

Mission 3028-01: Cover our Landing

Landing Site Beta, Shaula

September 3, 3028 Pilot Skill: 3-4

Okay boys, listen up! By now I'm sure the scuttlebutt has gotten around that we're now officially in the opening phases of what historians are certainly going to call "The Fourth Succession War". Rumor has it that ol' Hanse Davion announced that he was giving his new bride all of the Capellan Confederation at their wedding. Something like that anyway - I wasn't there. I'm sure my invitation just got lost in the mail.

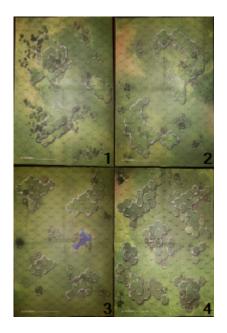
So naturally, you're asking yourself, "What does that have to do with us? We're still working with the Lyrans". Well, it turns out that old Hanse earned his nickname of "The Fox", and planned the whole thing in advance. While he's sending his units to gobble up the Confederation, he's got his new mother-in-law launching a big ol' offensive across the entire Lyran/Combine border. To that end, we've been seconded to the Lyran Militia to attack this world of Shaula. No, I'd never heard of it either. The Kell Hounds and other famous units get to hit the interesting places, while we get... Shaula. At least the invasion has a cool name - OPERATION GOTTERDAMMERUNG.

Anyway, I know the trip down was a tad bumpy, but we are now planet side. The Lyrans are behind schedule offloading their troops so we have been tasked with covering the initial landing operations here on Shaula so the support teams can get their 'Mechs off the drop ships and into the fight.

Intel suggests that the Dracs are sending out a heavy Recon unit to probe our landing areas to try and strike us quickly before our friends can get the rest of their boys and girls unloaded and into the fight. Our job is to head out to Map Grid Whiskey and find that Recon unit and keep them from the rest of the gang while their pants are down. We really can't afford for this recon in force to get into our rear area and harass the landing teams. Honestly, it'd be best if we didn't let them report back either. We're lookin' at a mixed recon force with possible air support, so keep your eyes open out there.

Any questions? Good, now mount up and keep those damn Snakes out of our rear.

Map: This mission takes in rolling foot hills. Use four maps from the Grasslands Map Set to create a 2x2 map sheet area for play. If unavailable, pretty much any terrain broken up with hills and scattered woods will be fine.



Recommended Maps:

- 1: 2018 Woodland
- 2: Open Terrain 2
- 3: 2018_01 Front Open Terrain 3
- 4: 2018_03 Back Foothills 2

Setup: The top edge of the map represents the players' "Home Edge", behind which is the landing zone and the vulnerable dropships. The bottom edge represents the Combine's "Home Edge". Both sides will enter from their respective sides on turn 1.

Special Rules

For the Dragon!: All Veteran (3/4) or better OPFOR pilots have the Bushido PSA. If there are no Veteran units in the OPFOR, then the first 'mech listed in the OPFOR band has Bushido.

Might as well Jump (Secret - don't tell players in advance): On turn four, a Hover APC with 1 platoon of Jump Infantry enters the board. It's objective is to move as fast as possible past the Player's home edge sticking to the flat terrain as much as possible to deliver the infantry behind the lines to act as artillery spotters. It will not fire unless a Player's unit is directly in its path. If it is destroyed or otherwise immobilized the Jump Infantry will dismount if possible and disengage and move at best speed towards the player's edge. The Infantry will surrender if they are below 50% strength and an anti-infantry capable mech (Machine Guns, Flamer or Inferno equipped SRMS) ends its turn within 3 hexes of the infantry and no friendly units is within 3 hexes. When the Hover APC enters, read the following to the players:

"Okay boys, listen up! It appears as though the Snakes have a bunch of artillery in the area that they'd really like to use against our fragile dropships. It seems that there's a bunch of spotter infantry headed your way. If they get those past you they could really ruin things in our backfield. So don't let 'em. That is all."

Rules of Engagegment (GM Only): Enemy OPFOR is made up of Militia units desperate to prove their honor to the Dragon. Because of this, they won't simply run past the PCs, but will instead attempt to engage them before making a break for the far side. They will engage the PCs until at least 25% of the PC force is either destroyed, disabled, or reduced to below half speed. Once that has happened, the remaining OPFOR units can make for the PC's home edge with best possible speed.

