

Mission 3026-05: MacGuffin Escape

Under Greater Stubensville High School, Barlow's End, Federated Suns

September 30, 3026

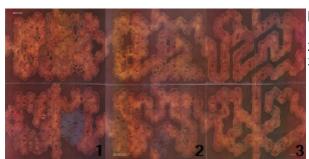
Pilot Skill: 4-5

Okay boys, listen up! As of right now, we've been dragooned into a mission of "Utmost Importance" according to the Feds. It turns out that they've been hiding a secret research facility, called "The Achernar Proving Grounds" here under what used to be the Greater Stubensville High School. Unfortunately, it doesn't appear to be all that 'secret' any more. We were able to rebuff an attack on the surface of this facility earlier, but it looks like the Dracs aren't done with this place yet.

As you may or may not be aware, Barlow's end is naturally completely uninhabitable, and the first colonists who came here lived underground in a set of mining tunnels, at least until the Star League was able to terraform this place. Unfortunately, the Combine is just as aware of this fact as we are, and as we speak are coming here to capture or at least destroy whatever it is the Feds are building here.

Your job is simple. The Fed scientists are frantically struggling to finish dismantling the machine. Cover them while they do so, and then make sure they can escape this facility into the tunnels under the city. They've got an armored truck and a small number of infantry to help cover their retreat, but it's mostly going to be up to you guys.

Map: This mission takes place underground, under the city of Rough Patch on Barlow's End (specifically, the suburb of "Greater Stubensville". The Achernar Proving Grounds consists of a large cavern with a set of caverns leading away in multiple directions. If available, use the map from the Ishiyama Solaris Map. In this case, it's half of Ishiyama 2 and all of Ishiyama 1.



Recommended Maps:

- 1: Solaris Ishiyama2 Right
- 2: Solaris_Ishiyama1_Left
- 3: Solaris_Ishiyama1_Right

Setup: The Large cavern at the top left is "The Proving Grounds". Place the FedSuns truck in Hex 4804 on Ishiyama 2. (To the left of the large cavern). The players may place the two Ballistic Foot infantry platoons and the one Heavy Support Infantry platoon anywhere in that large cavern. The Dragoons enter from hex 0917 on Ishiyama 1, and win if they capture the truck and escort it off the map through that same hex. The Heroes need to escort the truck safely off the map anywhere on row 30 on Ishiyama 1 (the right side of the map).

Special Rules

Just one more bolt!: The Federated Suns' Scientists are attempting to dismantle the Macguffin, but it takes time. At the start of each turn, roll 2d6, and keep a running total. Once the running total reaches 30, the MacGuffin has been dismantled and loaded onto the Truck unit (see below). Before that has happened the truck cannot move or be targeted by either side.

Guard Duty: The three infantry bases cannot leave the initial cavern until the Macguffin has been dismantled and put on the truck. Once the truck can begin moving, the infantry bases can move wherever the players want.

Well, if we can't have it, nobody can!: If either side gets the Macguffin to within six hexes of their exit, then the other side may fire upon it for the rest of the scenario. Destroying the MacGuffin limits the Heroes' reward for the scenario. (See below)

I give up! If the Combine forces get a mech adjacent to the truck, and there are no friendly units within three hexes, then the truck is captured, and will be controlled by the GM. The heroes can regain control of the truck by having a unit adjacent to it while there are no Dragoon/Combine units within three hexes.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Flatbed Truck	1	Armor	3060 pg. 7	117	N/A
Foot Ballistic Rifle	1		3085 TCE pg 331	81	N/A
Heavy Support Infantry	1		3085 TCE Pg 325	88	N/A
Crusader	1	CRD-3K	3039 pg 504	1290	5,440,159
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000
Hetzer Wheeled Assault Gun	1	AC-10	3039 pg 92	536	N/A
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194
Dervish	1	DV-6M	3039 pg	1146	4,989,967
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Spider	1	SDR-5K	3039 pg 163	503	2,728,440
Shadow Hawk	1	SHD-2H	3039 pg 465	1064	4,539,382

