Mission 3028-06: Cutting the head off the snake DCMS Outpost Copperhead, East of Shaula City, Shaula

**September 16, 3028** 

Pilot Skill: 3-4

Okay boys, listen up! The Lyrans have begun their attack on Shaula city proper now. Their assault, while important to taking the planet, is actually just a feint designed to draw forces from nearby forward operating bases. Our job is to secure this one here at grid point Alpha so that our Lyran friends can use its facilities to maintain their assault and hopefully bring this part of the invasion to a close once and for all.

I'm sure you're all aware that I'm not a big fan of metaphors, but this one is for all the marbles. Hopefully all the time we've spent on planet so far will give us the leg up we're going to need, as this base looks like it's gonna be nasty.

Good luck!

**Map:** Use a fortress map where the fortress is clearly well defended from one side, and poorly defended from the other.



#### Recommended Maps:

- 1: 2018\_01 Front Open Terrain 3 2: River Communications Center
- 3: 2019 Desert Badlands -2

**Setup:** Array the Combine defenders inside the base to defend against an assault coming from the "defended" side (i.e. on the left in the suggested map). Unless otherwise noted, the PCs will enter from the "defended" side (on the left here)

Place a total of 7 defensive turrets on the map. Turrets are (by default) controlled by the OpForce. Each has an armor value of 25, unlimited ammo, a 360' firing arc, and a line of sight 1 level higher than their base elevation. Turrets are small targets (+1 to-hit penalty), but immobile (-4 to-hit bonus)

In Hexes 0109, 0312, 0402, 0604, place a turret with a single LRM-20 In hexes 0714, 1206 and 1112, place a turret with 1xAC-5 and 1xAC-2

All Walls are hardened structures with a CF of 110.

Building CFs are as follows:

Light: 15 Medium: 40 Heavy: 70

#### Special Rules

**Ssshh!**: If any hero has the "Where does this lead?" cert from mission 3028-05, they may scratch it off to enter on the "undefended" side (right in the sample) of the map. They can bring up to one other PC with them if they aren't using Battlefield support.

**That's what that code was for!**: Any player with the "Scanning Whiz" cert from 3028-05 who is within 5 hexes of a turret may attempt to take it over. During the firing phase, fill in one box and make a 2d6 roll. On a roll of 2-5, nothing happens. 6-8, the turret will not fire against the heroes for the remainder of the scenario. On a roll of 9+ then the PCs can control the turret for the rest of the game. Add a +1 modifier to this roll for each subsequent attempt. This roll counts as "an attack" and must be the primary target (i.e. apply a +1 to hit penalty for any other attacks this turn)

**The Bridge is open!**: The "Supplies!" reward from mission 3028-04 has an extra benefit in this mission. When used, it can be applied to a total of three PC 'mechs instead of just 1.

**Boom Boom!**: The Combine have a single off-board Sniper artillery piece. The GM may secretly mark up to three hexes that have been "Pre-designated". They may only use HE ammunition (no Copperhead/smoke, etc.) The artillery piece may fire once per turn per the "Battlefield Support" rules (BMM, Pg. 77-78) but may only target the "Defended" mapsheet (left in the sample). Any PC may use a single use of the "Where'd our spotters go?" reward from mission 3028-03, or the "Missing Spotters" reward from mission 3028-01 to either cancel a shot as it is being fired, or to apply a +4 TN penalty (instead of the +2 from the reward) when it lands.

**Wow, that bridge is really handy!**: PCs may use the "A bridge to where?" reward from mission 3028-02 to move up to **twice** their walk speed.

**Come out with your hands up**: The PCs are attempting to capture the base by capturing the buildings in it. To capture a building, the PCs must have a 'mech adjacent to the building while there are no OPFOR 'mechs within 2 hexes of any hex of that building. If the PCs capture a building, the OPFOR can recapture the building using the same mechanics.

