

Mission 3027-03: Taking out the Trash

Aberytswyth, Timbuktu Theater, Lyran Commonwealth

April 2, 3027 Pilot Skill: 3-5

Okay Boys, listen up! The techs are sifting through the intel contained in the navigational logs of the pirate dropship you worked over. It sounds like they're close to figuring out where to find their base so we can be done with this mess, and move on to more exciting things. In the meantime, the local authorities have tracked down the last of the pirates on the ground, and I'd hate for you to get bored twiddling your thumbs while you wait for that nav data. Before we pack up to who knows where, head out to grid point kappa, and see if you can capture or kill the pirate leader, and finish off the pirate threat on Aberystwyth before we go. Just remember: Those pirates are cut off, cornered, and have had at least a few hours to dig in, so be prepared for anything!

Oh yeah. It turns out the local government is offering a bounty for each additional pirate you can get rid of. Big money's on the boss, but what they're payin' for other pirate scalps should pay for at least a couple of rounds of drinks. Have fun out there!

Map: This mission takes place in a mountain valley. For most player groups, any two hilly/mountainous maps arranged long edge to long edge will do. If the total player BV is 4000 or less, make sure there are viable paths for conventional vehicles to cross the battlefield.



Recommended Maps:

- 1: Desert 3
- 2: Desert Sand Drift 2

Setup: Designate one map edge as the players' home edge. Before play begins, place the pirates in any location on the map opposite the player's home edge.

If the total BV of the player team is above 5000 the pirate Commando battlemech starts out hidden, and should be deployed using the hidden unit rules (See total Warfare, pg. 258). At 8000 BV and above the hidden unit changes to a Vulcan.

The pirates have dug in, after a fashion, and deployed a series of improvised minefields onto the battlefield. Before play begins, secretly designate hexes on the pirate half of the map as conventional minefields (See Tactical Operations, pg. 208). The number and strength of these minefields varies by player tier.

When play begins, the players enter through their home map edge. Player 'mechs may

withdraw by exiting through that map edge. If the players have any militia reinforcements (see below), they enter with the players.

Reinforcements: Depending on the total BV of the player team, they may receive limited conventional support from the local militia. If possible, have the players control these forces in the game.

Special Rules

John "Smiley" O'Rourke: The Thunderbolt in this scenario is piloted by the pirate leader, Smiley O'Rourke. Smiley has the same base statistics at all tiers of the scenario. In addition to his 'mech and piloting skills, he has the following pilot abilities, which he can use during the game (once each): Edge, Bull Rush

GM Note: "Edge" should only be used to avoid ending the game with a fluke player victory during the first two hours of gameplay.

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Name	Variant	Reference	BV (4/5)	Cost
Thunderbolt	TDR-5S	3039 pg 483	1335	5,413,759
Stalker	STK-3F	3039 pg 256	1559	7,463,825
Orion	ON1-VA	3039 pg 237	1328	6,436,500
Archer	ARC-2R	3039 pg 487	1477	6,384,973
Catapult	CPLT-C1	3039 pg 228	1399	5,790,124
Wolverine	WVR-6R	3039 pg 469	1101	4,827,682
Trebuchet	TBT-5N	3039 pg 214	1191	4,293,500
Hermes II	HER-2S	3039 pg 186	784	3,165,680
Vulcan	VLT-5T	3039 pg 189	942	3,558,100
Commando	COM-2D	3039 pg 158	541	1,891,250
Hunter Light Tank		3039 pg. 72	648	N/A
Hetzer Wheeled Assault Gun	AC/10	3039 pg. 92	536	N/A

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

3000-3500 (4940 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Commando COM-2D (4/5), Hunter Light Tank (4/5), Hetzer Wheeled Assault Gun AC/10 (4/5)

The local militia has loaned the PCs a Hunter Light Tank and a Hetzer Wheeled Assault Gun (AC/10) to aid in their mission.

3500-4000 (3756 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Commando COM-2D (4/5) The local militia has loaned the PCs a Hunter Light Tank to aid in their mission.