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

2000-2500 (2779 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Spider SDR-5K (4/5), Javelin JVN-10N (4/5)

2500-3000 (3315 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Javelin JVN-10N (4/5), Rifleman RFL-3N (4/5)

3000-3500 (3818 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Javelin JVN-10N (4/5), Rifleman RFL-3N (4/5), Spider SDR-5K (4/5)

3500-4000 (4472 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Rifleman RFL-3N (4/5), Spider SDR-5K (4/5), Wolverine WVR-6K (4/5)

4000-4500 (5004 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Wolverine WVR-6K (4/5), Javelin JVN-10N (3/4), Crusader CRD-3K (4/5)

4500-5000 (5417 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Wolverine WVR-6K (4/5), Javelin JVN-10N (3/4), Crusader CRD-3K (3/4)

5000-5500 (5990 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (4/5)

5500-6000 (6610 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (4/5), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4)

6000-6500 (6942 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4)

6500-7000 (7536 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Javelin JVN-10N (4/5)

7000-7500 (8006 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (4/5)

7500-8000 (8600 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (4/5), Javelin JVN-10N (4/5)

8000-8500 (9130 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (3/4), Javelin JVN-10N (3/4)

8500-9000 (9633 Total)

Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (3/4), Javelin JVN-10N (3/4), Spider SDR-5K (4/5)

Mission Objectives: If either side escapes with the truck then they win. If one side has control of the truck and there are no enemy units within six hexes at the end of the scenario, then they win. Otherwise, consider the scenario a draw.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Truck is destroyed, or neither side controls it (Draw)	350,000	250,000	100,000
Heroes escape with or control the truck (Success)	450,000	350,000	200,000
Dragoons escape with or control the truck (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Truck is destroyed, or neither side controls it (Draw)	15	5
Heroes escape with or control the truck (Success)	15	5
Dragoons escape with or control the truck (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Hetzer Wheeled Assault Vehicle (AC-10) (Mission Support) $\Box\Box\Box$ Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!

Scotty was able to salvage one of the Hetzers. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Hetzer is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 50,000 C-Bills.

If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

ATTLETECH

ARMOR DIAGRAM

Front Armor (10)

GROUND VEHICLE RECORD SHEET 0 0 0 VEHICLE DATA **CREW DATA** 0 0 Type: Flatbed Truck (Armor) Crew: 0 0 Gunnery Skill: 0 Movement Points: Tonnage: 10 Driving Skill: 0 0 0 Cruisina: Tech Base: Inner Sphere Commander Hit +1 Driver Hit +2 (Intro) O Flank: 8 Modifier to Driving \cap Modifier to all Skill rolls Right Side Armor Era: Star League Movement Type: Wheeled Skill rolls (10)Engine Type: I.C.E. CRITICAL DAMAGE Side Armor Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Cargo (1 ton) [E] +1+2+3D Sensor Hits +1 +2 +3 Motive System Hits (10)Stabilizers Left Right 0 Rear 0 O O 0 0 Ο 0 0 0 Rear Armor (10)Cost: 47.250 C-bills **BV**: 117

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Chitical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

no turret, a 12 micrates the chance of a critical hit on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

IVICTI	VE OTOTER DAMAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

Tracked, Naval Hit from real Hit from the sides +2 Wheeled +2 +3 Hovercraft, Hydrofoil WiGE

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied: a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physicial Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

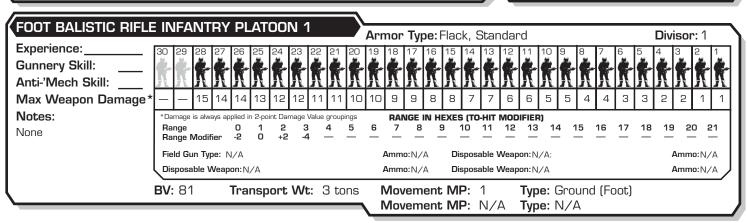
2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Črew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH



FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET



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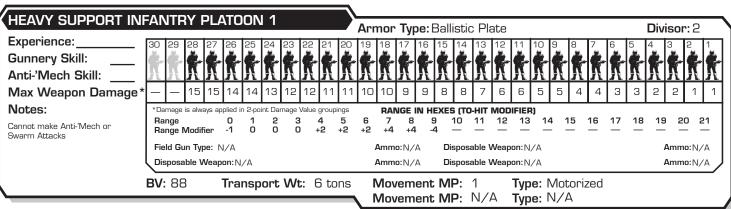
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HEAVY SUPPORT INFANTRY RECORD SHEET



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Max Weapon Damage*	_	_	15	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1
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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Crusader CRD-3K

Movement Points: Tonnage: 65

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6 Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

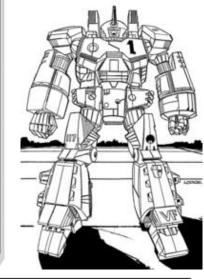
				,	,		,	
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4 1	1/Msl,C5/1 [M,C,S]	10 6	7	14	21
1	LRM 10	RA	4 1	1/Msl,C5/1 [M,C,S]	10 6	7	14	21
1	Medium Laser	LA	3	5 IDE1	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	SRM 6	RL	4	2/MsI,C2/ [M,C,S]	6 -	3	6	9
1	SRM 6	LL	4	2/Msl,C2/ [M,C,S]	6 -	3	6	9
1 1 1	Medium Laser Medium Laser SRM 6	LA RA RL	3 3 4	[M,C,S] 5 [DE] 5 [DE] 2/Msl,C2/ [M,C,S] 2/Msl,C2/	- - 6 -	3 3 3		6 6 6

Cost: 5,440,159 CBills **BV**: 1290

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 Left Arm Right Arm , oooo Torso 00000 (20)(20)(33)Right Left Center Leg Leg Torso (21)(21)Rear(8) 00000 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
- - LRM 10 6. LRM 10

 - 1. Medium Laser
 - 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. LRM 10 Ammo (12)
 - 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
- Foot Actuator
- 5. SRM 6
- SRM 6

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 3. **Fusion Engine**

 - SRM 6 Ammo (15)
 - 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.
- 1-3 3. Lower Arm Actuator
- Hand Actuator
 - LRM 10 5.
 - LRM 10 6.
 - 1. _ Medium Laser
 - Roll Again 2.
- Roll Again 4-6 4.
 - Roll Again
 - Roll Again 5.
 - Roll Again

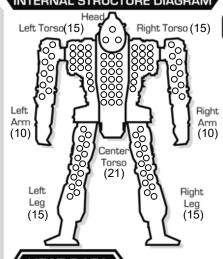
Right Torso

- 1. Heat Sink
- 2. **Heat Sink**
- **Heat Sink**
- 1-3 3. Heat Silik 4. LRM 10 Ammo (12)
 - 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. SRM 6
- 6. SRM 6

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat. **Effects** 16 (16) 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 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
- 10* 9 8* 7 6 5* 4 3 2 1

Scale

30

29

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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)

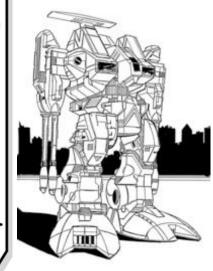
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser Large Laser	LA RA	8	8 [DE] 8 [DE]	-	5 5	10 10	15 15
i	Autocannon/5	LA		5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1 1	Medium Laser Medium Laser	RT LT	3	5 [DE] 5 [DE]	-	3 3	6 6	9 9

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.
 - 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 Foot Actuator**
- 4. 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30

29

28

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26*

25*

24

23*

22*

21

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17'