**They ain't payin' me enough for this:** The OPFOR 'mechs are all subject to forced withdrawl.

Optional Rule: Veteran OPFOR 'mechs have access to the "Bushido" PSA.

#### **OPFOR**

Name	Variant	Reference	BV (4/5)	Cost
Scorpion Light Tank	Standard	3039 pg 61	306	N/A
Vedette Medium Tank	Standard	3039 pg. 112	475	N/A
Bulldog Medium Tank	Standard	3039 pg. 115	605	N/A
Awesome	AWS-8T	3039 pg 241	1593	6,598,170
Centurion	CN9-A	3039 pg 202	945	3,491,500
Crab	CRB-20	3039 pg 420	1143	3,921,875
Dragon	DRG-1N	3039 pg	1125	5,036,800
Firestarter	FS9-K	3039 pg 169	763	3,069,225
Griffin	GRF-1N	3039 pg 460	1272	4,957,107
Hunchback	HBK-4H	3039 pg 208	1067	3,425,874
Javelin	JVN-10N	3039 pg 160	594	2,400,840
Jenner	JR7-F	3039 pg 173	1011	3,121,425
Phoenix Hawk	PHX-1D	3039 pg 456	1083	4,057,390

Name	Variant	Reference	BV (4/5)	Cost
Thunderbolt	TDR-5SE	3039 pg 484	1414	5,560,609
Urbanmech	UM-R60	3039 pg 165	504	1,471,925
Wolverine	WVR-6R	3039 pg 469	1101	4,827,682

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

#### 3000-3500 (4023 Total)

Scorpion Light Tank Standard (4/5), Scorpion Light Tank Standard (3/4), Centurion CN9-A (4/5), Firestarter FS9-K (4/5), Jenner JR7-F (4/5), Javelin JVN-10N (4/5)

#### 3500-4000 (4501 Total)

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (4/5), Jenner JR7-F (4/5), Javelin JVN-10N (4/5), Crab CRB-20 (4/5)

#### 4000-4500 (4993 Total)

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (4/5), Javelin JVN-10N (3/4), Crab CRB-20 (4/5)

#### 4500-5000 (5493 Total)

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (3/4), Javelin JVN-10N (4/5), Crab CRB-20 (3/4)

#### 5000-5500 (5827 Total)

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (3/4), Firestarter FS9-K (3/4)

#### 5500-6000 (6384 Total)

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Crab CRB-20 (3/4), Dragon DRG-1N (3/4), Jenner JR7-F (3/4)

#### 6000-6500 (6808 Total)

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Centurion CN9-A (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (4/5)

#### 6500-7000 (7606 Total)

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8T (4/5)

#### 7000-7500 (8116 Total)

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8T (3/4)

#### 7500-8000 (8510 Total)

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (4/5), Thunderbolt TDR-5SE (3/4), Griffin GRF-1N (3/4), Wolverine WVR-6R (3/4)

#### 8000-8500 (8870 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Awesome AWS-8T (3/4), Phoenix Hawk PHX-1D (3/4), Dragon DRG-1N (3/4), Centurion CN9-A (3/4), Firestarter FS9-K (3/4)

#### 8500-9000 (9514 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (4/5), Urbanmech UM-R60 (4/5), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1D (3/4)

#### 9000-9500 (10085 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4)

#### 9500-10000 (10679 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Javelin JVN-10N (4/5)

#### 10000-10500 (11096 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (4/5)

#### 10500-11000 (11690 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (4/5), Javelin JVN-10N (4/5)

#### 11000-11500 (12014 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (3/4), Javelin JVN-10N (4/5)

#### 11500-12000 (12503 Total)

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (4/5)

**Mission Objectives:** Capture more than half of the base buildings (IN the sample map case, that's at least 3 buildings) and control them at the end of the scenario. To win the bonus objective, the PCs must destroy or drive all OPFOR 'mechs out of the base. 'Mechs in Forced Withdrawl, or that are no longer capable of standing qualify as "Driven Off" regardless of their location at the end of the scenario