OPFOR

<u> </u>				
Name	Variant	Reference	BV (4/5)	Cost
Grand Dragon	DRG-1G	3039 pg 220	1300	5,212,800
Hussar	HSR-300-D	3039 pg 413	543	2,563,340
Javelin	JVN-10N	3039 pg 160	594	2,400,840

Name	Variant	Reference	BV (4/5)	Cost
Jenner	JR7-D	3039 pg 172	875	3,198,375
Ostscout	OTT-7J	3039 pg 455	596	3,416,760
Panther	PNT-9R	3039 pg 175	769	2,485,710
Shadow Hawk	SHD-2K	3039 pg 466	1147	4,544,807
Wolverine	WVR-6K	3039 pg 467	1248	4,514,194
Warrior	H-7A	3039 pg 43	292	N/A
J. Edgar Light Hover Tank	ICE	3039 pg. 52	433	N/A
Commando Infantry		3085 TCE pg.	44	N/A
,		279		
Heavy APC	Hover	3060 pg. 14	188	N/A

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

3000-3500 (3172 Total)

Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Hussar HSR-300-D (4/5), Javelin JVN-10N (4/5), Warrior H-7A (4/5)

3500-4000 (3654 Total)

Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Hussar HSR-300-D (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2)

4000-4500 (4068 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5), Shadow Hawk SHD-2K (4/5)

4500-5000 (4677 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (4/5), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5)

5000-5500 (5058 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5)

5500-6000 (5742 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (4/5)

6000-6500 (6225 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (4/5)

6500-7000 (6713 Total)

Wolverine WVR-6K (3/4), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (3/4)

7000-7500 (7314 Total)

Wolverine WVR-6K (4/5), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (4/5)

7500-8000 (7747 Total)

Wolverine WVR-6K (4/5), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (4/5)

8000-8500 (8336 Total)

Wolverine WVR-6K (3/4), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-

10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (4/5)

8500-9000 (8918 Total)

Wolverine WVR-6K (3/4), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (4/5), Panther PNT-9R (3/4)

9000-9500 (9319 Total)

Wolverine WVR-6K (3/4), Jenner JR7-D (3/4), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (3/4), Panther PNT-9R (4/5)

9500-10000 (9998 Total)

Wolverine WVR-6K (3/4), Jenner JR7-D (3/4), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (3/4), Panther PNT-9R (3/4)

Mission Objectives: Prevent any enemy 'mechs from escaping off of the Players' home edge.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No enemy 'mech advances off of the Players' home edge (Success)	350,000	250,000	100,000
Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective)	+100,000	+100,000	+100,000
One or more enemy 'mechs escape off of the Players' home edge (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No enemy 'mech advances off of the Players' home edge	15	5
(Success)		
One or more enemy 'mechs escape off of the Players' home	8	3
edge (Failure)		
Opposing 'Mech/Combat Vehicle destroyed by party (Max 5)	+1	+1
(each)		

Additional Rewards

Missing Spotters (One time use)

Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Grand Dragon DRG-1G

Movement Points: Tonnage: 60

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

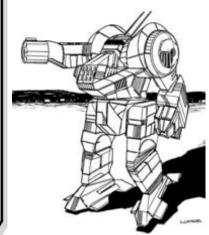
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE] 1	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 ÎDEÎ	-	3	6	9
1	LRM 10	CT	4 1	/Msl,C5/1	0 6	7	14	21
				[M.C.S]				



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

- **Upper Leg Actuator**
- 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

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

 - 6. LRM 10

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

1. Medium Laser Fusion Engine Roll Again

- 1-3 3. Roll Again Roll Again

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

Right Leg

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

Right Arm

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

 - 6. Roll Again

Right Torso

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

- Hip

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

Heat INTERNAL STRUCTURE DIAGRAM Scale Left Torso(14) Right Torso (14) 0 Left Right Arm (10)Torso (20)Left Right Leg (14)

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

2

1

16 **HEAT DATA** 15* Heat Sinks: 14 Heat. **Effects** 12 (12) Level³ 13* Shutdown 30 Single 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 26 00 25 -5 Movement Points 10* 00 24 +4 Modifier to Fire 0 23 9 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ 8* ŏ 20 -4 Movement Points 7 0000 Ammo Exp. avoid on 4+ 6 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 13 +2 Modifier to Fire 3 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points



LETECH

'MECH RECORD SHEET

MECH DATA

Type: Hussar HSR-300-D

Movement Points: Tonnage: 30

Walking: 9 Tech Base: Inner Sphere

(Intro) Running: 14

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type

8 [DE] 5 10 Large Laser



WARRIOR DATA

Piloting Skill:

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

Gunnery Skill:

BV: 543 Cost: 2,563,340 CBills

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Damage Transfer

Diagram

Right Arm

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

 - 6. Roll Again

Right Torso

- 1. Roll Again
- 2. 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

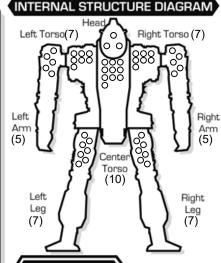
- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 4. 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Left

Torso Rear

(1)



ARMOR DIAGRAM Head (3)

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Center

Torso

(4)

Center

Torso

Rear(1)

Right Torso

(3)

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Left Torso

(3)

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Left Arm

Left

Leg

(2)

(2)

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+ 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

Torso Rear (1) Heat

Right

Right Arm (2)

Right

Leg

(2)



22* 21 20,

19 18* 17' 16

15* 14 13*

12 11 10* 9 8*

3

2 1



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Javelin JVN-10N

Movement Points: Tonnage: 30

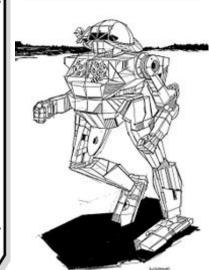
Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9

Era: Star League Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4 2	2/MsI,C2/6	6 -	3	6	9
1	SRM 6	RT	4 2	[M,C,S] 2/Msl,C2/6 [M,C,S]	ŝ -	3	6	9



WARRIOR DATA

Piloting Skill:

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

Gunnery Skill:

Cost: 2,400,840 CBills **BV**: 594

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator**
- **Hand Actuator**
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 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. SRM 6 SRM 6 SRM 6
- - 5. SRM 6 Ammo (15)
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 3. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

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

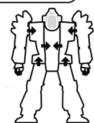
Head

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

Center Torso

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

Sensor Hits OO Life Support O



Damage Transfer Diagram

Right Arm

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

 - Roll Again

Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM

Head (6)

888

Center

Torso

(8)

Center

Torso

00

Rear(2)

Right Torso (8)

Right Arm

Right

Leg

(8)

Right

Torso Rear

(2)

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

(6)

Left Torso

Left Arm

(6)

Left

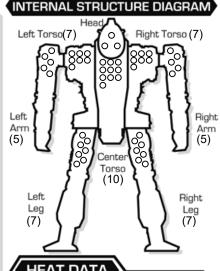
Torso Rear

(2)

Left

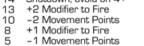
Leg

(8)



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+





.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Jenner JR7-D

Movement Points: Walking: 7

Running: 11 Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

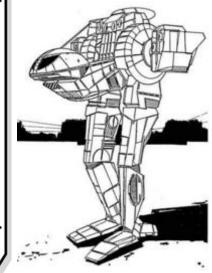
				,	,			
Qty Type		Loc	Ht	Dmg	Min	Sht	Med	Lng
 Medium Lase 	er	LA	3	5 [DE]	-	3	6	9
 Medium Lase 	er	LA	3	5 ÎDEÎ	-	3	6	9
 Medium Lase 	er	RA	3	5 [DE]	-	3	6	9
 Medium Lase 	er	RA	3	5 ÎDEÎ	-	3	6	9
1 SRM 4		CT	3	2/MsI,C2/	4 -	3	6	9
				IM C S1				

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

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Medium Laser

Medium Laser

Upper 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.

6.

1-3 3.

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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

SRM 4 6.

Right Torso

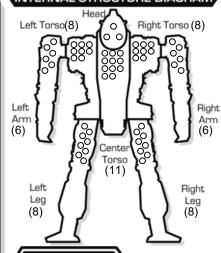
- 1. JumpJets
- JumpJets
- SRM 4 Ammo (25) 1-3 3. Sixii. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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+

+2 Modifier to Fire

+1 Modifier to Fire

16 15* 14 10 (10) 13* Single 12

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

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-2 Movement Points -1 Movement Points

2 1

3



.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Ostscout OTT-7J

Movement Points:

Tonnage: 35

Walking: 8

Eral Succession Valuere

Running: 12

Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty Type Medium Laser

Loc Ht Dmg Min Sht Med Lng 5 [DE]

BV: 596

WARRIOR DATA

Gunnery Skill: Piloting Skill:



Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead Left Arm (6)Left Leg (8)00 Left Torso Rear (2)

Left Torso Right Torso (9)(9)888 00000 Center Right Arm Torso (6) (12)Right Center Leg Torso (8)Rear(4) 00 Right Torso Rear (2)Heat Scale

ARMOR DIAGRAM

Head (6)

CRITICAL HIT TABLE

Left Arm

Cost: 3,416,760 CBills

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

Left Torso

- 1. JumpJets
- JumpJets
- 1-3 3. JumpJets 4. JumpJets

 - 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

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

Head

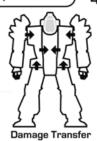
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors Life Support

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 a. **Fusion Engine**
 - Medium Laser
 - Roll Again 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Diagram

- **Upper Leg Actuator**
- 3.
- 4. **Foot Actuator**
- 5.
- 6.

