

Mission 3027-06: The Jig is Up

Gillfillan's Gold, Anti-Spinward Periphery

May 14, 3027 Pilot Skill: 3-4

Okay Boys, listen up! Thanks to all captured materiel we've accumulated from your last mission, there's not much doubt that the so-called 'pirates' we've been chasing are really a thinly disguised expeditionary force from the Free Worlds League. Ordinarily, I might be a little impressed at their ingenuity but that'd be when I hadn't just spent three weeks stuck on a miserable rock out in the Periphery.

Unfortunately, as you all know, they've been leading us on a merry chase all over the planet for the past couple of weeks. It seems the locals have decided not to cause us any direct trouble, but maybe they've been helping the Leaguers give us the slip from time to time.

That all ends now. 45 minutes ago our borrowed aerospace fighters located a *Leopard* dropship hidden in a valley 50 klicks away at grid point Omicron. It looks like it's getting ready to take off. Our fighters would have stuck around, but it seems the Leaguers have their own fighters, and ours are really only here for recon and defense. A few minutes later they found out why the dropship hasn't taken off yet - it looks like a lance of 'mechs is making its way directly to the ship. Looks like they're getting ready to bug out.

Obviously, we'd like to prevent that. First, we'd like to bring back evidence that they were here, and second, we'd like their cool toys. Head over to grid point lota and convince them to stand down. If they get past you there then they hit a bunch of lowland forests - finding them in there is going to be a bear, so this is pretty much your only chance to stop them. Oh, and if you get a chance to grab one of them, that'd be great. I'm sure our employers would love to know more about their plan.

Be careful, though - if our intel guy Henrik is correct, these are probably the ringleaders. There's a good chance they've got tricks up their sleeves.

Good luck, and happy hunting.

Map: This mission takes place in rolling hills and woods. Arrange the maps in a 2x2 grid.



Recommended Maps:

- 1: 2018_02 Front Rolling Hills 3 2: 2018_05 Front Rolling Hills 2
- 3: 2018 09 Back Rolling Hills 1
- 4: 2018 Woodland

Setup: Declare one map edge as the players' "Home Edge". The opposite edge is the enemy home edge. The players are the attackers for this scenario. Both sides enter the map through their respective map edges on turn 1. Enemy 'mechs can escape off of the Player's Home edge.

Special Rules

They ain't payin' me enough for this! (SECRET - DON'T TELL PLAYERS) The Free Worlders are professional troops on a mission, not actual pirates. If a 'mech's walking speed is reduced below 2mp or the 'mech is damaged enough to be subject to "forced withdrawal", the pilot will surrender during the next end phase hoping to be repatriated later. This counts as capturing the pilot for the bonus objective.

Get outta my way! (**SECRET - DON'T TELL PLAYERS**): The Free World's troops are worried about their dropship. They must disable or at least slow at least half (round up) of the PCs before they can attempt to escape. For a PC 'mech to be "Disabled" it must have a walk speed of 2 or less when at zero heat, or subject to Forced Withdrawl rules.

I feel the need...the need for SPEED (SECRET - DON'T TELL PLAYERS): The Leaguers have some aerospace support. In some BV bands they may have one or more Aerospace Battlefield Support missions. See Battlemech Manual pps 75-78. The first time the OPFOR uses an aerospace mission, read the following:

"Okay boys, listen up! It seems like the League aerospace forces have broken past our defensive cover and are making a pass. Hold onna your butts, this could get rough!"

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Awesome	AWS-8T	3039 pg 241	1593	6,598,170
Orion	ON1-K	3039 pg 235	1429	6,674,500
Thug	THG-10E	3039 pg 432	1501	7,760,640
Rifleman	RFL-3N	3039 pg 477	1039	4,860,000
Ostroc	OSR-2C	3039 pg 470	1228	5,040,960
Shadow Hawk	SHD-2H	3039 pg 465	1064	4,539,382
Centurion	CN9-A	3039 pg 202	945	3,491,500
Whitworth	WTH-1	3039 pg 191	982	2,912,933
Hermes II "Mercury"	HER-2M	3039 pg 185	911	3,262,514
Flea	FLE-15	3039 pg 405	419	1,520,400
Battlemaster	BLR-1G	3039 pg 500	1519	8,501,243

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

2000-2500 (1856 Total)

Centurion CN9-A (4/5), Hermes II "Mercury" HER-2M (4/5)

2500-3000 (2409 Total)

Centurion CN9-A (4/5), Hermes II "Mercury" HER-2M (4/5), Flea FLE-15 (3/4)

3000-3500 (3339 Total)

Centurion CN9-A (4/5), Shadow Hawk SHD-2H (4/5), Hermes II "Mercury" HER-2M (4/5), Flea FLE-15 (4/5)

3500-4000 (3863 Total)

Centurion CN9-A (4/5), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

4000-4500 (4165 Total)

Centurion CN9-A (3/4), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

The League forces have two "Light Strike" Aerospace missions available.

4500-5000 (4672 Total)

Orion ON1-K (4/5), Ostroc OSR-2C (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

The League forces have two "Light Strike" Aerospace missions available.

5000-5500 (5263 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (3/4)

5500-6000 (5714 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (4/5)

The League forces have two "Light Strike" Aerospace missions available.

6000-6500 (6207 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Whitworth WTH-1 (3/4), Shadow Hawk SHD-2H (3/4)

The League forces have two "Light Strike" Aerospace missions available.

6500-7000 (6527 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Rifleman RFL-3N (4/5), Thug THG-10E (3/4) The League forces have two "Light Strike" and one "Strafing" Aerospace missions available.

7000-7500 (7009 Total)

Awesome AWS-8T (3/4), Orion ON1-K (3/4), Rifleman RFL-3N (4/5), Thug THG-10E (3/4) The League forces have one "Strafing" and two "Heavy Strike" Aerospace missions available.

7500-8000 (7975 Total)

Awesome AWS-8T (3/4), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)

8000-8500 (7975 Total)

Awesome AWS-8T (3/4), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)

The League forces have two "Strafing" Aerospace missions available.

8500-9000 (8548 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)

The League forces have two "Strafing" Aerospace missions available.

9000-9500 (9095 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (2/3)

The League forces have one "Strafing" and two "Light Strike" Aerospace missions available.

9500-10000 (9610 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (2/3), Battlemaster BLR-1G (2/3)

The League forces have one "Strafing" and two "Light Strike" Aerospace missions available.

Mission Objectives: The heroes win if at least half the enemy 'mechs have either surrendered, or been destroyed by the end of the mission. The Bonus objective is to capture one of the enemy pilots alive by disabling his 'mech without destroying it.

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
At least half of the enemy 'mecs have either	350,000	250,000	100,000
surrendered or been destroyed (Primary			
objective)			
More than half of the enemy 'mechs remain at the	150,000	100,000	50,000
end of the game (Mission Failed)			
Capture an enemy pilot (Secondary Objective)	100,000	100,000	100,000
Opposing 'Mech/Combat Vehicle destroyed by	30,000	30,000	30,000
party			

Award (XP)	Pilot Survived	Pilot Killed
At least half of the enemy 'mecs have either surrendered or	15	5
been destroyed (Primary objective)		
More than half of the enemy 'mechs remain at the end of the	8	3
game (Mission Failed)		
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Look what I found! In addition to any 'mechs unlocked in this mission, if the mission is successful, you also unlock one of the following 'mechs. You may delay choosing which 'mech until you buy it. Cross off this reward when you do.