4000-4500 (5328 Total)

Trebuchet TBT-5N (3/4), Wolverine WVR-6R (3/4), Commando COM-2D (4/5), Thunderbolt TDR-5S (3/4)

Mines: 4 Hexes, 10 Points

4500-5000 (4529 Total)

Thunderbolt TDR-5S (3/4), Trebuchet TBT-5N (4/5), Hermes II HER-2S (3/4), Commando COM-2D (4/5)

Mines: 4 Hexes, 10-point clusters

5000-5500 (4947 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Commando COM-2D (4/5)

Mines: 4 Hexes, 15-point clusters

The Commando begins the game hidden

5500-6000 (5379 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (4/5), Trebuchet TBT-5N (4/5), Hermes II HER-2S (4/5), Commando COM-2D (4/5) 6 Hexes, 15-Point clusters

The Commando begins the game hidden

6000-6500 (5982 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Hermes II HER-2S (3/4), Commando COM-2D (4/5) 6 Hexes, 15-point clusters

The Commando begins the game hidden

6500-7000 (6309 Total)

Thunderbolt TDR-5S (3/4), Catapult CPLT-C1 (4/5), Trebuchet TBT-5N (3/4), Hermes II HER-2S (3/4), Commando COM-2D (4/5)

Mines: 8 Hexes, 15-point clusters

The Commando begins the game hidden

7000-7500 (6967 Total)

Thunderbolt TDR-5S (3/4), Catapult CPLT-C1 (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Commando COM-2D (3/4)

Mines: 8 Hexes, 15-point clusters

The Commando begins the game hidden

7500-8000 (7553 Total)

Thunderbolt TDR-5S (3/4), Orion ON1-VA (3/4), Archer ARC-2R (4/5), Catapult CPLT-C1 (3/4), Commando COM-2D (3/4)

Mines: 8 Hexes, 15-point clusters

The Commando begins the game hidden

Smiley O'Rourke gains the Lucky SPA

8000-8500 (8361 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (4/5), Archer ARC-2R (3/4), Catapult CPLT-C1 (3/4), Vulcan VLT-5T (3/4)

Mines: 8 Hexes, 20-Point clusters The Vulcan begins the game hidden Smiley O'Rourke gains the lucky SPA

8500-9000 (8860 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Archer ARC-2R (3/4), Catapult CPLT-C1 (3/4), Vulcan VLT-5T (3/4)

Mines: 10 Hexes, 20-Point clusters The Vulcan begins the game hidden Smiley O'Rourke gains the lucky PSA

9000-9500 (8860 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Archer ARC-2R (3/4), Vulcan VLT-5T (3/4), Catapult CPLT-C1 (3/4)

9500-10000 (9867 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Orion ON1-VA (3/4), Archer ARC-2R (3/4), Vulcan VLT-5T (3/4), Wolverine WVR-6R (4/5)
Mines 12 Hexes, 20 Point clusters
The Vulcan begins the game hidden
Smiley gains the Lucky PSA

Mission Objectives: The heroes win if they capture or kill Smiley O'Rourke.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Capture or kill Smiley O'Rourke	350,000	250,000	100,000
Each additional Pirate 'mech destroyed	25,000	25,000	25,000
Smiley O'Rourke escapes (All PCs are destroyed or retreat)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Capture or kill Smiley O'Rourke	15	5
Smiley O'Rourke escapes (All PCs are destroyed or retreat)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

'MECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-5S

Movement Points: Tonnage: 65

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

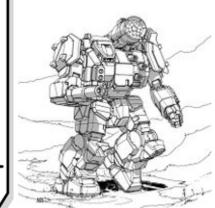
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2 :	2/MsI,C2/2 [M,C,S]	2 -	3	6	9
1 1 1	Medium Laser Medium Laser Medium Laser Machine Gun	LT LT LT LA	3 3 0	5 [DE] 5 [DE] 5 [DE] 2 [DB,AI]	-	3 3 1	6 6 2	9 9 9 3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Large Laser LRM 15	RA RT	8 5 1	8 [DE] /Msi,C5/1 [M,C,S]	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) 00000 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** 5. Machine Gun
 - 6. Machine Gun
 - 1. Machine Gun Ammo (200)
 - Roll Again
- 4-6 3. Roll Again Roll Again
 - - Roll Again 5.
 - 6. 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
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits 000 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
 - Large Laser 5.
 - 6. Large Laser
 - 1. Roll Again
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