Right Arm

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

 - 6. Roll Again

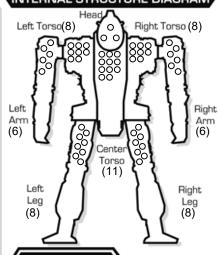
Right Torso

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

Right Leg

- Hip
- **Lower Leg Actuator**
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



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

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

13*

10 (10)

Single

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ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Panther PNT-9R

Movement Points: Tonnage: 35

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 4

Weapons & Equipment Inventory (hexes)

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

WARRIOR DATA

Piloting Skill:

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

Gunnery Skill:

Cost: 2,485,710 CBills

BV: 769

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Damage Transfer Diagram

Right Arm

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

Right Torso

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

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

Right Leg

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

6. JumpJets

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ARMOR DIAGRAM

Head (9)

Center

Torso

(14)

Center

Torso

00000

Rear(7)

Right Torso

Right Arm

Right

Leg

(12)

Right

Torso Rear

(5)

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

13*

12

11

Heat Sinks:

13 (13)

Single

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(10)

(10)

Left Torso

Left Arm

Left

Leg

(12)

Left

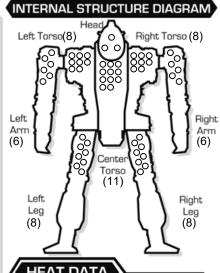
Torso Rear

(5)

(10)

(10)

00000



HEAT DATA

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+ +2 Modifier to Fire
- -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 10* 9 8* 7 6 5* 4 3 2 1



.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-2K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 3

Weapons & Equipment Inventory (hexes)

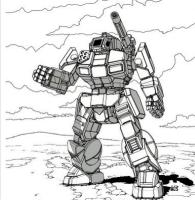
Loc Ht Dmg Min Sht Med Lng Qty Type 10 10 [DE] 3 2 1/Msl,C5/5 6 1 PPC 1 LRM 5 6 7

[M,C,S]

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



(18)(18)0 000 000 000 000 000 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)Heat

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

Cost: 4,544,807 CBills

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

Left Torso

- 1. Heat Sink
- _JumpJets
- 1-3 3. PPC PPC

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

Left Leg

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

Head

BV: 1147

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

Center Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

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

Upper Arm Actuator 2. Lower Arm Actuator

Right Arm

- 1-3 3.
 - **Hand Actuator**

1. Shoulder

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

 - 6. Roll Again

Right Torso

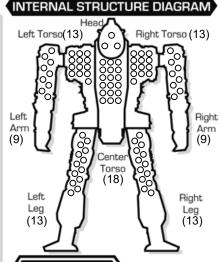
- 1. Heat Sink
- 2. JumpJets
- LRM 5
- 1-3 3. LRM 5 Ammo (24) 5.
 - Roll Again 6. Roll Again

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

Right Leg

- Hip
- 3.
- 4. **Foot Actuator**
- 6. **Heat Sink**

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat. **Effects** 17 (17) 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

1

Scale

30

29

28

27

26*

25*

24

23*

22

21

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19

18

17'

16

15*

14

13*

Single

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-6K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

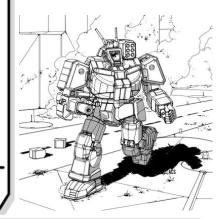
Weapons & Equipment Inventory (hexes)

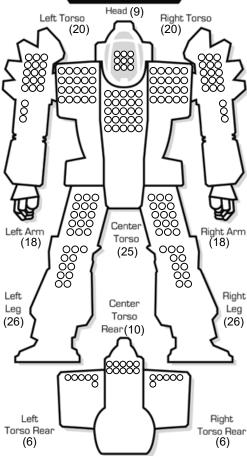
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Meďium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Small Laser	RA	1	3 ÎDEÎ	-	1	2	3
1	Medium Laser	Н	3	5 ÎDEÎ	-	3	6	9
1	SRM 6	LT	4 2	2/MsI,C2/6	3 -	3	6	9
				IM.C.S1				

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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





ARMOR DIAGRAM

CRITICAL HIT TABLE

Cost: 4,514,194 CBills

Left Arm

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

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

 - 5. Roll Again
 - 6. Roll Again

Left Torso

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

Left Leg

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

Head

BV: 1248

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

Center Torso

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

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

Engine Hits OOO

Gyro Hits OO Sensor Hits OO

Life Support O

Damage Transfer

Diagram

Upper Arm Actuator 2.