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15*

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13*

12

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10*

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8*

7

6

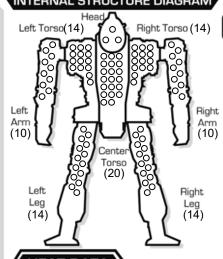
5*

4

3

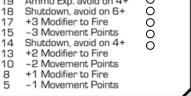
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HEAT DATA

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 -3 Movement Points Shutdown, avoid on 4+



BATTLETECH

ARMOR DIAGRAM

Front Armor (34)

GROUND VEHICLE RECORD SHEET 0000 0 o_0 0000 0 **VEHICLE DATA** CREW DATA 0 0 0 ر ک ک 0 ,000 0 Type: Hetzer Wheeled Assault Gun (AC10) 0 Crew: 0 000 0 8 Tonnage: 40 Gunnery Skill: **Driving Skill:** Movement Points: 0 8 8 Cruising: Tech Base: Inner Sphere Commander Hit +1 +2 Driver Hit 0 (Intro) 0000 Flank: 6 Modifier to Driving Modifier to all Skill rolls Succession Wars Right Side Armor Skill rolls Movement Type: Wheeled o (26)Engine Type: I.C.E 0 0 0 **CRITICAL DAMAGE** Side Armor 0 Weapons & Equipment Inventory (hexes) 0 Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit 0 o 10 [DB,S] **—** 5 10 15 +1+2+3D Sensor Hits 0 Motive System Hits +1 +2 +3 (26)Stabilizers Left Right 0 8 8 Rear 0000 o ٥٥ Rear Armor Ammo: (AC/10) 50 (26)BV:536 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Reart
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right [see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*		
2-5	No effect		
6-7	Minor damage:	+1 modifier to all Driving Skil	l Rolls
8-9	Moderate dama Driving Skill Roll	age; –1 Cruising MP, +2 modi ls	fier to all
10–11		only half Cruising MP (round all Driving Skill Rolls	fractions up),
12+		no movement for the rest of	the game.
Attack Direction N	Andifier:	Vehicle Type Modifiers:	
lit from rear	+1	Tracked, Naval	+0
lit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3

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n

+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Wespon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

.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	Type	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	6 -	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

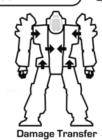
Center Torso

- 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



Diagram

Hip

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

Right Arm

- 1. Shoulder
- **Upper Arm Actuator** 2.
- 1-3 3. Lower Arm Actuator
 - 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

- 4. **Foot Actuator**
- 5. **Heat Sink**
- Roll Again 6.

INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM

Head (9)

Center

Torso

(25)

Center

Torso

Rear(10)

80000

Right Torso

(20)

Left Torso

8

Left Arm

Left

Leg

(26)

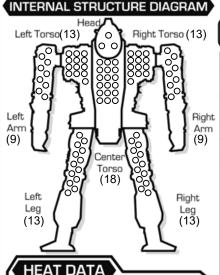
Left

Torso Rear

(6)

(18)

(20)



Heat Sinks: Heat. **Effects** 14 (14) Level³ Shutdown 30 Single

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+
- 13 +2 Modifier to Fire -2 Movement Points
- +1 Modifier to Fire
 - -1 Movement Points



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Right

Torso Rear

(6)

Right Arm

Right

Leg

(26)

(18)

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Dervish DV-6M

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8 Era: Star League Jumping: 5

Weapons & Equipment Inventory (hexes)

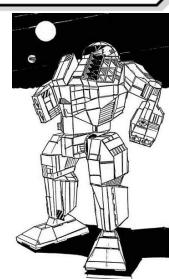
Qty	Туре	Loc	Ht Dmg Min Sht Med L	_ng
1	LRM 10	RT	4 1/Msl,C5/10 6 7 14 [M,C,S]	21
1	LRM 10	LT	4 1/Msl,C5/10 6 7 14 [M,C,S]	21
1	Medium Laser	RA	3 5 [DE] - 3 6	9
1	Medium Laser	LA	3 5 DE	9
1	SRM 2	RA	2 2/Msl,C2/2 - 3 6 [M,C,S]	9
1	SRM 2	LA	2 2/Msl,C2/2 - 3 6 [M,C,S]	9