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 4. Roll Again
- Roll Again
- 6. Roll Again

Right Leg

- 3.
- 4. Foot Actuator

Hip

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 5. **Heat Sink**
- 6. **Heat Sink**

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30

29

28

27

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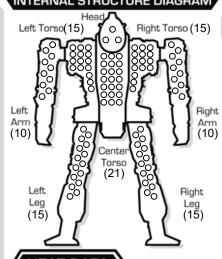
18*

17'

16

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8

(HE	AT DATA	$\overline{}$	15*
Heat		Heat Sinks:	14*
Level*	Effects	15 (15)	13*
30 28	Shutdown Ammo Exp. avoid on 8+	Single	12
26	Shutdown, avoid on 10+	00	11
25 24	-5 Movement Points +4 Modifier to Fire	00	10*
23	Ammo Exp. avoid on 6+	00	9
22	Shutdown, avoid on 8+		8*
20 19	 4 Movement Points Ammo Exp. avoid on 4+ 	~~ I	7
18	Shutdown, avoid on 6+	Ŏ.	6
17 15	+3 Modifier to Fire -3 Movement Points	o l	5*
14	Shutdown, avoid on 4+	<u> </u>	4
13	+2 Modifier to Fire	~ I	3
10	–2 Movement Points		9

+1 Modifier to Fire

1 Movement Points

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Stalker STK-3F

Movement Points: Tonnage: 85

Walking: 3 Tech Base: Inner Sphere (Intro) Running: 5

Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

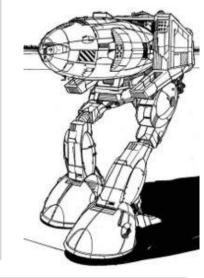
Qty	Туре	Loc	Ht Dmg Min Sht Med L	.ng
1	LRM 10	LA	4 1/Msl,C5/10 6 7 14 [M,C,S]	21
1	LRM 10	RA		21
1 1 1 1 1 1	Medium Laser Medium Laser Medium Laser Medium Laser Large Laser Large Laser SRM 6	RA RA LA LA RT LT RT	3 5 DE - 3 6 3 5 DE - 3 6 3 5 DE - 3 6 3 5 DE - 3 6 8 8 DE - 5 10 4 2/Msl,C2/6 - 3 6	9 9 9 15 15
1	SRM 6	LT	[M,C,S] 4 2/Msl,C2/6 - 3 6 [M,C,S]	9

Cost: 7,463,825 CBills **BV**: 1559

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 (25)(25)Center Left Arm Right Arm (23) Torso (23)(36)Left Right Center Leg Leg Torso (25)(25)Rear(11) 00000 88000 Left Right Torso Rear Torso Rear (7) (7) Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Heat Sin Heat Sink
 - 5. LRM 10
 - 6. Medium Laser
 - 1. Medium Laser
 - LRM 10 Ammo (12)
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- Large Laser
- 1-3 3. Large I SRM 6 Large Laser

 - 5. SRM 6
 - SRM 6 Ammo (15)
 - 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**
- **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
- - 5. Gyro
 - 6. Gyro

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

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. _Heat Sink
 - LRM 10
 - 5. LRM 10
 - Medium Laser 6.
 - 1. Medium Laser
 - LRM 10 Ammo (12)
- 2.
- Roll Again 4-6 4. Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- 1. Heat Sink
- Large Laser
- 1-3 3. Large I SRM 6 Large Laser

 - 5. SRM 6
 - 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

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

INTERNAL STRUCTURE DIAGRAM

Scale

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29

28

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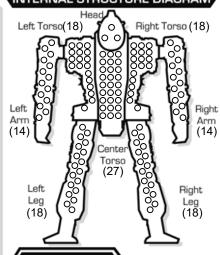
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3

2

1

Heat Sinks:



HEAT DATA

Heat.