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
More than half of the base buildings are	350,000	250,000	100,000
controlled by the PCs at the end of the scenario			
(Success)			
No enemy 'mechs remain in the base at the end	+100,000	+100,000	+100,000
of the scenario. (Bonus)			
At least half of the base buildings remain in	150,000	100,000	50,000
OPFOR hands at the end of the scenario			
(Failure)			

Award (XP)	Pilot Survived	Pilot Killed
More than half of the base buildings are controlled by the PCs	15	5
at the end of the scenario (Success)		
At least half of the base buildings remain in OPFOR hands at	8	3
the end of the scenario (Failure)		
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

#### **Additional Rewards**

# BATTLETECH

#### ARMOR DIAGRAM

Front Armor (16)

#### **GROUND VEHICLE RECORD SHEET** 0 0 VEHICLE DATA **CREW DATA** 0 00 0 000 Type: Scorpion Light Tank Crew: Gunnery Skill: Movement Points: Tonnage: 25 **Driving Skill:** o' 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit (+2) 0 0 (Intro) 000 0 Flank: 6 Modifier to Driving 0 Modifier to all Skill rolls Right Era: Succession Wars Skill rolls Movement Type: Tracked 0 0 Engine Type: I.C.E. Side Armor [16] CRITICAL DAMAGE Armor Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit +1+2+3D 3 6 12 18 Side 5 [DB,S] Sensor Hits **+1+2+3** Machine Gun 2 3 Motive System Hits 2 [DB,AI] 00000 0 800 Stabilizers Left Right Rear Turret 0 0 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100, (AC/5) 20 (10)BV: 306 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 statcking player also rolls once on the Motive System Damage Table at Ific (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Sich its 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

IVIOT	IVE 3131EIVI DAIVIAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +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 O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut 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.

# BATTLETECH

#### ARMOR DIAGRAM

Front Armor (16)

#### **GROUND VEHICLE RECORD SHEET** 0 0 VEHICLE DATA **CREW DATA** 0 00 0 000 Type: Scorpion Light Tank Crew: Gunnery Skill: Movement Points: Tonnage: 25 **Driving Skill:** o' 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit (+2) 0 0 (Intro) 000 0 Flank: 6 Modifier to Driving 0 Modifier to all Skill rolls Right Era: Succession Wars Skill rolls Movement Type: Tracked 0 0 Engine Type: I.C.E. Side Armor [16] CRITICAL DAMAGE Armor Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit +1+2+3D 3 6 12 18 Side 5 [DB,S] Sensor Hits **+1+2+3** Machine Gun 2 3 Motive System Hits 2 [DB,AI] 00000 0 800 Stabilizers Left Right Rear Turret 0 0 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100, (AC/5) 20 (10)BV: 306 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 statcking player also rolls once on the Motive System Damage Table at Ific (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Sich its 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

IVIOT	IVE 3131EIVI DAIVIAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +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 O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut 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.

# **ATTLETECH**

#### ARMOR DIAGRAM

Front Armor (20)

#### **GROUND VEHICLE RECORD SHEET** 00 0 0 **VEHICLE DATA CREW DATA** 00 00 Type: Vedette Medium Tank Crew: 0 0 0 Gunnery Skill: **Driving Skill:** Movement Points: Tonnage: 50 0 $\cap$ 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 +2 0 0 Driver Hit 0 (Intro) Flank: 8 Modifier to Driving 00 Modifier to all Skill rolls Era: Succession Wars Skill rolls Right Side Armor Movement Type: Tracked 0 Ο (18)Engine Type: I.C.E. Turret Armor (20) CRITICAL DAMAGE Armor 0 0 Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit **11**0 0 Machine Gun **—** 1 2 +1+2+3D Side Sensor Hits 2 [DB,AI] 0 0 +1+2+3 AC/5 3 6 12 18 Motive System Hits 5 [DB,S] (18)Stabilizers 0 00000 Left Right 0 0 8 0 00 8 Rear Turret O 0 ŏ 0 Ŏ 0 8 0 0 0 O O 0 0 Rear Armor Ammo: (Machine Gun) 200, (AC/5) 20 (20)BV:475 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†	Reart	Side†
5	Right Side †	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side†	Reart
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

