4 3 2 1

Scale

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12 (12)

Single

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### 'MECH RECORD SHEET

### MECH DATA

Type: Whitworth WTH-1

Movement Points: Tonnage: 40

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Star League Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	Н	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4 ′	1/Msl,C5/1 [M,C,S]	0 6	7	14	21
1	LRM 10	RT	4	[M,C,S] 1/Msl,C5/1 [M,C,S]	0 6	7	14	21

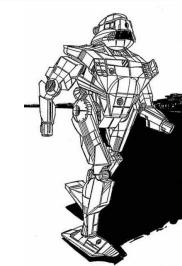
Cost: 2,912,933 CBills

**BV**: 982

## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



**Upper Arm Actuator** 

Lower Arm Actuator

Medium Laser

5. Roll Again

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

### ARMOR DIAGRAM Head (9) Left Torso Right Torso (12) $(1\overline{2})$ Center Left Arm Right Arm Torso (12)(12)(16)Right Left Center Leg Leg Torso (18)(18)Rear(7) 00000 80000 Left Right Torso Rear Torso Rear (6)(6)

### **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
  - Roll Again
- Roll Again 4-6 3. Roll Again Roll Again
  - - Roll Again
    - 6. Roll Again

### Left Torso

- 1. Heat Sink
- Heat Sink
- 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 Lea

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

### Head

- 1. Life Support
- Sensors
- 4.
- 1. Fusion Engine
- 2. Fusion Engine
- - Gyro
- 4-6

  - 6.

- Roll Again
- Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

## Right Arm

2.

2.

3. 4-6 4. Roll Again

5.

1-3 3.

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

### Center Torso

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

  - **Fusion Engine** 2.
- **Fusion Engine**
- 4. Fusion Engine
  - Roll Again

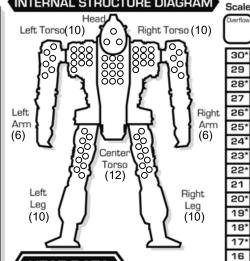
### Right Torso 1. Heat Sink

- Heat Sink
- LRM 10
- 1-3 3. LRM 10 LRM 10
  - LRM 10 Ammo (12) 5.
  - 6. Roll Again
  - Roll Again 1.
- 2. Roll Again
- 3. Roll Again
- 4-6 <sub>4.</sub> 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



### **HEAT DATA** Heat.

**Effects** Level<sup>3</sup> Shutdown 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

1

Heat

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17'

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12

Heat Sinks:

10 (10)

Single

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### 'MECH RECORD SHEET

### MECH DATA

Type: Falcon FLC-4N

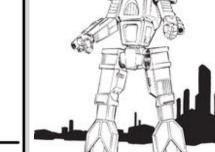
Movement Points: Tonnage: 30

Walking: 6 Tech Base: Inner Sphere (Intro) Running: 9

Era: Succession Wars Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 IDE1	-	3	6	9
1	Small Laser	RA	1	3 ÎDEÎ	-	1	2	3
1	Small Laser	LA	1	3 ÎDEÎ	-	1	2	3
1	Machine Gun (R)	RT	0	2 [DB,AI]	-	1	2	3
1	Machine Gun (R)	LT	0	2 [DB,AI]	-	1	2	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

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

    - 6. Roll Again

### Left Torso

- 1. JumpJets
- JumpJets
- 1-3 3. JumpJets 4. Machine Gun (R)
  - Roll Again
  - Roll Again 6.
  - Roll Again
  - Roll Again
- Roll Again 4-6 3.
- Roll Again
  - 5. Roll Again
  - 6. Roll Again

### Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator
- **Heat Sink**
- 6. Heat Sink

### 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.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
  - **Heat Sink**
  - Machine Gun Ammo (200) 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. Lower Arm Actuator
- **Hand Actuator** 
  - 5. Medium Laser
  - 6. Small Laser
  - 1. Roll Again
  - Roll Again
- 2. Roll Again 3.
- 4-6 4. Roll Again
  - Roll Again 5.