Effects 20 (20) 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+ 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
 - +1 Modifier to Fire -1 Movement Points
- -2 Movement Points

.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Orion ON1-VA

Movement Points:

Walking: 4 Running: 6 Tonnage: 75

Tech Base: Inner Sphere

Era: Succession Wars

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10 [DB,S]	-	5	10	15
1 1	Medium Laser SRM 4	RA RA	3	5 [DE] 2/Msl,C2/4 [M,C,S]	4 -	3	6 6	9
1 1	Medium Laser SRM 4	LA LA	3	5 [DE] 2/Msl,C2/4 [M,C,S]	- 4 -	3	6 6	9

Cost: 6,436,500 CBills **BV**: 1328

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 (22) $(2\overline{2})$ Center Right Arm (24) Left Arm Torso (24)(36)Right Left Center Leg Leg Torso (32)(32)Rear(10) 88888 Left Right Torso Rear Torso Rear (10)(10)Heat

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. SRM 4 Ammo (25)
- SRM 4 Ammo (25)
- 1-3 3. Roll Again Roll Again

 - Roll Again 5.
 - 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**

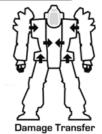
Head

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

Center Torso

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

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



Diagram

Right Arm Shoulder 1.

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

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

 - 6. Roll Again

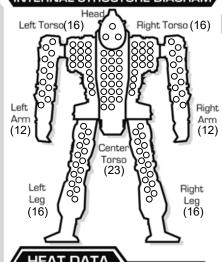
Right Torso

- Autocannon/10
- Autocannon/10
- 1-3 3. Autocannon/10 Autocannon/10
 - 5 Autocannon/10
 - 6. Autocannon/10
- Autocannon/10 1.
- AC/10 Ammo (10) 3. AC/10 Ammo (10)
- 4-6 _{4.} Roll Again
 - Roll Again
 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: 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+ 13 +2 Modifier to Fire -2 Movement Points
 - +1 Modifier to Fire -1 Movement Points
- 14 13* 12 11 10* 9 8* 7 6 5* 4 3 2

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Scale

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Single

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'MECH RECORD SHEET

MECH DATA

Type: Archer ARC-2R

Movement Points: Tonnage: 70

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

	•			-		•		
Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	LRM 20	LT	6 1	/Msl,C5/2 [M,C,S]	0 6	7	14	21
1	LRM 20	RT	6 1	/Msl,C5/2 [M,C,S]	0 6	7	14	21
1	Medium Laser	CT	3	5 IDE1	-	3	6	9
1	Medium Laser	ĊТ	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 6,384,973 CBills **BV**: 1477

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 (24)(24)Center Left Arm (22) Right Arm Torso (22)(33)Right Left Center Leg Leg Torso (26)(26)Rear(10) 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**
 - **Hand Actuator**
 - Medium Laser
 - 6. Roll Again
 - 1. Roll Again Roll Again
 - Roll Again
- 4-6 3. Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. ILRM 20
- LRM 20
- LRM 20
- 1-3 ^{3.}
 - LRM 20
 - 5. LRM 20
 - 6. LRM 20 Ammo (6)
 - LRM 20 Ammo (6)
 - 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**
- Roll Again
- Roll Again

Head

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

Center Torso

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

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

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

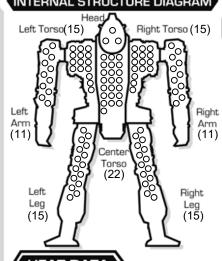
Right Torso

- 1. FLRM 20
- LRM 20 2.
- LRM 20
- 1-3 3. LRM 20
 - LRM 20 5
 - LRM 20 Ammo (6)
 - LRM 20 Ammo (6) 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

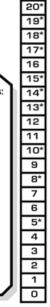


HEAT DATA Heat Sinks: Heat. **Effects** 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28

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



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Heat

Scale

30

29

28

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25*

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21

.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C1

Movement Points: Tonnage: 65

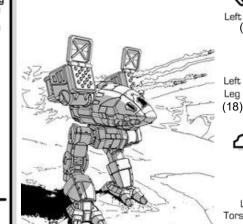
Tech Base: Inner Sphere Walking: 4

Era: Succession Wars Running: 6

Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5 1	/MsI,C5/1 [M,C,S]	5 6	7	14	21
1	LRM 15	RA	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1	Medium Laser	CT	3	5 IDE1	-	3	6	9
1	Medium Laser	ĊТ	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	LT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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