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

#### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*		
2-5	No effect		
6-7	Minor damage:	+1 modifier to all Driving Skil	Rolls
8-9	Moderate dama Driving Skill Rol	age; -1 Cruising MP, +2 modi Is	fier to all
10-11		only half Cruising MP (round all Driving Skill Rolls	fractions up),
12+	Major damage; Vehicle is immo	no movement for the rest of bile.	the game.
Attack Direction M	Modifier:	Vehicle Type Modifiers:	
lit from rear	+1	Tracked, Naval	+0
lit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+0 +2 +3
		WiGE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 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 a rendered immobile while over a Depth 1 or deeper water hax, it sinks and is destroyed.

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#### **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.

# **ATTLETECH**

#### ARMOR DIAGRAM

Front Armor (20)

#### **GROUND VEHICLE RECORD SHEET** 00 0 0 **VEHICLE DATA CREW DATA** 00 00 Type: Vedette Medium Tank Crew: 0 0 0 Gunnery Skill: **Driving Skill:** Movement Points: Tonnage: 50 0 $\cap$ 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 +2 0 0 Driver Hit 0 (Intro) Flank: 8 Modifier to Driving 00 Modifier to all Skill rolls Era: Succession Wars Skill rolls Right Side Armor Movement Type: Tracked 0 Ο (18)Engine Type: I.C.E. Turret Armor (20) CRITICAL DAMAGE Armor 0 0 Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Turret Locked Engine Hit **11**0 0 Machine Gun **—** 1 2 +1+2+3D Side Sensor Hits 2 [DB,AI] 0 0 +1+2+3 AC/5 3 6 12 18 Motive System Hits 5 [DB,S] (18)Stabilizers 0 00000 Left Right 0 0 8 0 00 8 Rear Turret O 0 ŏ 0 Ŏ 0 8 0 0 0 O O 0 0 Rear Armor Ammo: (Machine Gun) 200, (AC/5) 20 (20)BV:475 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†	Reart	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side†	Reart
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

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

#### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*				
2-5	No effect				
6-7	Minor damage:	+1 modifier to all Driving Skil	Rolls		
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls				
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls				
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.				
Attack Direction M	Modifier:	Vehicle Type Modifiers:			
lit from rear	+1	Tracked, Naval	+0		
lit from the sides	+2	Wheeled	+2		
		Hovercraft, Hydrofoil	+0 +2 +3		
		WiGE	+4		

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 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 a rendered immobile while over a Depth 1 or deeper water hax, it sinks and is destroyed.

n

#### **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.

# 3/TTLETECH

#### ARMOR DIAGRAM

Front Armor (24)

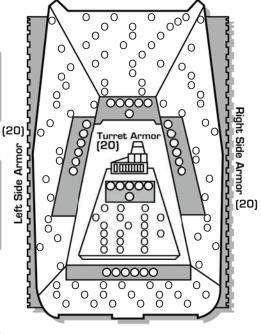
#### **GROUND VEHICLE RECORD SHEET** VEHICLE DATA Type: Bulldog Medium Tank Movement Points: Tonnage: 60 Cruising: Tech Base: Inner Sphere (Intro) Flank: 6 Era: Star League Movement Type: Tracked Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Machine Gun 2 2 [DB,AI] Large Laser 8 [DE] **-** 5 3 10 15 SRM 4 6 [M,C]

Ammo: (SRM 4) 50, (Machine Gun) 100

Cost:

**CREW DATA** Crew: Gunnery Skill: **Driving Skill:** Commander Hit +1 Driver Hit +2 Modifier to Driving Modifier to all Skill rolls Skill rolls

CRITICAL DAMAGE Turret Locked Engine Hit +1+2+3D Sensor Hits +11+21+3 Motive System Hits Stabilizers Left Right Rear Turret



Rear Armor (20)



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#### **GROUND COMBAT VEHICLE HIT LOCATION TABLE**

**BV**: 605

	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 ortical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Appl damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Cambat, 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 armore. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

#### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*			
2-5	No effect			
6-7	Minor damage;	+1 modifier to all Driving Skill F	Rolls	
8-9		ge; -1 Cruising MP, +2 modifie		
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls			
12+		no movement for the rest of th	ne game.	
tack Direction	Modifier:	Vehicle Type Modifiers:		
	4	TI NII		

Hit from rear Tracked, Nava Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage courted for example if the units are attacking the same Compt. Vehicle during the 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.

# 3/TTLETECH

#### ARMOR DIAGRAM

Front Armor (24)

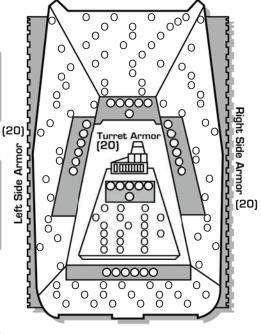
#### **GROUND VEHICLE RECORD SHEET** VEHICLE DATA Type: Bulldog Medium Tank Movement Points: Tonnage: 60 Cruising: Tech Base: Inner Sphere (Intro) Flank: 6 Era: Star League Movement Type: Tracked Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Machine Gun 2 2 [DB,AI] Large Laser 8 [DE] **-** 5 3 10 15 SRM 4 6 [M,C]

Ammo: (SRM 4) 50, (Machine Gun) 100

Cost:

**CREW DATA** Crew: Gunnery Skill: **Driving Skill:** Commander Hit +1 Driver Hit +2 Modifier to Driving Modifier to all Skill rolls Skill rolls

CRITICAL DAMAGE Turret Locked Engine Hit +1+2+3D Sensor Hits +11+21+3 Motive System Hits Stabilizers Left Right Rear Turret



Rear Armor (20)



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#### **GROUND COMBAT VEHICLE HIT LOCATION TABLE**

**BV**: 605

	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 ortical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Appl damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Cambat, 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 armore. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

#### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*			
2-5	No effect			
6-7	Minor damage;	+1 modifier to all Driving Skill F	Rolls	
8-9		ge; -1 Cruising MP, +2 modifie		
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls			
12+		no movement for the rest of th	ne game.	
tack Direction	Modifier:	Vehicle Type Modifiers:		
	4	TI NII		

Hit from rear Tracked, Nava Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage courted for example if the units are attacking the same Compt. Vehicle during the 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.

#### '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)

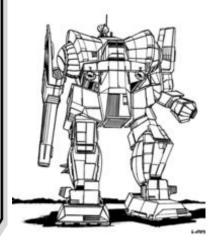
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 ÎDEÎ	-	5	10	15
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1	LRM 15	RT	5 1	/MsI,C5/1 [M,C,S]	5 6	7	14	21

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



#### ARMOR DIAGRAM 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)

#### **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)

Life Support O

#### Engine Hits OOO Gyro Hits OO Sensor Hits OO

#### Damage Transfer Diagram

#### Right Arm

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

  - 6. Roll Again

#### Right Torso

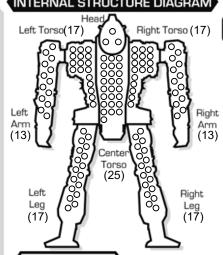
- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink
- - Heat Sink 5
  - 6. **LRM 15**
  - **LRM 15** 1.
- LRM 15 2.
- 3. Roll Again 4-6 3.
- Roll Again Roll Again