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Awesome AWS-8T

Movement Points: Tonnage: 80

Walking: 3 Tech Base: Inner Sphere (Intro)

Running: 5 Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

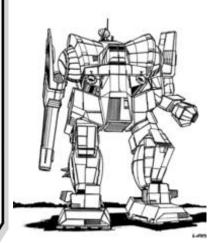
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 ÎDEÎ	-	5	10	15
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1	LRM 15	RT	5 1	/MsI,C5/1 [M,C,S]	5 6	7	14	21

Cost: 6,598,170 CBills **BV**: 1593

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 (24) Left Arm Torso (24)(30)Right Left Center Leg Leg Torso (33)(33)Rear(19) 88888 Left Right Torso Rear Torso Rear (10)(10)Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator
 - - Large Laser 6. Large Laser

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

 - 6. Roll Again

Left Torso

- 1. Heat Sink
- **Heat Sink**
- 1-3 3. Heat Sink 4. Heat Sink
 - 5 LRM 15
 - 6. LRM 15

 - LRM 15 1.
 - Roll Again
- Roll Again 4-6 3.
 - Roll Again 5. Roll Again
 - 6. Roll Again

Left Lea

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

Head

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

Center Torso

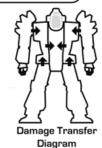
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Right Arm

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

 - 6. Roll Again

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink
 - - Heat Sink 5
 - 6. **LRM 15**
 - **LRM 15** 1.
- LRM 15 2.
- 3. Roll Again 4-6 3.
 - 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

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*

14

13*

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11

10*

9

8*

7

6

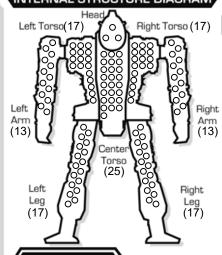
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4

3

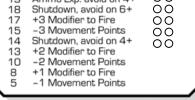
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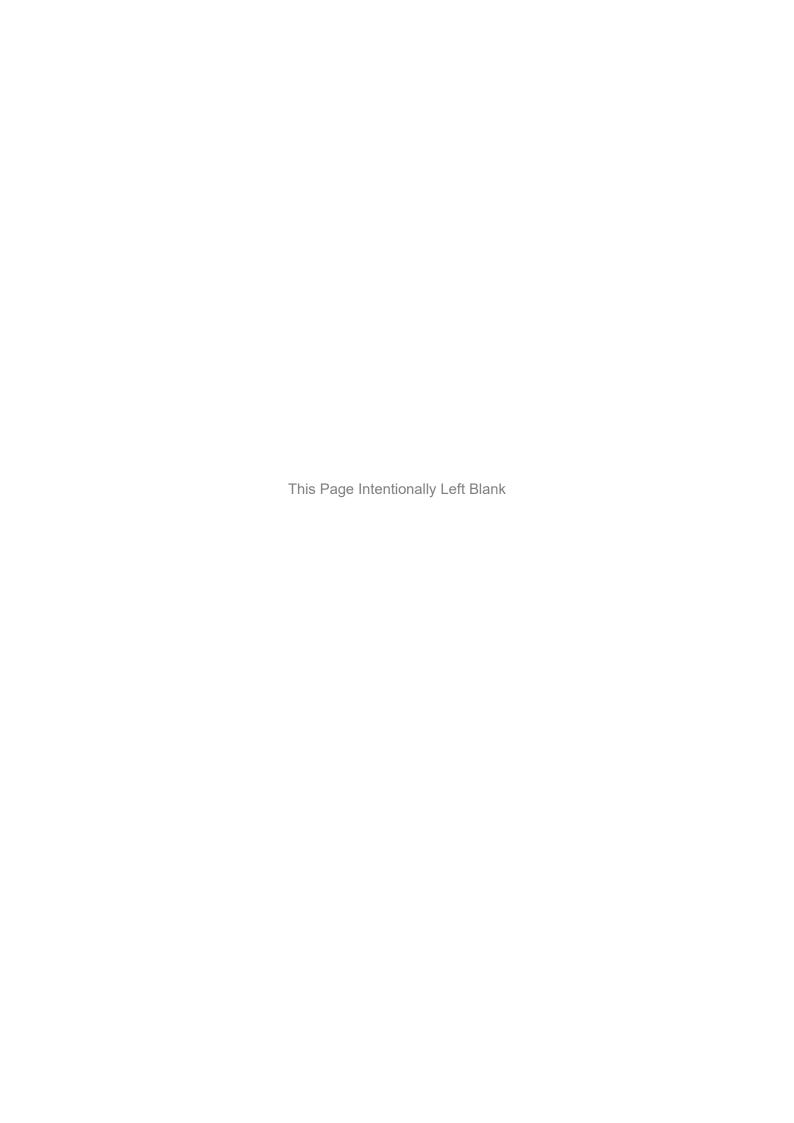
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HEAT DATA

Heat Sinks: Heat. Effects 23 (23) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 000 25 -5 Movement Points 000 24 +4 Modifier to Fire 000 23 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 00 -4 Movement Points Ammo Exp. avoid on 4+ 00 Shutdown, avoid on 6+ +3 Modifier to Fire





.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Orion ON1-K

Movement Points: Tonnage: 75

Walking: 4

Running: 6 Jumping: 0 Tech Base: Inner Sphere (Intro)

Era: Star League

[M,C,S]

Weapons & Equipment Inventory (hexes)

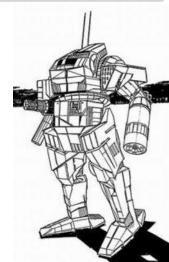
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9
1	LRM 15	LT	5 1	/Msl,C5/1	56	7	14	21
				[M,C,S]				
1	SRM 4	LT	3 2	2/MsI,C2/4		3	6	9

Cost: 6,674,500 CBills **BV**: 1429

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
 - 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. ILRM 15
- LRM 15
- 1-3 3. LRM 15 4. SRM 4
- - 5. LRM 15 Ammo (8)
 - LRM 15 Ammo (8)
 - SRM 4 Ammo (25)
- 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. Fusio **Fusion Engine**
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 Fusion Engine 4.
 - Roll Again
 - Roll Again 6.
 - Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

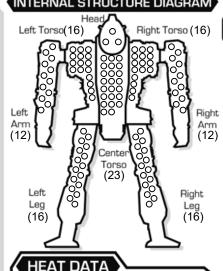
Right Torso

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

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+

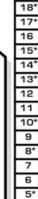
Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+

Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+

13 +2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points



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Scale

30

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26*

25*

24

23*

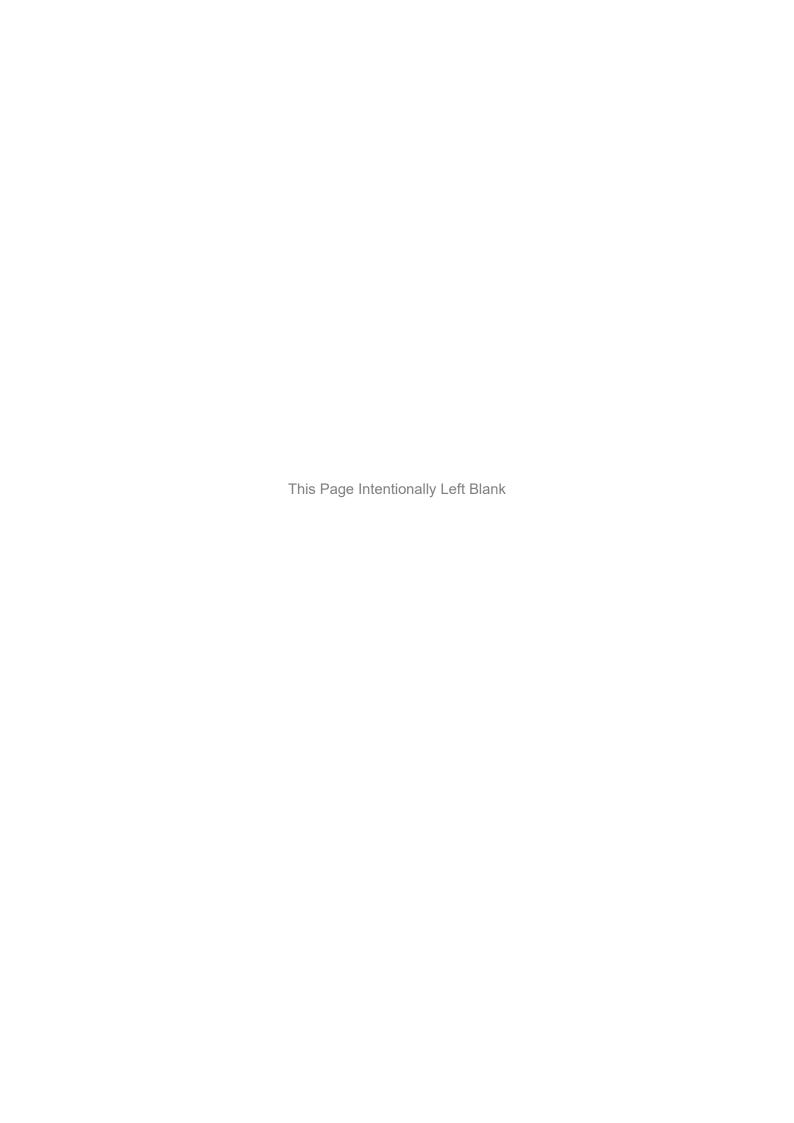
22*

21

20,

19

3 2 1



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Thug THG-10E

Movement Points:

Walking: 4 Running: 6 Jumping: 0 Tonnage: 80

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

I ty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 ÎDEÎ	3	6	12	18
1	SRM 4	LT	3	2/Msl,C2/4	4 -	3	6	9
				[M,C,S]				
1	SRM 4	RT	3	2/MsI,C2/	4 -	3	6	9
				[M,C,S]				

Cost: 7,760,639 CBills **BV**: 1501

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Left Center Leg Torso (33)Rear(10) 88800 00000 Left Right Torso Rear Torso Rear (8)(8)

Left Arm

(25)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- **Heat Sink**
- 1-3 3. Heat Si 4. SRM 4 **Heat Sink**

 - Roll Again 5.
 - Roll Again 6.
 - 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
 - 6.

Roll Again

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

Damage Transfer

Diagram

- 2. **Heat Sink**
- - Roll Again 5.
 - 6. Roll Again
 - 1.
- 4-6 _{4.} Roll Again



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

Right Arm

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

Right Torso

- 1. Heat Sink
- SRM 4
- 1-3 3. SRM 4 Ammo (25)

 - Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - Roll Again
 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (9)

Center

Torso

(33)

Right Torso

Right Arm (25)

Right

Leg

(33)

Heat

Scale

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*

14

13*

12

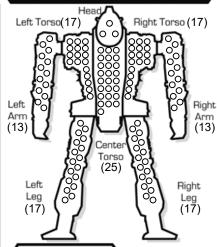
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10*

(24)

Left Torso

(24)



HEAT DATA

Heat Sinks: Heat. **Effects** 19 (19) 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+

- 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
- 9 8* 7 6 5* 4 3 2

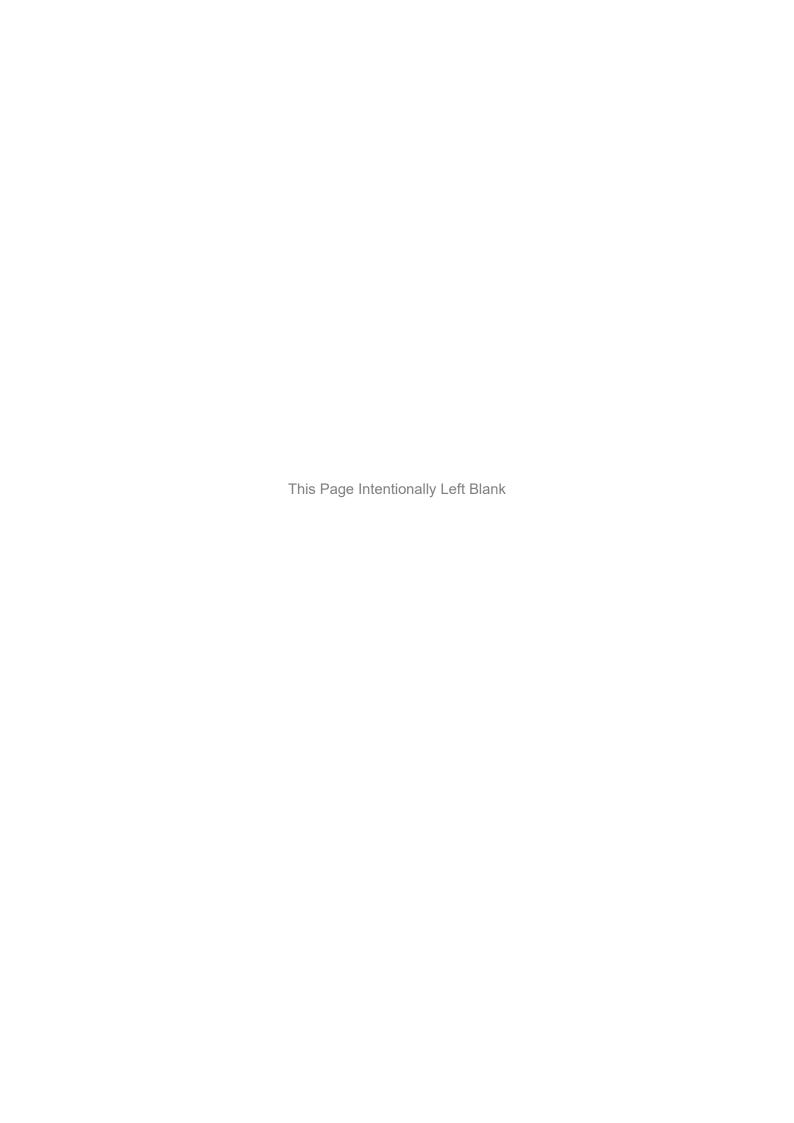
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ASSIC LETECH

'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)

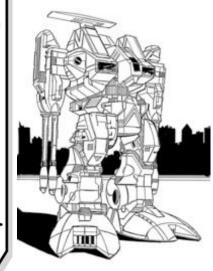
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser Large Laser	LA RA	8	8 [DE] 8 [DE]	-	5 5	10 10	15 15
i	Autocannon/5	LA		5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1 1	Medium Laser Medium Laser	RT LT	3	5 [DE] 5 [DE]	-	3 3	6 6	9

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

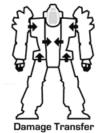
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - Gyro
 - 6. Gyro

 - 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



Diagram

Right Arm

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

 - 6. Roll Again

Right Torso

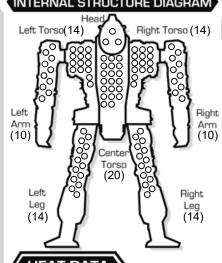
- 1. Medium Laser
- Roll Again
- 1-3 3. Roll Again Roll Again

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

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+ 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+
- 13 +2 Modifier to Fire -2 Movement Points
 - +1 Modifier to Fire -1 Movement Points
- 8* 7 6 5* 4 3 2 1