Cost: 5,790,124 CBills

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. LRM 15 LRM 15
 - 5. LRM 15
 - 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. Medium Laser LRM 15 Ammo (8)
 - Roll Again 5.
 - 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**
- 6. Heat Sink

Head

BV: 1399

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

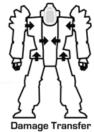
Center Torso

- 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 4. **Fusion Engine**
 - Medium Laser

 - Medium Laser 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Diagram

Right Arm

- 1. Shoulder
- _Upper Arm Actuator 2.
- 1-3 3. LRM 15 LRM 15
- - 5. LRM 15
 - 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
- **Medium Laser** 1-3 3. Medium Edge. LRM 15 Ammo (8)
 - 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.
- 5. **Heat Sink**

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

INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (9)

Center

Torso

(24)

Center

Torso

Rear(11)

88000

Right Torso

Right Arm

Right

Leg

(18)

Right

Torso Rear

(8)

Heat

Scale

(13)

(19)

Left Torso

(19)

00000

Left Arm

Left

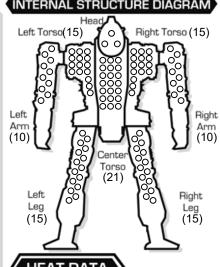
Leg

(13)

Left

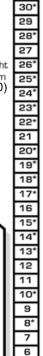
Torso Rear

(8)



HEAT DATA Heat Sinks: Heat. **Effects** 15 (15) 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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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-6R

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Star League Jumping: 5

Weapons & Equipment Inventory (hexes)

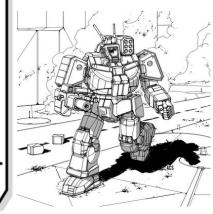
Loc Ht Dmg Min Sht Med Lng Qty Type 1 5 [DB,S] 3 6

Medium Laser SRM 6 3 5 [DE] 4 2/Msl,C2/6 [M,C,S]

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 (20)(20)0 Center Left Arm Right Arm Torso (16)(16)0 (20)Left Right Center Leg Leg Torso (16)(16)Rear(8) 00000 80000 Left Right Torso Rear Torso Rear (6)(6)Heat

ARMOR DIAGRAM

Cost: 4,827,682 CBills

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator

CRITICAL HIT TABLE

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

 - 6. Roll Again

Left Lea

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

Head

BV: 1101

- 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 4. Fusion Engine
 - - JumpJets
 - Roll Again 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

- Shoulder 1.
- **Upper Arm Actuator** 2.
- 1-3 3. Lower Arm Actuator
 - Hand Actuator
 - 5. Autocannon/5
 - 6. Autocannon/5
 - Autocannon/5 1.
 - Autocannon/5 2.
- AC/5 Ammo (20) 4-6 4 Roll Again

 - Roll Again 5.
 - 6. Roll Again

Right Torso

- 1. Heat Sink
- Roll Again 2.
- 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**
- JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM

Scale

30

29

28

27

26*

25*

24

23*

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17'

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8*

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6

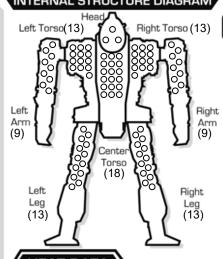
5*

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1



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+ 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

'MECH RECORD SHEET

MECH DATA

Type: Trebuchet TBT-5N

Tonnage: 50 Movement Points:

Walking: 5 Tech Base: Inner Sphere

Era: Succession Wars Running: 8

Jumping: 0

Weapons & Equipment Inventory (hexes)

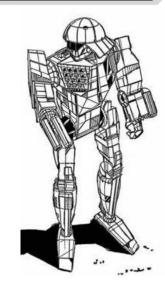
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1 1 1	Medium Laser Medium Laser Medium Laser LRM 15	LA RA RA RT	3 3 5 1	5 [DE] 5 [DE] 5 [DE] /Msl,C5/1 [M,C,S]	- - 5 6	3 3 7	6 6 6 14	9 9 9 21

Cost: 4,293,500 CBills **BV**: 1191

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Medium Laser

5. Medium Laser

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1. FLRM 15

LRM 15

1-3 3. LRM 15 1. LRM 15 Ammo (8)

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

3. Roll Again

6. Roll Again

5. Roll Again

Right Torso

2.