  - 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



#### HEAT DATA Heat.

Effects Level<sup>3</sup> 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

27 26\* 25\* 24 23\* 22\* 21 20, 19 18 17' 16 15\* Heat Sinks: 14 23 (23) 13\* Single 12 11 000 10\* 000 000 9 8\* 7 6

5\*

4

3

2

1

00

00

00

00

00

Heat

Scale

30

29

# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Centurion CN9-A

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Succession Wars Jumping: 0

#### Weapons & Equipment Inventory (hexes)

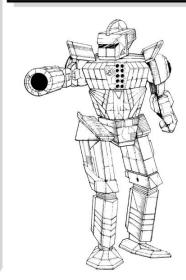
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1 1 1	Medium Laser Medium Laser LRM 10	CT CT LT	3 3 4 1	5 [DE] 5 [DE] /Msi,C5/1 [M,C,S]	0 6	3 3 7	6 6 14	9 9 21

**BV**: 945 Cost: 3,491,499 CBills

## 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 (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)

#### **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

#### 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 3.
- 4-6 4. 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
- Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
- 6. Roll Again

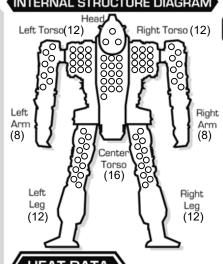
# Hip

Damage Transfer Diagram

#### Right Leg

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

- 23 Ammo Exp. avoid on 6+ 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
- 3 2 1

000000

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\*

# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Crab CRB-20

Movement Points:

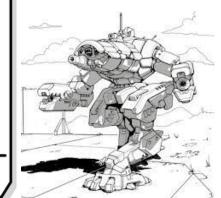
Walking: 5 Running: 8 Jumping: 0 Tonnage: 50

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

#### Weapons & Equipment Inventory

					,	(	,	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	L
1	Large Laser	LA	8	8 [DE]	-	5	10	
1	Large Laser	RA	8	8 ÎDEÎ	-	5	10	
1	Medium Laser	CT	3	5 [DE]	-	3	6	
1	Small Laser	Н	1	3 ÎDEÎ	-	1	2	



# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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

#### Cost: 3,921,875 CBills **BV**: 1143

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator

**CRITICAL HIT TABLE** 

- 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
- 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 Lea

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

#### Head

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

#### Center Torso

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

  - Gyro **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
  - **Fusion Engine** 4. Medium Laser
  - Roll Again 6.

#### Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O



#### Damage Transfer Diagram

### Right Arm

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

  - 6. Roll Again

#### Right Torso

- 1. Heat Sink
- Roll Again 2.
- 1-3 3. Roll Again Roll Again
- - Roll Again 5
  - 6. Roll Again
- Roll Again 1. 2. Roll Again
- Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again 5.
  - 6. Roll Again

#### Right Leg

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

#### 6. **Heat Sink**

00000

ARMOR DIAGRAM Head (9)

Center

Torso

(18)

Center

Torso

00000

Rear(7)

Right Torso

Right Arm

Right

Leg

(22)

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

10\*

Heat Sinks:

0

(14)

(14)

Left Torso

Left Arm

Left

Leg

(22)

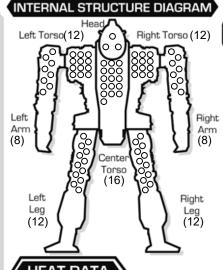
Left

Torso Rear

(5)

(14)

(14)



## **HEAT DATA**

Heat.