  - 6. Roll Again

### Right Torso

- 1. JumpJets
- JumpJets
- JumpJets 1-3
  - 4. Machine Gun (R)
    - Roll Again 5.
    - 6. Roll Again
    - Roll Again 1.
- 2. Roll Again 3. Roll Again
- 4-6 4 Roll Again
- 5. Roll Again
  - 6. Roll Again

### Right Leg

- 1. Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator** Foot Actuator
- 4. 5. **Heat Sink**
- 6. Heat Sink

00

ARMOR DIAGRAM Head (9)

Center

Torso

(14)

Center

Torso

00

Rear(3)

Right Torso

Right Arm

Right

Leg

(13)

Right

Torso Rear

(2)

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(8)

 $(1\overline{2})$ 

Left Torso

Left Arm

Left

Leg

(13)

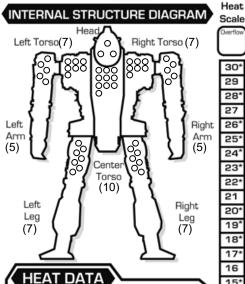
Left

Torso Rear

(2)

(8)

(12)



leat	F#	Heat Sinks:
evel*	Effects	12 (12)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	- 5
26	Shutdown, avoid on 10+	00
25	<ul> <li>5 Movement Points</li> </ul>	00
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	Q
22	Shutdown, avoid on 8+	Ō
20	<ul> <li>4 Movement Points</li> </ul>	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	-3 Movement Points	Ŏ
14	Shutdown, avoid on 4+	ŏ





### 'MECH RECORD SHEET

### MECH DATA

Type: Wasp WSP-1A

Movement Points:

Walking: 6

Jumping: 6

Running: 9

Tonnage: 20

Tech Base: Inner Sphere

(Intro)

Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 1 Medium Laser 1 SRM 2 3 5 [DE] 2 2/Msl,C2/2

[M,C,S]

## WARRIOR DATA

Gunnery Skill:

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



### 800 00000 Piloting Skill: Center Left Arm Right Arm Torso (4)(4) (6)Right \_eft Center Leg Leg Torso (5)(5) Rear(4) 00 00 Left Right Torso Rear Torso Rear (2) (2)Heat Scale

Left Torso

**CRITICAL HIT TABLE** 

### Left Arm

Cost: 1,646,640 CBills

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 <sup>3.</sup> 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
- **Heat Sink**
- 1-3 3. Heat Sink JumpJets
  - SRM 2 Ammo (50)
  - 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
- SRM 2

### Head

**BV**: 384

- 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

- 1. Shoulder
- **Upper Arm Actuator** 2.
- 1-3 3. Lower Arm Actuator
  - **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. Heat Sink JumpJets
  - 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

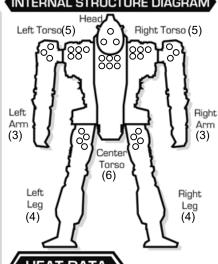
## Right Leg

- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. JumpJets
- 6. Roll Again

### INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM Head (4)

Right Torso (6)



## **HEAT DATA**

Heat Sinks: Heat. **Effects** 10 (10) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 25 00 24 +4 Modifier to Fire 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+

Hip

- +2 Modifier to Fire Foot Actuator
  - -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 3 2 1

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## .ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

### Type: Thunderbolt TDR-5S

Movement Points: Tonnage: 65

Tech Base: Inner Sphere Walking: 4 Era: Succession Wars Running: 6

Jumping: 0

### Weapons & Equipment Inventory (hexes)

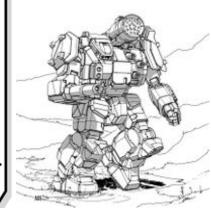
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2 2	2/MsI,C2/2 [M,C,S]	2 -	3	6	9
1 1 1	Medium Laser Medium Laser Medium Laser Machine Gun	LT LT LT LA	3 3 0	5 [DE] 5 [DE] 5 [DE] 2 [DB,AI]	-	3 3 1	6 6 2	9 9 9 3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Large Laser LRM 15	RA RT	8 5 1	8 [DE] /Msi,C5/1 [M,C,S]	5 6	5 7	10 14	15 21