2.

3. 4-6 4. Roll Again

5.

6.

1.

2.

1-3 3.

Head (9) Left Torso Right Torso (11) $(1\overline{1})$ Center Left Arm Right Arm Torso (10)(10)(22)Right Left Center Leg Leg Torso (15)(15)Rear(7) 00000 00000 Left Right Torso Rear Torso Rear (5) (5)Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

 - LRM 15 5. LRM 15 6.
 - 1. LRM 15

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

Left Torso

- 1. LRM 15 Ammo (8)
- Roll Again
- 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**
- 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
- - Gyro
 - 6. Gyro
 - 1. Gyro
 - Fusion Engine 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - Roll Again

 - 6. Roll Again

Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

4-6 4.

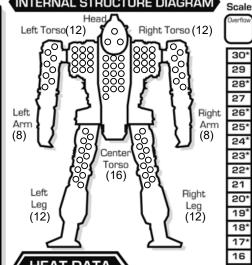
Damage Transfer

Diagram

Right Leg Hip

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

	AI DAIA	$\overline{}$
Heat .evel*	Effects	Heat Sinks: 10 (10)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	- 5
26	Shutdown, avoid on 10+	. 0
25	–5 Movement Points	ŏ
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	 4 Movement Points 	Ō
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	3 Movement Points	Ō
14	Shutdown, avoid on 4+	Õ
13	+2 Modifier to Fire	Ŭ



25* 24* 23* 22*

30

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28

17' 16 15*

14 13 12

11 10* 9 8* 7 6 5*

4

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2

1

-2 Movement Points

+1 Modifier to Fire -1 Movement Points

'MECH RECORD SHEET

MECH DATA

Type: Hermes II HER-2S

Movement Points: Tonnage: 40 Walking: 6 Tech Base: Inner Sphere

Era: Succession Wars Running: 9

Jumping: 0

Weapons & Equipment Inventory (hexes)

				-		-		
Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Flamer	LA	3	2 [DE,H,Al	- I	1	2	3
1	Medium Laser Autocannon/5	RA RT		5 [DE] 5 [DB,S]	3	3 6	6 12	9 18

Cost: 3,165,680 CBills **BV**: 784

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 (14)(14)Center Left Arm Right Arm Torso (11)(11)(17)Right Left Center Leg Leg Torso (14)(14)Rear(6) 00000 00000 Left Right Torso Rear Torso Rear (5) (5)Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- AC/5 Ammo (20)
- 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**
- 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.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - - Roll Again

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

Roll Again 6.

1. Autocannon/5

- 1-3 3. Autocannon/5 Autocannon/5
 - - 5
 - 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again
- 3. Roll Again
- Roll Again

Right Leg

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

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.

 - Roll Again

Right Torso

- Autocannon/5
- Autocannon/5

 - Roll Again
- 4-6 _{4.}
 - Roll Again
 - 6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM

Scale

30

29

28*

27

26*

25*

24*

23*

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17'

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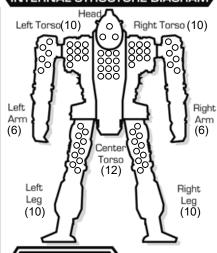
5*

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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 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

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'MECH RECORD SHEET

MECH DATA

Type: Vulcan VLT-5T

Movement Points: Tonnage: 40

Tech Base: Inner Sphere Walking: 6 Era: Succession Wars Running: 9

Jumping: 6

Weapons & Equipment Inventory (hexes)

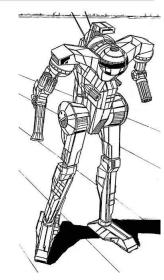
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 ÎDEÎ	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

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)

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
 - Roll Again

Left Torso

- 1. JumpJets
- JumpJets
- 1-3 3. Medium Laser Machine Gun Ammo (200)
 - Roll Again
 - 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