Heat

Scale

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*

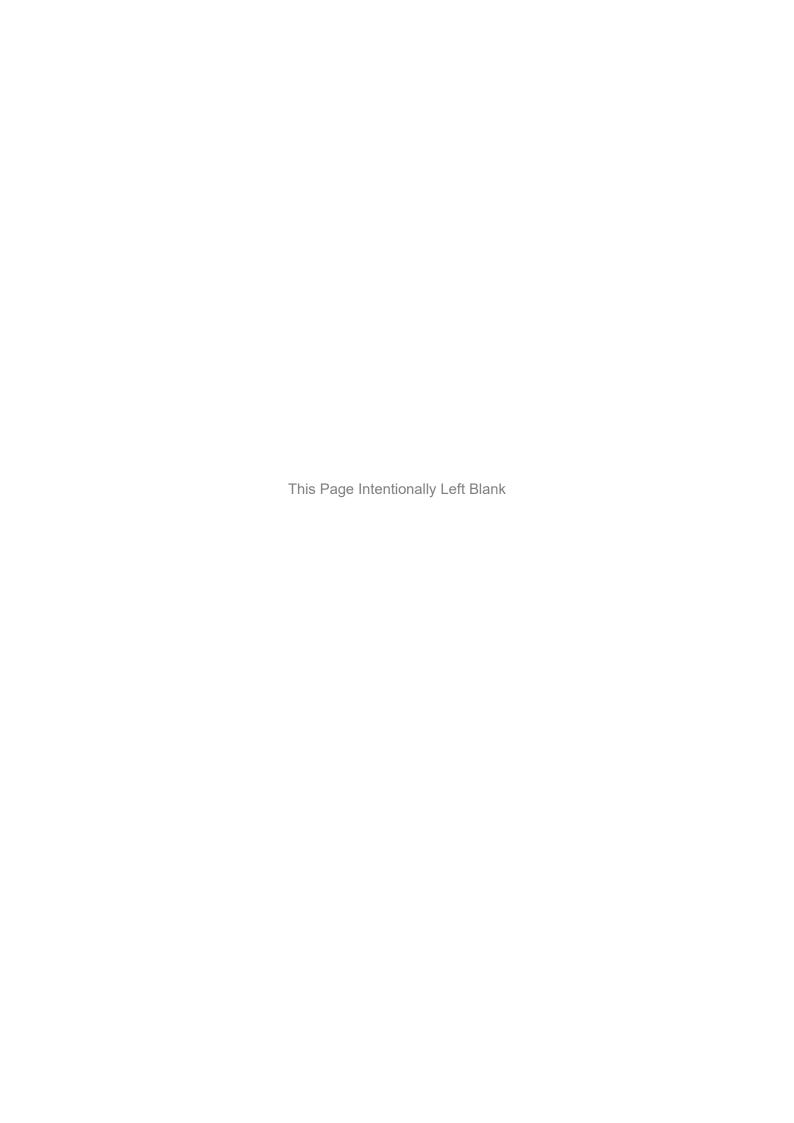
14

13*

12

11

10*



'MECH RECORD SHEET

MECH DATA

Type: Ostroc OSR-2C

Movement Points:

Walking: 5 Running: 8 Jumping: 0 Tonnage: 60

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

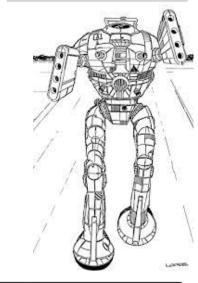
Cost: 5,025,600 CBills

BV: 1228

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 (22)(22)Center Left Arm Right Arm Torso (8) (8)(22)Right Left Center Leg Leg Torso (20)(20)Rear(6) 0000 0000 Left Right Torso Rear Torso Rear (4) (4)Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator**
- Roll Again
 - 5. Roll Again 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. Large Laser 2. Large Laser
- 1-3 3. Medium Laser 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**
- **Heat Sink**
- Roll Again

Head

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

Center Torso

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

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

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

Damage Transfer Diagram

Right Arm

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

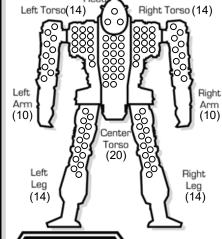
Right Torso

- 1. Large Laser
- 2. Large Laser
- 1-3 4. SRM 4 Medium Laser

 - 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**
- Roll Again 6.



INTERNAL STRUCTURE DIAGRAM

HEAT DATA Heat Sinks: Heat. Effects

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

Level³

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 30 29 28

Scale

27 26* 25* 24 23* 22* 21

20, 19 18 17' 16

15* 14 13* 12 11

15 (15)

Single

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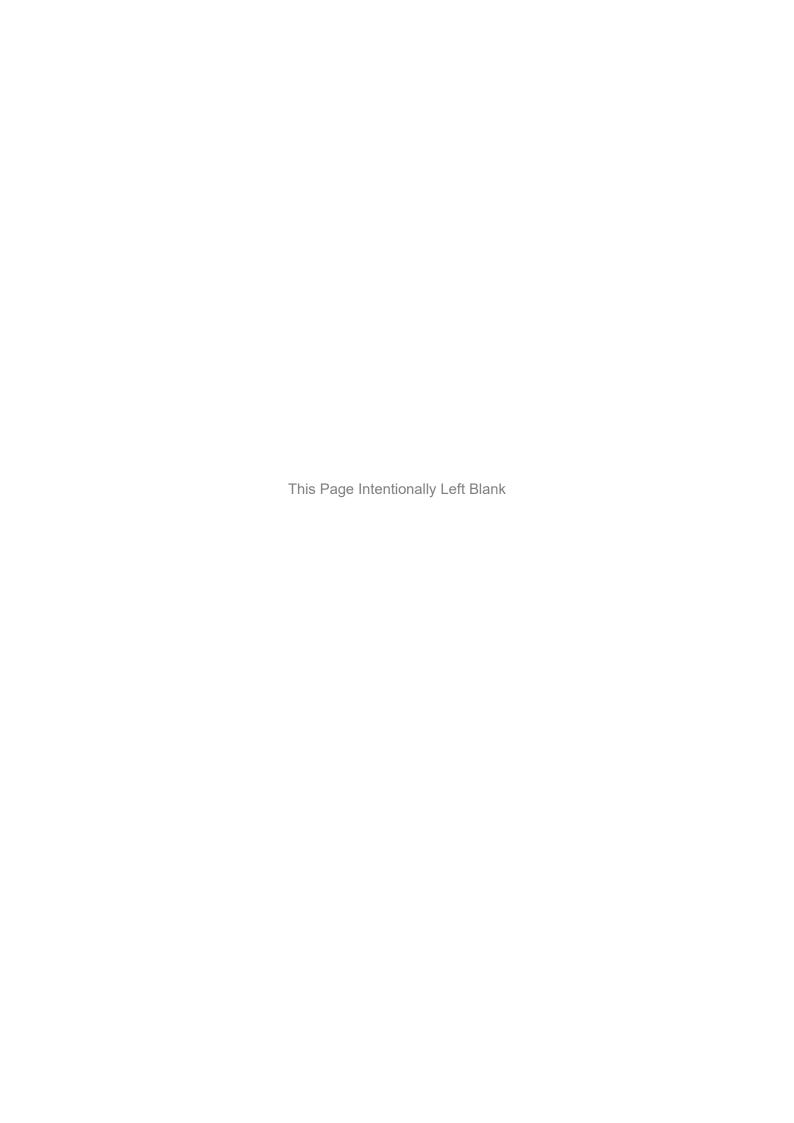
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10* 9 8* 7 6 5*

4 3 2



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)

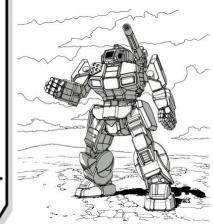
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	Н	2	2/MsI,C2/2 [M.C.S]	2 -	3	6	9
1	LRM 5	RT	2	1/Msl,C5/s [M,C,S]	5 6	7	14	21
1	Autocannon/5	LT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	-	3	6	9



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

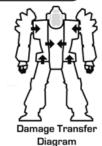
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. SRM 2
- 5. Sensors
- Life Support

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



Right Torso

Right Arm

Hand Actuator

Medium Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1. Roll Again

Upper Arm Actuator

Lower Arm Actuator

Shoulder

1.

2.

6.

2.

5.

6.

4-6 3. 3.