Cost: 5,413,759 CBills **BV**: 1335

## 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 (24)(24)Center Right Arm (20) Left Arm Torso (20)(30)Right Left Center Leg Leg Torso (29)(29)Rear(11) 000000 80000 Left Right Torso Rear Torso Rear (6)(6)Heat

ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator** 
  - **Hand Actuator** 5. Machine Gun
  - 6. Machine Gun

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

### Left Torso

- 1. Medium Laser
- Medium Laser
- 1-3 3. Medium L. Roll Again Medium Laser
- - Roll Again 5.
  - 6. 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**
- **Heat Sink**

### Head

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

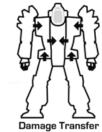
### Center Torso

- 1. Fusion Engine
- Fusion Engine
- **Fusion Engine**
- 1-3 3. Fusio
  - 5. Gyro
  - 6. Gyro

  - Gyro
  - **Fusion Engine** 2.
- **Fusion Engine** 4-6
  - 4. Fusion Engine
    - LRM 15 Ammo (8)
    - 6. LRM 15 Ammo (8)

## Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Diagram

### Right Arm 1.

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

### Right Torso

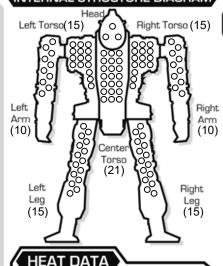
- 1. SRM 2
- SRM 2 Ammo (50)
- 1-3 3. LRM 15 LRM 15 LRM 15

  - 5. LRM 15
  - 6. Roll Again
  - Roll Again 1. 2. Roll Again
- 3. Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
  - 6. Roll Again

### Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 4. 5. **Heat Sink**
- 6. **Heat Sink**

### INTERNAL STRUCTURE DIAGRAM



### Heat Sinks: Heat. **Effects** 15 (15) Level<sup>3</sup> 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+

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

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

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Scale

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Chara	Cert						
Hold t	on: 3026-03 the Line! s Quarry, Barlow's End, Fed ember 28, 3026	derated Suns					
Missid	on Results  No more than one Dragoon 'm  No Dragoon 'mechs escape (E  More than one Dragoon 'mech  Opposing 'Mech/Combat Vehic	Bonus Objective) (+ escapes (Failure)	100,000 C-Bills)				
Mech	Status  Mech Survived  Mech Severely Damaged  Mech Destroyed	Pilot S □ □					
C-Bill	Reward	XP Rewa	rd				
Salva	ged Mechs						
	<ul> <li>□ Wyvern WVE-6N (3,237,415 C-Bills)</li> <li>□ Griffin GRF-1N (4,957,107 C-Bills)</li> <li>□ Hunchback HBK-4P (3,377,874 C-Bills)</li> <li>□ Vulcan VL-5T (3,558,100 C-Bills)</li> <li>□ Whitworth WTH-1 (2,912,933 C-Bills)</li> <li>□ Falcon FLC-4N (2,249,390 C-Bills)</li> <li>□ Wasp WSP-1A (1,646,640 C-Bills)</li> </ul>						
Addit	ional Rewards						
Weap	em up!: ☐ You have the abilition on Attack Phase, designate up g from, which must be along t	p to five hexes in	a row and a directi	on that the attack is			

infantry, or has specialized armor. Once you have used this boon once, cross it off.



**Hold the Line!** 

Lefty's Quarry, Barlow's End, Federated Suns

**September 28, 3026** 

As usual, it takes a while to get back to the Barracks, shower to get the stink of hours in a 'Mech cockpit off, and make your way over to "The Beginning", the "usually AFFS" 'mechwarrior bar on the edge of the base. Oddly enough, when you get there, Sarge is waiting for you, sitting in a booth at the back of the bar nursing what looks like the local beer that none of you have been willing to try up until now.

"Hey guys. Listen up" - Jeez, now he's doing it!

"Look – that attack today. The Dragoons were really busy today, launching a bunch of probing attacks here and there. In most cases they encountered light if any resistance and fairly quickly retreated back to their dropships. Trick is: In many of those cases there were better targets than some power plant in the middle of nowhere. And that got me thinkin': Maybe the Light Horse, and by extension the FedSuns are defending something else, and it just looks like the target was that power plant.