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

1. JumpJets

- 1-3 3.
 - Medium Laser

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

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

Right Arm

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

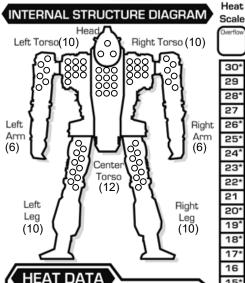
Right Torso

- JumpJets
- Medium Laser
 - Medium Laser 5.
 - Roll Again
- Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

- Hip

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



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6

5*

4

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

'MECH RECORD SHEET

MECH DATA

Type: Commando COM-2D

Movement Points: Tonnage: 25

Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

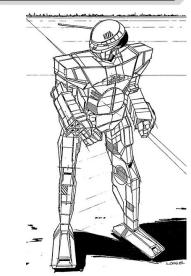
	-			-		-		
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	СТ	4 2	2/MsI,C2/ [M,C,S]	6 -	3	6	9
1	SRM 4	RA	3 2	2/MsI,C2/	4 -	3	6	9
1	Medium Lacer	ΙΔ	3	[M,C,S]		2	6	۵

Cost: 1,891,250 CBills **BV**: 541

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Head (6) Left Torso Right Torso (6)888 Center Left Arm Right Arm Torso (6)(6) (8)Right Left Center Leg Leg Torso (8)(8)Rear(4) 000 000 Left Right Torso Rear Torso Rear (3) (3)Heat

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 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. SRM 6 Am 4. Roll Again SRM 6 Ammo (15)
 - - 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**
- 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**
- 4-6 3. 3. Fusion Engine
- Fusion Engine
 - SRM 6
 - 6. SRM 6

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O

Diagram

Damage Transfer

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

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

 - Roll Again

Right Torso

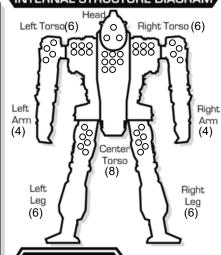
- 1. SRM 4 Ammo (25)
- Roll Again
- 1-3 3. Roll Again Roll Again

 - 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. **Heat Sink**
- 6. **Heat Sink**

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: Heat. Effects 10 (10) Level³ Shutdown 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
- 14 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

BATTLETECH

ARMOR DIAGRAM

Front Armor (32)

GROUND VEHICLE RECORD SHEET 0 00 **VEHICLE DATA** CREW DATA 000 o^o 0 O 00 Type: Hunter Light Support Tank 0 0 Crew: 0 0 0 Tonnage: 35 Gunnery Skill: **Driving Skill:** Movement Points: 0 8 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 +2 0 0 Driver Hit (Intro) 0 Flank: 8 Modifier to Driving 0 Modifier to all Skill rolls Era: Succession Wars 0 Skill rolls Right Side Armor Movement Type: Tracked 0 0 (24) O Engine Type: Fusion Engine 0 0 **CRITICAL DAMAGE** Armor 00 0 Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit 1/Msl [M,C,S] Side 6 7 14 21 +1+2+3D Sensor Hits 0 0 1 Flamer [DE,H,AI] 2 3 Motive System Hits +1 +2 +3 (24)Stabilizers 0 Left Right 0 0 0 0 Rear 0 0 0 O O O O 0 0 0 0 0 0 Rear Armor Ammo: (LRM 20) 12 [16]BV:648 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 6 7	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 turner; if the vehicle has no turnet, 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 on ormally 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. Stide 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 turnet, a turnet hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

CALL MAR	A T. A.L. A.L.				
2D6 Roll	EFFECT*				
2-5	No effect				
6-7	Minor damage: +1 modifier to all Driving Skill Rolls				
8-9	Moderate dama Driving Skill Rol	age; -1 Cruising MP, +2 modi ls	fier to all		
10-11		only half Cruising MP (round all Driving Skill Rolls	fractions up),		
12+	Major damage; Vehicle is immo	no movement for the rest of bile.	the game.		
Attack Direction M	Modifier:	Vehicle Type Modifiers:			
lit from rear	+1	Tracked, Naval	+0		
lit from the sides	+2	Wheeled	+2		
		Hovercraft, Hydrofoil	+0 +2 +3		
		WiGE	+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 O, 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.