Cost: 4,989,967 CBills **BV**: 1146

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Head (8) Left Torso Right Torso (15) $(1\overline{5})$ Center Left Arm Right Arm Torso (10)(10)(20)Right Left Center Leg Leg Torso (15)(15)Rear(4) 0000 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**
 - Medium Laser SRM 2 5.
 - 6. SRM 2 Ammo (50)
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
- - Roll Again
 - 6. Roll Again

Left Torso

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

 - 5. Roll Again
 - 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**
- 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 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
- **Upper Arm Actuator** 2.
- 1-3 3. Lower Arm Actuator
- Medium Laser
 - 5. SRM 2
 - 6. SRM 2 Ammo (50)
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6 4. 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

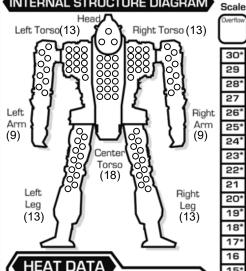
- 1. FLRM 10
- 2. LRM 10
- LRM 10 Ammo (12) 1-3 4. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



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

17' 16 15* 14 13* 12 11 10* 9 8* 7 6 5* 4 3

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ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Javelin JVN-10N

Movement Points: Tonnage: 30

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

Running: 9 Jumping: 6

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 4 2/Msl,C2/6 -[M,C,S] SRM 6 3 SRM 6 4 2/MsI,C2/6 3

IM.C.S1

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

WARRIOR DATA

Gunnery Skill:

BV: 594 Cost: 2,400,840 CBills

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
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - Left Torso
 - 1. Heat Sink
 - SRM 6
- 1-3 3. SRM 6 SRM 6 Ammo (15)
 - 5. Roll Again
 - 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**
- 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 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. 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

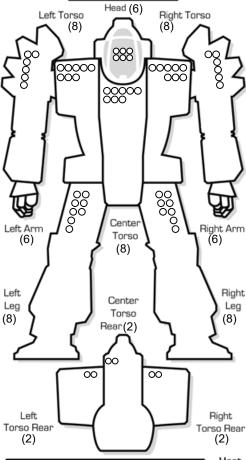
Right Torso

- 1. Heat Sink
- 2. Heat Sink
- SRM 6
- 1-3 3. SRM 6 SRM 6
 - SRM 6 Ammo (15) 5.
 - 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again 3. Roll Again
- 4-6 4. Roll Again
- Roll Again
 - 6. Roll Again

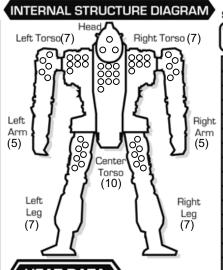
Right Leg

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

Piloting Skill:



ARMOR 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 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+ +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* 12 11 10* 9 8* 7 6 5* 4 3 2 1

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Spider SDR-5K

Movement Points: Walking: 8

Running: 12

Tonnage: 30

Tech Base: Inner Sphere

(Intro) Era: Succession Wars

Jumping: 6

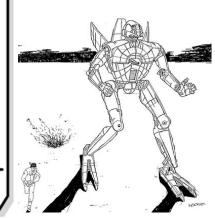
(hexes)

Machine Gun 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



Weapons & Equipment Inventory

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

Cost: 2,728,440 CBills

BV: 503

- Left Arm
- 1. Shoulder 2. Upper Arm Actuator

CRITICAL HIT TABLE

- **Lower Arm Actuator**
- 1-3 3. Hand Actuator
 - 5. Machine Gun
 - 6. Roll Again

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

Left Torso

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

 - 5. Roll Again
 - 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**
- 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

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

 - Machine Gun Ammo (200) 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. Machine Gun
 - 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
- JumpJets 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
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. **Foot Actuator** 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

00

ARMOR DIAGRAM Head (6)