1-3

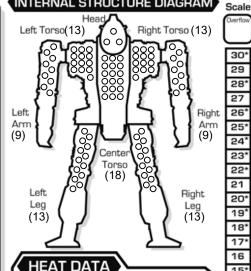
- 1. Heat Sink
- 2. JumpJets
- LRM 5
- 1-3 3. LRM 5 Ammo (24)
 - Roll Again 5
 - 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again Roll Again
- 4-6 _{4.} Roll Again
- Roll Again

 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

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

23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points

Ammo Exp. avoid on 4+ Shutdown, avoid on 6+

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

13 +2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points

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Heat

30

29

28

27

26*

25*

24

23*

22

21

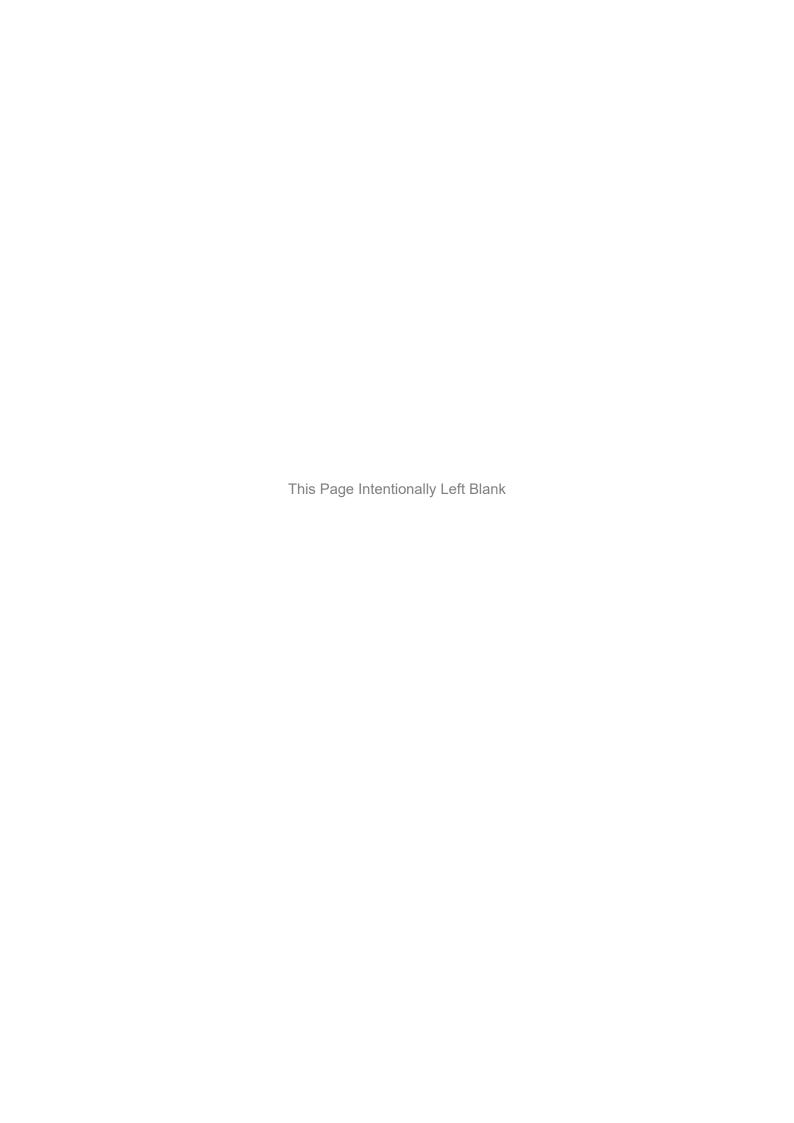
20,

19

18

17'

2 1



'MECH RECORD SHEET

MECH DATA

Type: Centurion CN9-A

Movement Points: Tonnage: 50

Walking: 4

Tech Base: Inner Sphere (Intro)

Running: 6 Jumping: 0

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1 1 1	Medium Laser Medium Laser LRM 10	CT CT LT	3 3 4 1	5 [DE] 5 [DE] /Msl,C5/1 [M,C,S]	0 6	3 7	6 6 14	9 9 21

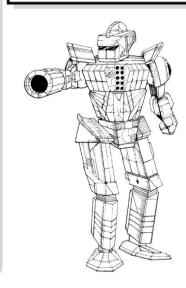
Cost: 3,491,499 CBills

BV: 945

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 (13) $(1\overline{3})$ O Center Left Arm Right Arm Torso (16)(16)0 (18)Right Left Center Leg Leg Torso (16)(16)Rear(7) 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. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again
- Roll Again 4-6 3. Roll Again Roll Again
- - Roll Again
 - 6. Roll Again

Left Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

- Shoulder 1.
- Upper Arm Actuator 2.
- 1-3 3. Lower Arm Actuator
- Autocannon/10
 - Autocannon/10
 - 6. Autocannon/10
 - Autocannon/10 1.
 - Autocannon/10 2.
- Autocannon/10 4-6 4. 3.
 - Autocannon/10
 - Roll Again 5.
 - Roll Again 6.

Right Torso

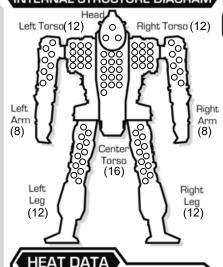
- 1. Heat Sink
- AC/10 Ammo (10)
- 1-3 3. AC/10 Am 4. Roll Again AC/10 Ammo (10)

 - 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 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+
- 13 +2 Modifier to Fire -2 Movement Points
- +1 Modifier to Fire -1 Movement Points
- 16 15* 14 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1

00

000000

Heat

Scale

30

29

28

27

26*

25*

24*

23*

22*

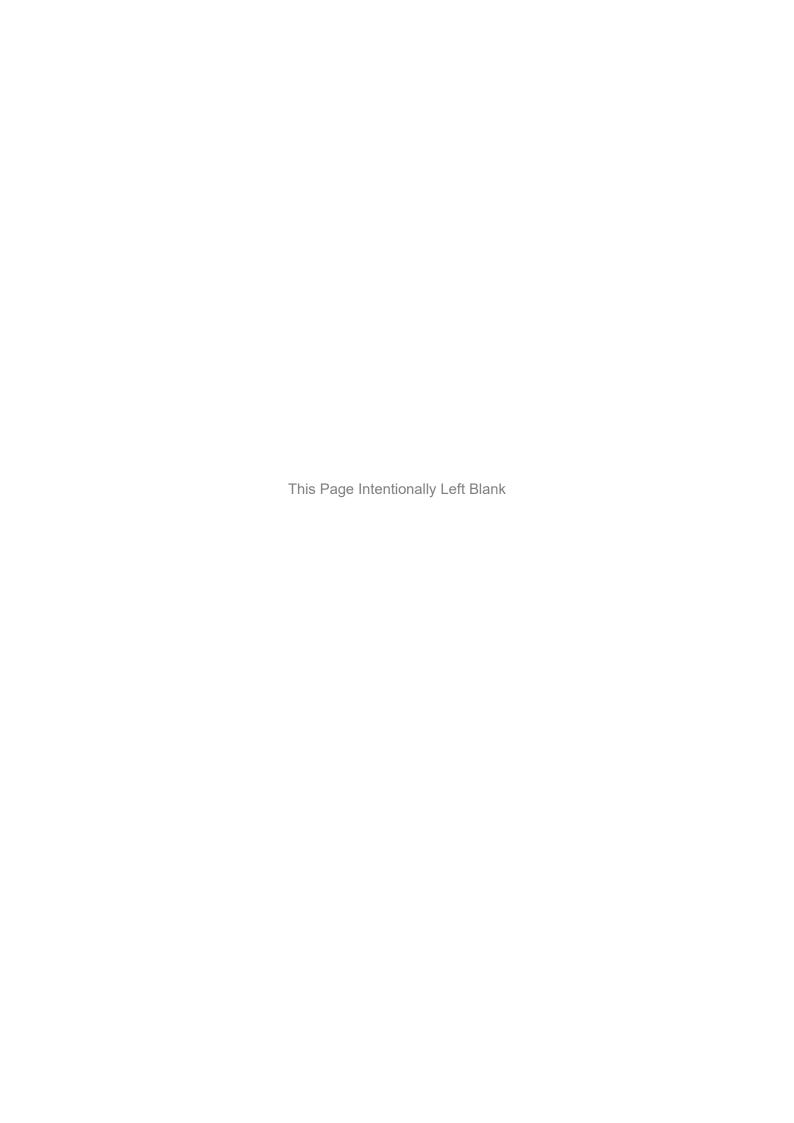
21

20,

19

18

17'



'MECH RECORD SHEET

MECH DATA

Type: Whitworth WTH-1

Movement Points: Tonnage: 40

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Star League Jumping: 4

Weapons & Equipment Inventory (hexes)

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

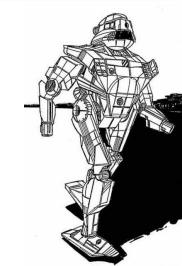
Cost: 2,912,933 CBills

BV: 982

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Medium Laser

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5. Roll Again

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

2.