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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*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 Skill Rolls					
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls					
10–11		only half Cruising MP (round all Driving Skill Rolls	fractions up),			
12+						
Attack Direction N	Andifier:	Vehicle Type Modifiers:				
lit from rear	+1	Tracked, Naval	+0			
lit from the sides	+2	Wheeled	+2			
		Hovercraft, Hydrofoil	+3			

WIGE

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

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2D6 Roll	FRONT	SIDE	REAR	TURRET	
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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.
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Charac	cter Play	/er	Cert		
Taking	n: 3027-03 out the Trash swyth, Timbuktu Theater, Lyran C , 3027	ommon	wealth		
Missio	n Results Capture or kill Smiley O'Rourke Each additional Pirate 'mech destroyed Smiley O'Rourke escapes (All PCs are Opposing 'Mech/Combat Vehicle destro	destroyed	d or retreat)		
Mech ∜ □ □	Mech Survived		Status Pilot Survived Pilot Killed		
C-Bill I	Reward	XP Rew	ard		
Salvag	ed Mechs				
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"I hope you all enjoyed your hike through the mountains, cause we're about to lift off and let the locals take it from here. The tech boys tell me they've cracked the nav data from the pirate dropship, and our employers are not happy about what they found.

Somebody has been supplying pirates near this part of the periphery and the smart money is on the Free Worlds League. This is just the sort of low-level destabilization that they might pull in an effort to bleed the Commonwealth of resources. It's pretty small time stuff, but the Elsies want us to put an end to it, so we're going to go hit the pirate base to let them know we'd like them to stop. If we can find any hard evidence that the Leaguers are behind it, so much the better.



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C-Bill I	Reward	XP Rew	ard	
Salvag	ed Mechs			
	Thunderbolt TDR-5S (5,413,759 C-Bills) Stalker STK-3F (7,463,825 C-Bills) Orion ON1-VA (6,436,500 C-Bills) Archer ARC-2R (6,384,973 C-Bills) Catapult CPLT-C1 (5,790,124 C-Bills) Wolverine WVR-6R (4,827,682 C-Bills) Trebuchet TBT-5N (4,293,500 C-Bills) Hermes II HER-2S (3,165,680 C-Bills) Vulcan VLT-5T (3,558,100 C-Bills) Commando COM-2D (1,891,250 C-Bills)			



After the mission, you find yourself quickly shuffled into the briefing room. Whatever it is, Sarge is apparently so much in a hurry that he doesn't even let you take a shower to get the stink of 'mech cockpit off before packing you all into the relatively cramped confines of the dropship's conference room. The debrief is uncharacteristically short and to-the-point.

"I hope you all enjoyed your hike through the mountains, cause we're about to lift off and let the locals take it from here. The tech boys tell me they've cracked the nav data from the pirate dropship, and our employers are not happy about what they found.

Somebody has been supplying pirates near this part of the periphery and the smart money is on the Free Worlds League. This is just the sort of low-level destabilization that they might pull in an effort to bleed the Commonwealth of resources. It's pretty small time stuff, but the Elsies want us to put an end to it, so we're going to go hit the pirate base to let them know we'd like them to stop. If we can find any hard evidence that the Leaguers are behind it, so much the better.

GM Report Mission 3027-03 - Taking out the Trash		Date
GM:	Venue	Date:

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

Salvaged Mechs Thunderholt TDR-59 (5.413.759 C-Rills)

\Box	Thunderbolt TDR-58 (5,413,759 C-Bills)
	Stalker STK-3F (7,463,825 C-Bills)
	Orion ON1-VA (6,436,500 C-Bills)
	Archer ARC-2R (6,384,973 C-Bills)
	Catapult CPLT-C1 (5,790,124 C-Bills)
	Wolverine WVR-6R (4,827,682 C-Bills)
	Trebuchet TBT-5N (4,293,500 C-Bills)
	Hermes II HER-2S (3,165,680 C-Bills)
	Vulcan VLT-5T (3,558,100 C-Bills)

l Commando	COM-2D ((1,891,	250 C	-Bills
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