1. Shoulder

Right Arm

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

 - Roll Again

Right Torso

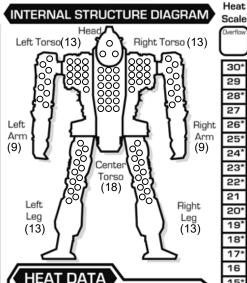
- 1. SRM 6 Ammo (15)
- SRM 6 Ammo (15)
- 1-3 3. Roll Again Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Sinks: Heat. Effects 14 (14) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 26 00

Shutdown, avoid on 10+ -5 Movement Points 25 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+

Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+

Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+ 13

+2 Modifier to Fire -2 Movement Points

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30

29

28

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

+1 Modifier to Fire -1 Movement Points



ARMOR DIAGRAM **ATTLETECH** Front Armor (6) 00000 V.T.O.L. RECORD SHEET VEHICLE DATA **CREW DATA** Type: Warrior H-7A Crew: Rotor Armor Gunnery Skill: **Driving Skill:** Õ Movement Points: Tonnage: 21 (2) Cruising: 9 Tech Base: Inner Sphere +1 +2 Co-Pilot Hit Pilot Hit 0 O O (Intro) 0 Flank: 14 Modifier to Driving Modifier to all To-Hit rolls Succession Wars Engine Type: I.C.E. Skill rolls 0 C Weapons & Equipment Inventory Right Side Armor 0 0 (hexes) CRITICAL DAMAGE Loc Dmg Min Sht Med Lng Qty Type (5)O Flight Stabilizer* +3 Engine Hit 3 6 12 18 [DB,S] eft Side Armor Sensor Hits +1+2+3D Machine Gun 2 IDB.AII Stabilizers ŏ Front Left Right Rear *Move at Cruising speed only (5)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

BV: 292

Ammo: (Machine Gun) 100, (AC/5) 20

Cost:

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

	V٦	ГО	L E	LE	EV.	ΑΤ	10	N	TF	RA	Ck				
Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
	_	_				_				_			_	_	
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation	Γ														

Rear Armor (6)

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower 0

1-2 3

TYPES OF PHYSICAL ATTACK ALLOWED

None All except Punch All except Kick Club and Physical Weapons only None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition **	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM **ATTLETECH** Front Armor (6) 00000 V.T.O.L. RECORD SHEET VEHICLE DATA **CREW DATA** Type: Warrior H-7A Crew: Rotor Armor Gunnery Skill: **Driving Skill:** Õ Movement Points: Tonnage: 21 (2) Cruising: 9 Tech Base: Inner Sphere +1 +2 Co-Pilot Hit Pilot Hit 0 O O (Intro) 0 Flank: 14 Modifier to Driving Modifier to all To-Hit rolls Succession Wars Engine Type: I.C.E. Skill rolls 0 C Weapons & Equipment Inventory Right Side Armor 0 0 (hexes) CRITICAL DAMAGE Loc Dmg Min Sht Med Lng Qty Type (5)O Flight Stabilizer* +3 Engine Hit 3 6 12 18 [DB,S] eft Side Armor Sensor Hits +1+2+3D Machine Gun 2 IDB.AII Stabilizers ŏ Front Left Right Rear *Move at Cruising speed only (5)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

BV: 292

Ammo: (Machine Gun) 100, (AC/5) 20

Cost:

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

	V٦	ГО	L E	LE	EV.	ΑΤ	10	N	TF	RA	Ck				
Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
	_	_				_				_			_	_	
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation	Γ														

Rear Armor (6)

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower 0

1-2 3

TYPES OF PHYSICAL ATTACK ALLOWED

None All except Punch All except Kick Club and Physical Weapons only None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition **	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (26)