I'm sure you guys have heard the scuttlebutt about some secret weapons testing facility here on Barlow's End. Let's say that's true. That means that the Dragoons and their snake employers now know that there's something interesting that direction. I'm sure the Light Horse didn't want to say anything to us since we're new and not necessarily trustworthy, but I'm guessing we haven't heard the end of this.

Don't get too comfy – or drunk. I suspect we're going to be busy again pretty soon.



Character Player Cert								
Hold t	Mission: 3026-03 Hold the Line! Lefty's Quarry, Barlow's End, Federated Suns September 28, 3026							
Missid	on Results  No more than one Dragoon 'm  No Dragoon 'mechs escape (E  More than one Dragoon 'mech  Opposing 'Mech/Combat Vehic	Bonus Objective) (+ <sup>.</sup> 1 escapes (Failure)	100,000 C-Bills)					
Mech	Status  Mech Survived  Mech Severely Damaged  Mech Destroyed	Pilot S □ □	Status Pilot Survived Pilot Killed					
C-Bill	Reward	XP Rewa	rd					
Salva	ged Mechs							
<ul> <li>□ Wyvern WVE-6N (3,237,415 C-Bills)</li> <li>□ Griffin GRF-1N (4,957,107 C-Bills)</li> <li>□ Hunchback HBK-4P (3,377,874 C-Bills)</li> <li>□ Vulcan VL-5T (3,558,100 C-Bills)</li> <li>□ Whitworth WTH-1 (2,912,933 C-Bills)</li> <li>□ Falcon FLC-4N (2,249,390 C-Bills)</li> <li>□ Wasp WSP-1A (1,646,640 C-Bills)</li> <li>□ Thunderbolt TDR-5S (5,413,759 C-Bills)</li> </ul>								
Additional Rewards								
Weap	em up!: ☐ You have the abilition on Attack Phase, designate up g from, which must be along t	p to five hexes in	a row and a directi	on that the attack is				

infantry, or has specialized armor. Once you have used this boon once, cross it off.



**Hold the Line!** 

Lefty's Quarry, Barlow's End, Federated Suns

**September 28, 3026** 

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Character Player Cert								
Hold t	Mission: 3026-03 Hold the Line! Lefty's Quarry, Barlow's End, Federated Suns September 28, 3026							
Missid	on Results  No more than one Dragoon 'm  No Dragoon 'mechs escape (E  More than one Dragoon 'mech  Opposing 'Mech/Combat Vehic	Bonus Objective) (+ <sup>.</sup> 1 escapes (Failure)	100,000 C-Bills)					
Mech	Status  Mech Survived  Mech Severely Damaged  Mech Destroyed	Pilot S □ □	Status Pilot Survived Pilot Killed					
C-Bill	Reward	XP Rewa	rd					
Salva	ged Mechs							
<ul> <li>□ Wyvern WVE-6N (3,237,415 C-Bills)</li> <li>□ Griffin GRF-1N (4,957,107 C-Bills)</li> <li>□ Hunchback HBK-4P (3,377,874 C-Bills)</li> <li>□ Vulcan VL-5T (3,558,100 C-Bills)</li> <li>□ Whitworth WTH-1 (2,912,933 C-Bills)</li> <li>□ Falcon FLC-4N (2,249,390 C-Bills)</li> <li>□ Wasp WSP-1A (1,646,640 C-Bills)</li> <li>□ Thunderbolt TDR-5S (5,413,759 C-Bills)</li> </ul>								
Additional Rewards								
Weap	em up!: ☐ You have the abilition on Attack Phase, designate up g from, which must be along t	p to five hexes in	a row and a directi	on that the attack is				

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**Hold the Line!** 

Lefty's Quarry, Barlow's End, Federated Suns

**September 28, 3026** 

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C-Bill	Reward	XP Rewa	rd					
Salva	ged Mechs							
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GM Report	
Mission 3026-03 - Hold the	Line!

		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**

	Wyvern WVE-6N	(3,237,415 C-Bills)
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- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4P (3,377,874 C-Bills)
- Vulcan VL-5T (3,558,100 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills) Falcon FLC-4N (2,249,390 C-Bills)

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