2.

3. 4-6 4. Roll Again

5.

1-3 3.

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Lea

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

Head

- 1. Life Support
- Sensors
- 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
 - Roll Again

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

Roll Again 6.

1. Heat Sink Heat Sink

- LRM 10
- 1-3 3. LRM 10 LRM 10
- 5.
 - LRM 10 Ammo (12)

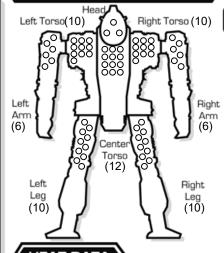
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

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

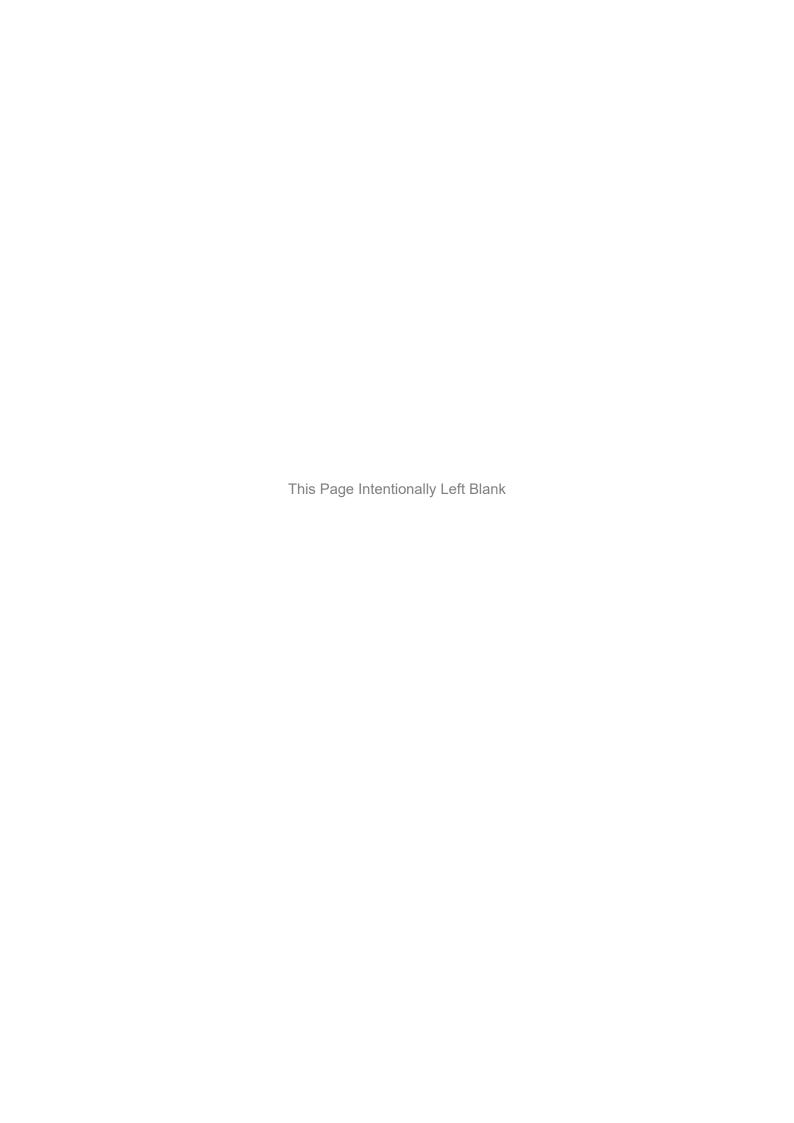
-2 Movement Points

-1 Movement Points

+1 Modifier to Fire



- **Foot Actuator**
- JumpJets



'MECH RECORD SHEET

MECH DATA

Type: Hermes II "Mercury" HER-2M

Movement Points: Tonnage: 40

Walking: 7 Tech Base: Inner Sphere

(Intro) Running: 11

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

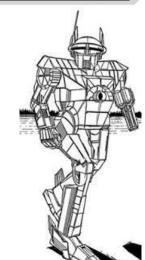
Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
Flamer	LA	3	2 [DE,H,AI]	-	1	2	3
Medium Laser	RT	3	5 [DE]	-	3	6	9
			2 [DE]	-	3		9
Macrinie Guii	IXI	U	ב נטט,און	-	'	2	3
Machine Gun	RT	0	2 [DB,AI]	-	1	2	3
Medium Laser	RA	3	5 [DE]	-	3	6	9
	Flamer Medium Laser Medium Laser Machine Gun Machine Gun	Flamer LA Medium Laser RT Medium Laser RT Machine Gun RT Machine Gun RT	Flamer LA 3 Medium Laser RT 3 Medium Laser RT 3 Machine Gun RT 0 Machine Gun RT 0	Flamer LA 3 2 [DE,H,AI] Medium Laser Medium Laser Medium Laser Medium Laser MRT 3 5 [DE] Machine Gun RT 3 5 [DE] Machine Gun Machine Gun RT 0 2 [DB,AI]	Flamer LA 3 2 - Medium Laser Medium Laser Medium Laser Medium Laser Machine Gun RT 3 5 [DE] - Machine Gun RT 0 2 [DB,AI] -	Flamer LA 3 2 - 1 Medium Laser Medium Laser Medium Laser Machine Gun RT 3 5 [DE] - 3 Machine Gun RT 0 2 [DB,AI] - 1 Machine Gun RT 0 2 [DB,AI] - 1	Flamer LA 3 2 - 1 2 Medium Laser RT 3 5 [DE] - 3 6 Medium Laser RT 3 5 [DE] - 3 6 Machine Gun RT 0 2 [DB,AI] - 1 2 Machine Gun RT 0 2 [DB,AI] - 1 2

Cost: 3,263,213 CBills **BV**: 911

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Hand Actuator

5. Medium Laser

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1. Medium Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

3. Roll Again

Medium Laser

Machine Gun 1-3 3. Machine Gun

Right Torso

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

2.

2.

5.

6.

5

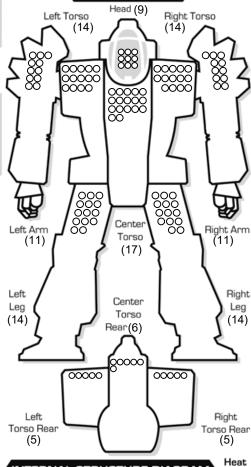
6.

1.

2.

4-6 4. Roll Again

1-3 3.



ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Machine Gun Ammo (1/2 Tor 4(1) 4.
- Roll Again
- 1-3 3. Roll Again Roll Again

 - 5. Roll Again

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

Left Leg

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

Head

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

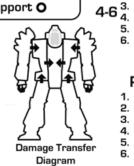
Center Torso

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

 - Gyro
 - **Fusion Engine**
 - **Fusion Engine**
 - **Fusion Engine**
 - Roll Again
 - 6. Roll Again