888

Center

Torso

(8)

Center

Torso

00

Rear(4)

Right Torso (6)

Left Torso

0000

Left Arm

Left

Leg

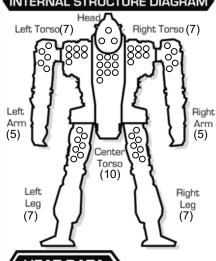
(6)

(5)

Left

Torso Rear

(2)



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
- Shutdown, avoid on 4+
- 000000 -3 Movement Points +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire 1 Movement Points



Right

Torso Rear

Right Arm

Right

Leg

(6)

(5)

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

21 20, 19 18 17'

16 15* 14 13*

Heat Sinks:

10 (10)

Single

00

6 5* 4

3

2 1

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8 Era: Star League Jumping: 3

Weapons & Equipment Inventory (hexes)

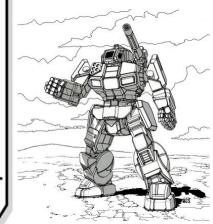
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	Н	2	2/MsI,C2/2 [M.C.S]	2 -	3	6	9
1	LRM 5	RT	2	1/Msl,C5/s [M,C,S]	5 6	7	14	21
1	Autocannon/5	LT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	-	3	6	9



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 (18)(18)O Center Left Arm Right Arm Torso (16)(16)0 (23)Right Left Center Leg Leg Torso (16)(16)Rear(8) 000000 80000 Left Right Torso Rear Torso Rear (6)(6)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- JumpJets
- Autocannon/5
- 1-3 ^{3.} Autocannon/5
 - Autocannon/5
 - Autocannon/5
 - 6. AC/5 Ammo (20)
 - 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**
- Roll Again
- Roll Again

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. SRM 2
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
- 1-3 3. Fusio **Fusion Engine**
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6 a.
 - **Fusion Engine**
 - JumpJets
 - SRM 2 Ammo (50) 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**
 - Medium Laser

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

 - 6. Roll Again

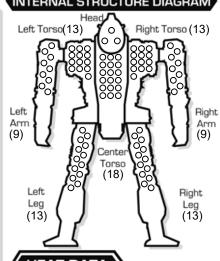
Right Torso

- 1. Heat Sink
- 2. JumpJets
- LRM 5
- 1-3 3. LRM 5 Ammo (24) Roll Again 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 Foot Actuator**
- 4. 5. Roll Again
- 6. Roll Again

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+ -5 Movement Points 26 00 25 00 24 +4 Modifier to Fire 0 23 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ ŏ -4 Movement Points 0000 Ammo Exp. avoid on 4+

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

Shutdown, avoid on 6+

- 13 +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*

12

11

10*

9

8*

7

6

5*



Chara	cter Play	er		Cert
MacG Under	on: 3026-05 uffin Escape Greater Stubensville High School, mber 30, 3026	Barlow'	s End, Federated Sun	s
Missio	on Results Truck is destroyed, or neither side control Heroes escape with or control the truck Dragoons escape with or control the truck Opposing 'Mech/Combat Vehicle destro	(Success ck (Failur) e)	
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot	Status Pilot Survived Pilot Killed	
C-Bill	Reward)	KP Rewa	ard	
Salva	ged Mechs			
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Additi	onal Rewards			
	Wheeled Assault Vehicle (AC-10) (Mi			ore you return it!
Scotty	was able to salvage one of the Hetzei	rs. He's	even willing to loan it to	you for later

GM Signature Game Date	
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Under Greater Stubensville High School, Barlow's End, Federated Suns

September 30, 3026

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What's the worst thing that could happen?



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GM Report Mission 3026-05 - MacGuffin Escape

		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

	Crusader	CRD-3K	(5,440,159	C-Bills)
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- Rifleman RFL-3N (4,860,000 C-Bills)
- □ Wolverine WVR-6K (4,514,194 C-Bills)
- □ Dervish DV-6M (4,989,967 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
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