GROUND VEHICLE RECORD SHEET 0000000 0 0000000 VEHICLE DATA **CREW DATA** 0 0 0 0 0 Type: J. Edgar Light Hover Tank (ICE) Crew: 0 0 Gunnery Skill: **Movement Points:** Tonnage: 25 **Driving Skill:** 0 0 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit 0 0 (Intro) $\overline{\Omega}$ Flank: 0 12 Modifier to Driving 0 Modifier to all Skill rolls Era: Succession Wars 0 Right Side Armor Movement Type: Hover Skill rolls (16)Engine Type: I.C.E. (20)CRITICAL DAMAGE Armor 0 Weapons & Equipment Inventory (hexes) 0 Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit 0 Side 5 [DE] 2/Msl Medium Laser 6 +1+2+3D Sensor Hits SRM 2 6 9 +11+2+3 fM.C1 Motive System Hits (16)00 O Stabilizers \mathbf{C} Left Right 0 Rear Turret 0 O 0 0 0 0 0 Rear Armor Ammo: (SRM 2) 50 (10)BV: 433 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle 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 in 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 Iffs (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 Sk	dll Rolls
8-9	Moderate dam Driving Skill Ro	age; -1 Cruising MP, +2 mod ls	difier to all
10–11		only half Cruising MP (round all Driving Skill Rolls	d fractions up),
12+	Major damage: Vehicle is immo	no movement for the rest obile.	of the game.
Attack Direction	Modifier:	Vehicle Type Modifiers	:
Hit from rear	+1	Tracked, Naval	+0

Wheeled

WIGE

Hovercraft, Hydrofoil

+2

+3

*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 units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and nolls 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.

+2

Hit from the sides

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.



ARMOR DIAGRAM

Front Armor (26)

GROUND VEHICLE RECORD SHEET 0000000 0 0000000 VEHICLE DATA **CREW DATA** 0 0 0 0 0 Type: J. Edgar Light Hover Tank (ICE) Crew: 0 0 Gunnery Skill: **Movement Points:** Tonnage: 25 **Driving Skill:** 0 0 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit 0 0 (Intro) $\overline{\Omega}$ Flank: 0 12 Modifier to Driving 0 Modifier to all Skill rolls Era: Succession Wars 0 Right Side Armor Movement Type: Hover Skill rolls (16)Engine Type: I.C.E. (20)CRITICAL DAMAGE Armor 0 Weapons & Equipment Inventory (hexes) 0 Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit 0 Side 5 [DE] 2/Msl Medium Laser 6 +1+2+3D Sensor Hits SRM 2 6 9 +11+2+3 fM.C1 Motive System Hits (16)00 O Stabilizers \mathbf{C} Left Right 0 Rear Turret 0 O 0 0 0 0 0 Rear Armor Ammo: (SRM 2) 50 (10)BV: 433 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle 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 in 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 Iffs (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 Sk	dll Rolls
8-9	Moderate dam Driving Skill Ro	age; -1 Cruising MP, +2 mod ls	difier to all
10–11		only half Cruising MP (round all Driving Skill Rolls	d fractions up),
12+	Major damage: Vehicle is immo	no movement for the rest obile.	of the game.
Attack Direction	Modifier:	Vehicle Type Modifiers	:
Hit from rear	+1	Tracked, Naval	+0

Wheeled

WIGE

Hovercraft, Hydrofoil

+2

+3

*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 units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and nolls 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.

+2

Hit from the sides

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.