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM

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

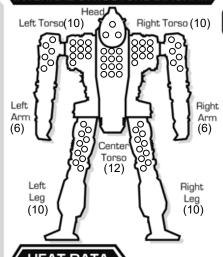
6

5*

4

3

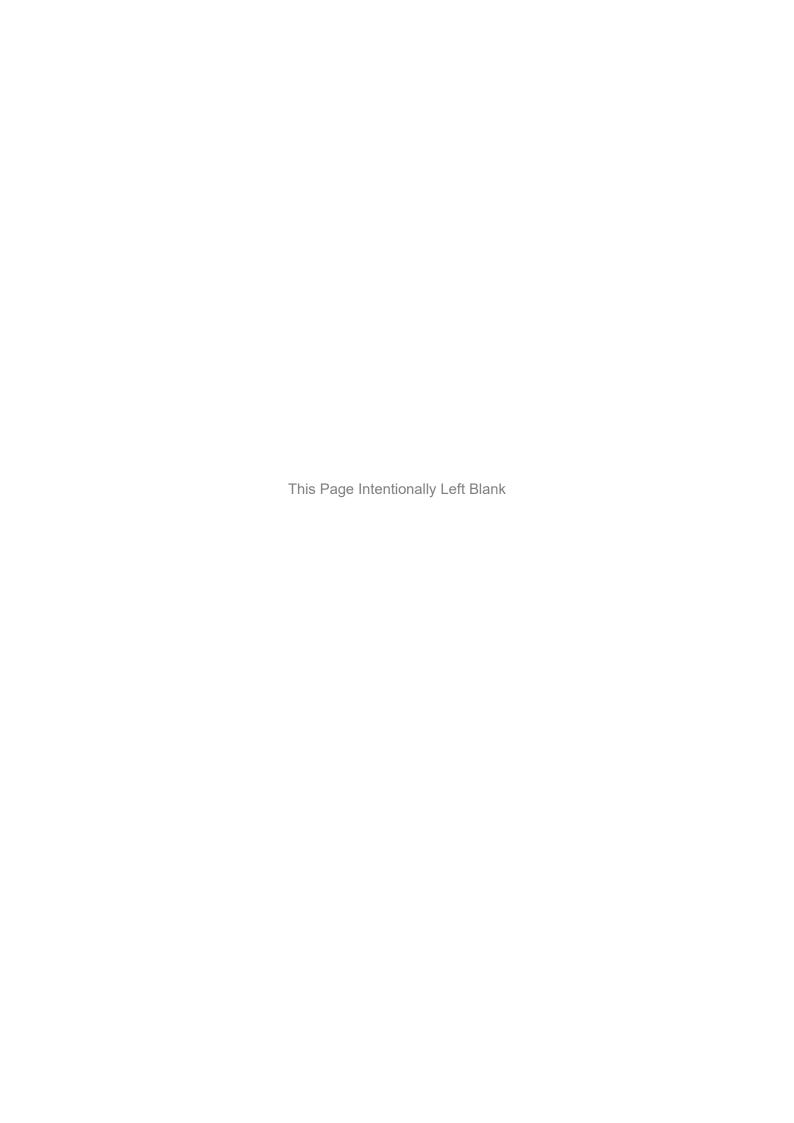
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(HE	AT DATA	$\overline{}$
Heat Level* 30 28	Effects Shutdown Ammo Exp. avoid on 8+	Heat Sinks: 11 (11) Single
26	Shutdown, avoid on 10+	· 00
25	–5 Movement Points	ŏ l
24	+4 Modifier to Fire	ŏI
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	<u> </u>
20	 4 Movement Points 	Q
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0 1
15	3 Movement Points	Ŏ.
14	Shutdown, avoid on 4+	ŏ
13	+2 Modifier to Fire	~ I



- - Foot Actuator
 - -2 Movement Points 10 +1 Modifier to Fire
 - -1 Movement Points



'MECH RECORD SHEET

MECH DATA

Type: Flea FLE-15

Movement Points:

Jumping: 0

Walking: 6 Running: 9 Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

Cost: 1,520,400 CBills **BV**: 419

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Small Las Roll Again Small Laser (R)
- - 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.
 - 3. Fusion Engine
- 4-6 4.
 - **Fusion Engine**
 - Machine Gun Ammo (200)
 - 6.

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

Damage Transfer Diagram

Right Arm

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

 - Roll Again

Right Torso

- 1. Heat Sink
- 2. **Heat Sink**
- Small Laser (R)
- 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. **Heat Sink**
- Roll Again 6.

INTERNAL STRUCTURE DIAGRAM

000

ARMOR DIAGRAM Head (5)

880

Center

Torso

(8)

Center

Torso

Rear(3)

000

000

Right Torso (5)

00000

Left Torso

Left Arm

Left

Leg

(4)

(4)

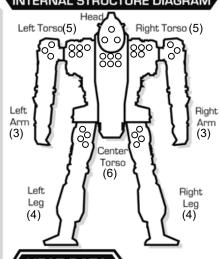
Left

Torso Rear

(3)

(5)

00000



HEAT DATA Heat Sinks: Heat.

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

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

Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+

13 +2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points Heat Scale

Right

Torso Rear

(3)

Right Arm

Right

Leg

(4)

(4)



10 (10)

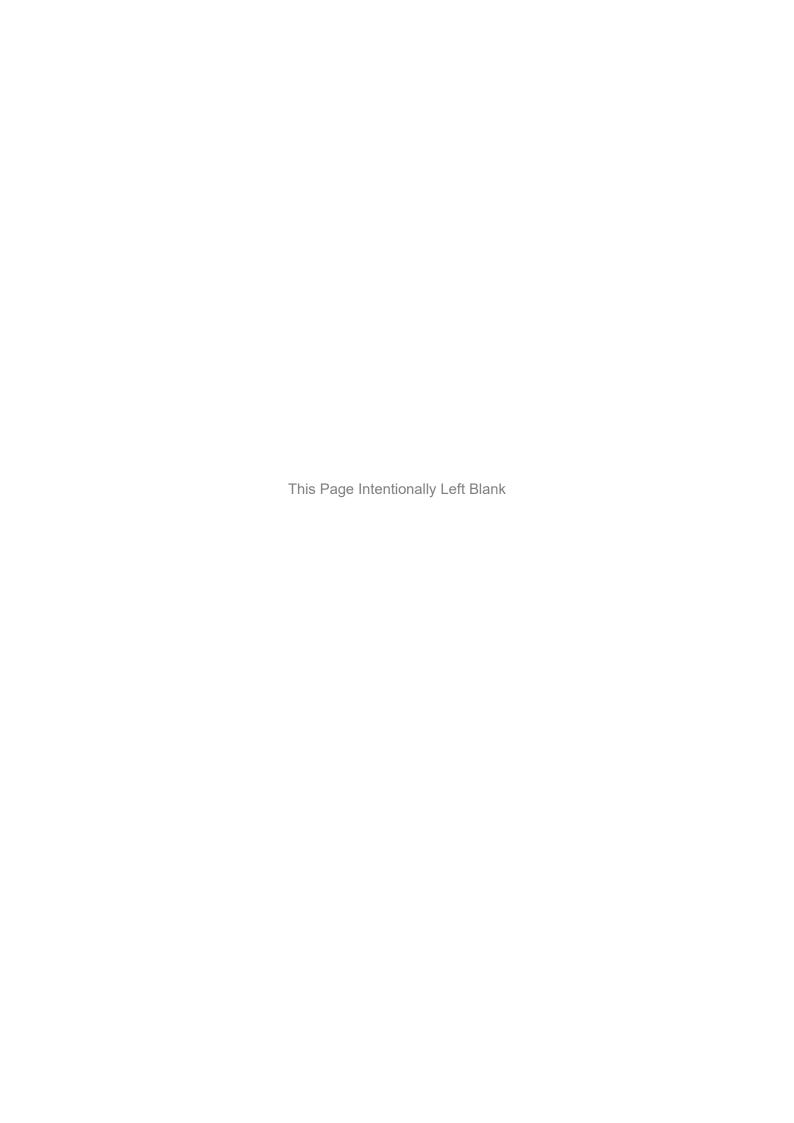
Single

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000000

10* 9 8* 7 6 5*

4 3



'MECH RECORD SHEET

MECH DATA

Type: Battlemaster BLR-1G

Movement Points: Tonnage: 85

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

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	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl,C2/6	· -	3	6	9
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [ĎB,ÁI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 8,501,243 CBills

CRITICAL HIT TABLE

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

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

 - 6. Roll Again

Left Torso

- 1. SRM 6
- 2. SRM 6
- 1-3 3. Medium Laser

 - Medium Laser (R)
 - Machine Gun Ammo (200)
 - SRM 6 Ammo (15)
 - SRM 6 Ammo (15)
- 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

BV: 1519

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

Center Torso

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

Gyro Hits OO Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

Right Torso

- 1. Heat Sink
- Medium Laser
- 1-3 4. Medium Laser
 - Medium Laser (R)
 - 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

- 3.
- 4.