COMMANDO RECORD SHEET

COMMANDO PLATO	ואר	1																												$\overline{}$
COMMANDO PLATO		<u> </u>										Arr	nor	Ty	pe: S	Sne	ak S	Suit	(Ca	amo	/E(CM,	/IR)			Div	iso	r: 1	•
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Gunnery Skill:	ě.	ġ.	ě.	ġ.	ġ.	ġ.	ě.	ġ.	ġ.	ġ.	ġ.	ě.	ġ.	ě.	ě.	ě.	ě.	.	*	Ž.	ě.	Č.	ě.	ě.	-	ě.	ě.	ě.	ě.	ě.
Anti-'Mech Skill:	A	A	Α	A	A	Λ	A	A	Λ	Λ	Λ	A	A	Λ	A	Λ	Λ	$\boldsymbol{\Lambda}$												
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expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP.	ı	•	un Ty		J/A								Amm	o:N/	Δ	Dis	sposa	able \	Nean	on:N	/Δ							Amm	no:Nz	_ Ι
Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light			-	•	on:N	/A							Amm	,			•		•	on:N	•							Amm	-	
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COMMANDO PLATO	JN	2										Arr	nor	Typ	oe:S	Sne	ak S	Suit	(Ca	mo	/E0	CM,	/IR)			Div	isor	: 1	
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Gunnery Skill:	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ě.	ė.	ġ.	ė.	ġ.	ě.	ġ.	ġ.	ġ.	ġ.	4	ė.	ė.	ġ.	ě.	ě.	ė.	ġ.	ě.	ě.	ě.	ė.	ġ.	Ċ
Anti-'Mech Skill:	A	A	A	A	Л	A	Л	A	Л	A	A	A	A	A	A	A	\mathbf{N}	Λ	Л	Λ	Λ	N	\mathbf{N}	\boldsymbol{N}	Λ	Λ	Λ	N	$\mathbf{\Lambda}$	Λ
Max Weapon Damage*	_	-	-	_	-	_	_	-	_	_	_	-	_	_	_	_	3	3	3	2	2	2	2	1	1	1	1	1	0	0
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attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2	Fie	ld Gu	ın Typ	e: N	I/A								Amm	o:N/	Α	Dis	sposa	able V	Veap	on: N,	/A							٩mm	o:N/	Α
to-hit modifiers at short/medium/long l ranges. Invisible to Standard/Light	Dis	sposa	ble V	Veap	on:N,	/A							Amm	o:N/	Α	Dis	sposa	able V	Veap	on:N,	/A						-	٩mm	o:N/	A
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COMMANDO PLATO	JΙΝ	3										Arr	nor	Ty	pe:S	Sne	ak S	Suit	(Ca	amo	/E(CM,	/IR)			Div	isor	<u>: 1</u>	
Experience:	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
Gunnery Skill:	ġ.	ġ.	ġ.	ġ.	ě.	ġ.	ġ.	ġ.	ě.	ě.	ě.	ġ.	ġ.	ě.	ġ.	ġ.	ě.	è.	ě.	ě.	ě.	.	Č.	Č.	ě.	Č.	ġ.	ġ.	Č.	ĕ
Anti-'Mech Skill:		A	A	A	A		A	A	A	Л	A	A	Л	Λ	Л	A	Л	Л	Λ	N	Λ	$\boldsymbol{\Lambda}$	Λ	Λ	$\boldsymbol{\Lambda}$	Λ	$\mathbf{\Lambda}$	Λ	$\mathbf{\Lambda}$	A
Max Weapon Damage*	_	<u> </u>	-	<u> </u>	<u> </u>	_	_	<u> </u>	<u> </u> -	-	<u> </u>	-	-	_	_	-	3	3	3	2	2	2	2	1	1	1	1	1	0	C
Notes: +3 to-hit modifier to	*Da	mage	is alw	ays ap	plied i	1 2-po	nt Da	mage	Value	groupi	ngs	-	RAI	NGE	IN H	EXES	TO)	-HIT	MOD	IFIEF	?)		_							_
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attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2	Fie	ld G	ın Ty	pe: N	I/A								Amm	o:N/	Ά	Di	sposa	able \	Veap	on:N	/A						i	Amm	o:N/	Α
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Native Dealers Describion on immedia	BV:	: 44	1		Tra	nsn	ort	W	t: 4	1 to	ns		Vlov	/em	ent	M	P:	3		Tvn	e: .	Jum	מר							_

COMMANDO PLATO	NC	4)	Arr	nor	Ту	oe:S	Sne	ak (Suit	(Ca	amo	/E(CM,	/IR)			Div	isoı	า: 1	
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Gunnery Skill:	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	è.	ě.	ě.
Anti-'Mech Skill:	A	A	A	A	A	A	A	A	A	A	Λ	Л	A	A	A	A	N	Λ	Λ	Л	Λ	Λ	Л	Л	Л	Λ	Λ	Λ	Л	Λ
Max Weapon Damage*	-	-	-	-	_	-	-	_	-	_	_	_	-	-	_	-	3	3	3	2	2	2	2	1	1	1	1	1	0	0
Notes: +3 to-hit modifier to	*Da	mage	is alw	ays ap	plied ir	n 2-po	int Da	mage '	Value	groupi	ngs		RAI	NGE	IN H	EXES	S (TO	-HIT	MOD	IFIEF	?)									
attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon		inge inge l	Modif	ier	0	1	2	_		4	5 —	6	7	8		9	10 —	11	12	13	1	4 1 	15 —	16 —	17 —	18	19	9 2	0 2	21
expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2	Fie	eld Gu	ın Ty	oe: N	I/A								Amm	o:N/	Ά	Di	spos	able \	Veap	on:N	/A							Amm	o:N/	Ά
to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light	Dis	sposa	able V	Veap	on:N	/A							Amm	o:N/	Ά	Di	spos	able \	Veap	on:N	/A							Amm	o:N/	Ά/
Active Probes Demolition equipment	BV:	: 44	1		Tra	nsp	ort	Wt	t:	1 to	ns		Vlον	/em	ent	M	P:	3		Тур	e: .	Jum	ηр							_
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ARMOR DIAGRAM

Front Armor (20)

GROUND VEHICLE RECORD SHEET OO 0 VEHICLE DATA **CREW DATA** 0 00 Type: Heavy Hover APC Crew: 0 0 0 Gunnery Skill: Movement Points: Tonnage: 20 Driving Skill: 0 0 0 \cap \cap Cruisina: Tech Base: Inner Sphere Commander Hit +1 Driver Hit +2 (Intro) Flank: 00 12 Modifier to Driving 0 Modifier to all Skill rolls Era: Star League Right Side Armor 0 Movement Type: Hover Skill rolls O (13) Engine Type: I.C.E. 0 \cap CRITICAL DAMAGE Side Armor Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Turret Locked Engine Hit \cap 0 Qty Type Infantry Bay (6 tons) [E] +1+2+3D Sensor Hits 2 Machine Gun [DB,AI] 0 0 +1 +2 +3 Motive System Hits (13)Stabilizers Left Right \cap 0 Rear 0 0 00 O O 0 0 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100 (10)Cost: 196.000 C-bills **BV**: 188

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)
	Front (critical) Front† Front† Right Side† Front Front Front Left Side† Turret Turret	FRONT REAR Front (critical) Rear (critical) Front† Rear† Front† Rear† Right Side† Left Side† Front Rear Front Rear Front Rear In the side for t

*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 turner, a 12 indicates the chance of a critical hit to 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 turner, a turner this strikes the armor on the side as its disk, all Side results

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 MR, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +2
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +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 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the 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.





Charac	cter	Player	Cert
Cover Landir	on: 3028-01 our Landing ng Site Beta, Shaula mber 3, 3028		
	000 C-Bills) One or more enemy 'mechs e	from advancing off of escape off of the Play	the players' home edge (Bonus Objective)
Mech :	Mech Survived	Pilot S □ □	Pilot Survived
C-Bill I	Reward	XP Rewa	rd
Salvag	jed Mechs		
	Grand Dragon DRG-1G (5,1 Hussar HSR-300-D (2,563, Javelin JVN-10N (2,400,844 Jenner JR7-D (3,198,375 C Ostscout OTT-7J (3,416,76 Panther PNT-9R (2,485,710 Shadow Hawk SHD-2K (4,5 Wolverine WVR-6K (4,514,	340 C-Bills) 0 C-Bills) C-Bills) 60 C-Bills) 0 C-Bills) 544,807 C-Bills)	
Additio	onal Rewards		

Missing Spotters (One time use)

Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

GM Signature		Game Date	
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Mission: 3028-01 Debrief Cover our Landing Landing Site Beta, Shaula September 3, 3028

Sarge greets you in the briefing room on the *Grover's Folly* after the mission. Boy, this whole "At War" thing is weird. You're much more used to meeting up after a mission over beers, but this is much more formal. Hopefully the Cappies cave quickly so the Lyrans can stop invading the Combine so they won't invade the Feds while their pants are down because they're invading the Cappies, and you can go back to business as usual. Wow. Who knew wars could be some complicated?

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"Good job boys, driving off the Snake's reconnaissance efforts. Keeping them at bay has allowed us to complete our landing operations and establish our beachhead here on Shaula. Now that the rest of the invasion force is off loaded we can press on to our next objective. Go grab some shut eye while we patch up your mechs, as this might be the only rest you get for a while. From what the Lyrans tell us, it looks like the next mission is going to be a tough one."



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Cover Landir	on: 3028-01 our Landing ng Site Beta, Shaula mber 3, 3028		
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Mech :	Mech Survived	Pilot S □ □	Pilot Survived
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Additio	onal Rewards		

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GM Report		
Mission 3028-01	- Cover our	Landing

		Date:
GM:	Venue	

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

Salvaged Mechs

ш	Grand Dragon DRG-1G (5,212,800 C-Bills)
	Hussar HSR-300-D (2,563,340 C-Bills)
	lovelin IVNI 10NI /2 100 940 C Billo

- Javelin JVN-10N (2,400,840 C-Bills) Jenner JR7-D (3,198,375 C-Bills)
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