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

INTERNAL STRUCTURE DIAGRAM

00000

ARMOR DIAGRAM Head (9)

Center

Torso

(40)

Center

Torso

Rear(11)

88800

Right Torso

Right Arm

Right

Leg

(26)

Right

Torso Rear

(8)

Heat

Scale

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*

14

13*

12

11

10*

1

(24)

(28)

Left Torso

Left Arm

Left

Leg

(26)

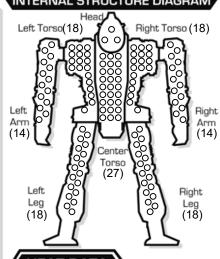
Left

Torso Rear

(8)

(24)

(28)



HEAT DATA Heat Sinks: Heat. **Effects** 18 (18) Level³ Single

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

00

00

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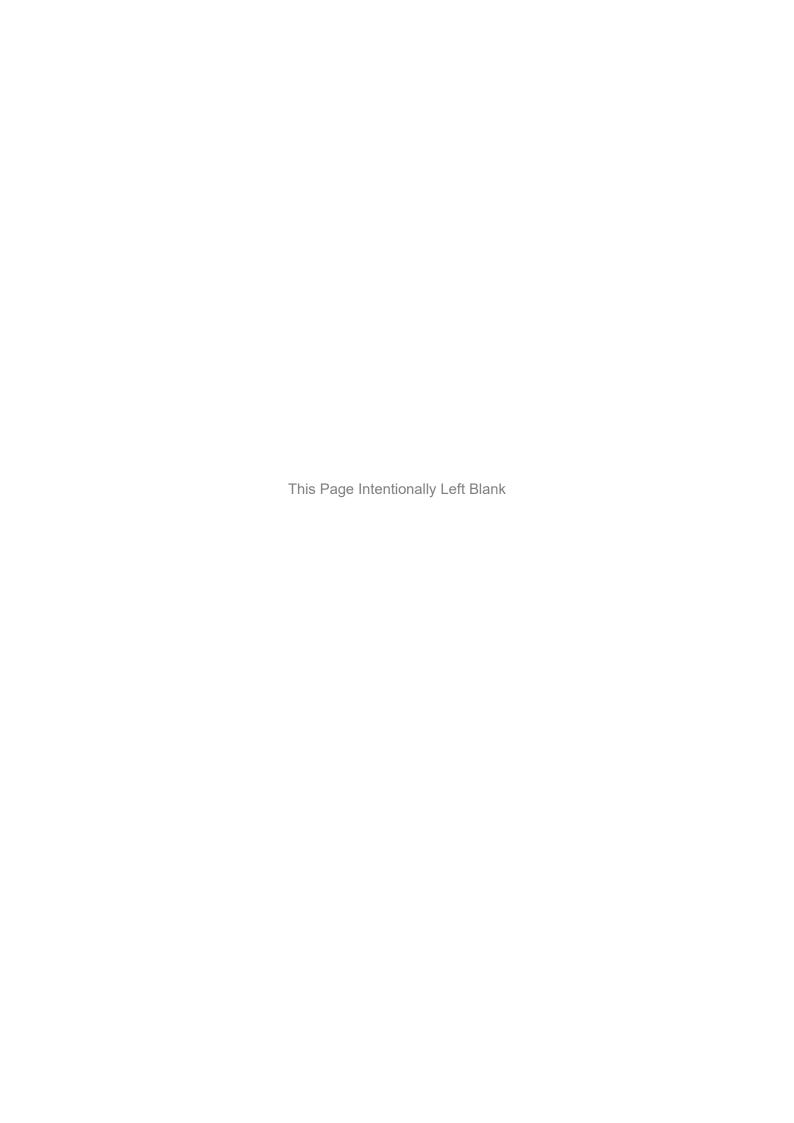
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+1 Modifier to Fire -1 Movement Points





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Mech S	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot S □ □	Status Pilot Survived Pilot Killed	
C-Bill I	Reward	XP Rewa	ard	
Salvag	ged Mechs			
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Salvag	ged Mechs			
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Look what I found! In addition to any 'mechs unlocked in this mission, if the mission is successful, you also unlock one of the following 'mechs. You may delay choosing which 'mech until you buy it. Cross off this reward when you do.

GM Signature	Game Date	



The Jig is Up

Gillfillan's Gold, Anti-Spinward Periphery

May 14, 3027

Good job troops! It looks like anything left of the League's expeditionary force has turned tail to run. Our Lyran employers are already talking about how of Janos Marik will think twice about staging another raid like this any time soon. Also, since we kinda caught the locals red handed trying to help the Leaguers stir up trouble for the Lyrans, they conveniently "Found" a warehouse that the Marik forces were using as a staging area. It's got several disabled 'mechs that the locals have offered to let us "take off their hands" if we pretend they had nothing to do with all of this. Works for me, we'll take 'em!

So, having said that: Let's get the heck off this rock, and seek out some quality R&R. Things look pretty quiet on the rest of the House borders, but there are always pirates to fight, right? I'm sure we'll all find something to occupy our time next year.



Chara	cter l	Player		Cert
The Ji Gillfilla	on: 3027-06 g is Up an's Gold, Anti-Spinward Peripl 4, 3027	hery		
Missio objecti	on Results At least half of the enemy 'mecs half ve) More than half of the enemy 'mechs Capture an enemy pilot (Secondary Opposing 'Mech/Combat Vehicle de	s remain at the y Objective) (10	e end of the game (M 00,000 C-Bills)	lission Failed)
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot S	Status Pilot Survived Pilot Killed	
C-Bill	Reward	XP Rewa	ırd	
Salvag	ged Mechs			
	Awesome AWS-8T (6,598,170 C-Bills) Orion ON1-K (6,674,500 C-Bills) Thug THG-10E (7,760,640 C-Bills) Rifleman RFL-3N (4,860,000 C-Bills) Ostroc OSR-2C (5,040,960 C-Bills) Shadow Hawk SHD-2H (4,539,382 C-Bi Centurion CN9-A (3,491,500 C-Bills) Whitworth WTH-1 (2,912,933 C-Bills) Hermes II "Mercury" HER-2M (3,262,51:Flea FLE-15 (1,520,400 C-Bills) Battlemaster BLR-1G (8,501,243 C-Bills)	4 C-Bills)		

Look what I found! In addition to any 'mechs unlocked in this mission, if the mission is successful, you also unlock one of the following 'mechs. You may delay choosing which 'mech until you buy it. Cross off this reward when you do.

GM Signature	Game Date	



The Jig is Up

Gillfillan's Gold, Anti-Spinward Periphery

May 14, 3027

Good job troops! It looks like anything left of the League's expeditionary force has turned tail to run. Our Lyran employers are already talking about how ol' Janos Marik will think twice about staging another raid like this any time soon. Also, since we kinda caught the locals red handed trying to help the Leaguers stir up trouble for the Lyrans, they conveniently "Found" a warehouse that the Marik forces were using as a staging area. It's got several disabled 'mechs that the locals have offered to let us "take off their hands" if we pretend they had nothing to do with all of this. Works for me, we'll take 'em!

So, having said that: Let's get the heck off this rock, and seek out some quality R&R. Things look pretty quiet on the rest of the House borders, but there are always pirates to fight, right? I'm sure we'll all find something to occupy our time next year.

GM Report Mission 3027-06 - The Jig is Up		P-4
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

Awesome AWS-8T (6,598,170 C-Bills) Orion ON1-K (6,674,500 C-Bills) Thug THG-10E (7,760,640 C-Bills) Rifleman RFL-3N (4,860,000 C-Bills) Ostroc OSR-2C (5,040,960 C-Bills) Shadow Hawk SHD-2H (4,539,382 C-Bills) Centurion CN9-A (3,491,500 C-Bills) Whitworth WTH-1 (2,912,933 C-Bills)	0	Flea FLE-15 (1,520,400 C-Bills) Battlemaster BLR-1G (8,501,243 C-Bills)
Hermes II "Mercury" HER-2M (3,262,514 C-Bills)		