Effects 16 (16) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 00 22 Shutdown, avoid on 8+ 00 -4 Movement Points ŏŏ Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ ŏ +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
- 1

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Dragon DRG-1N

Movement Points: Tonnage: 60

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Star League Jumping: 0

#### Weapons & Equipment Inventory (hexes)

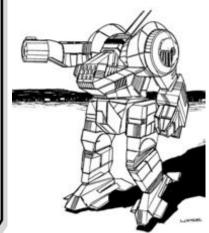
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE] /Msi,C5/1	. :	3	6	9
1	LRM 10	СТ	4 1	/MsI,C5/1 [M,C,S]	0 6	7	14	21
4	Madium Lasan	1.7	2	E IDEI		2		_

Cost: 5,036,800 CBills **BV**: 1125

# 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) 88000 00000 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

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

    - Roll Again

#### Left Torso

- 1. LRM 10 Ammo (12)
- 2. LRM 10 Ammo (12)
- 1-3 3. Medium La Roll Again Medium Laser (R)
- - 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

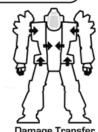
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
  - 6. Gyro
  - Gyro
  - **Fusion Engine** 2.
- 4-6 3. 3. Fusion Engine
  - Fusion Engine
    - LRM 10

    - 6. LRM 10

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

  - 6. Roll Again

#### Right Torso

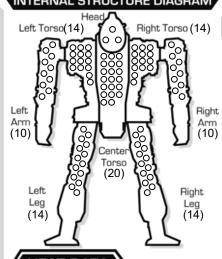
- 1. AC/5 Ammo (20)
- AC/5 Ammo (20)
- 1-3 3. Roll Again Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



#### **HEAT DATA** Heat Sinks: Heat. Effects 10 (10) Level<sup>3</sup> Shutdown 30 Single

Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 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 Heat Scale

30 29 28 27 26\* 25\* 24 23\* 22\* 21 20,

19 18 17' 16 15\*

0

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10\* 8\* 7 6 5\*

4 3 2

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Firestarter FS9-K

Movement Points: Tonnage: 35

Walking: 6

Erch Star Eeligner Sphere

Running: 9 Jumping: 6

#### Weapons & Equipment Inventory (hexes)

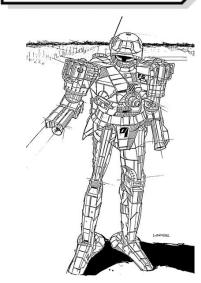
	•					•	•	
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	LA	1	3 ÎDEÎ	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]	1			
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]	1			

Cost: 3,069,225 CBills

## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Large Laser 5. Large Laser

Lower Arm Actuator

1. Shoulder 2. Upper Arm Actuator

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1-3 3.

2.

3. 4-6 4. Roll Again

5.

6.

#### Head (9) Left Torso Right Torso (11) $(1\overline{1})$ 00000 Center Left Arm Right Arm Torso (6)(6) (13)Right Left Center Leg Leg Torso (8)(8)Rear(6) 00000 00000 Left Right Torso Rear Torso Rear (5) (5)Heat

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

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

    - 6. Roll Again

#### Left Torso

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

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

#### Left Leg

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

#### Head

**BV**: 763

- 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.
    - Flamer
    - Flamer (R) 6.

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



Diagram

## Right Torso

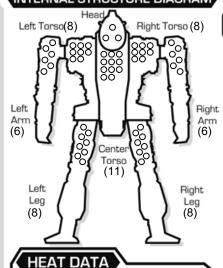
- 1. JumpJets
- JumpJets
- 1-3 3. JumpJets 4. Roll Again
  - Roll Again 5
  - 6. Roll Again Roll Again
- 1. 2. Roll Again
- 3. Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
  - 6. Roll Again

#### Right Leg

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

#### 4. **Foot Actuator** 5. **Heat Sink**

# INTERNAL STRUCTURE DIAGRAM



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

23 Ammo Exp. avoid on 6+ 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

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Scale

30

29

28\*

27

26\*

25\*

24\*

23\*

22\*

21

20,

19

18

17'

16

15\*

14

+1 Modifier to Fire -1 Movement Points

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Griffin GRF-1N

Movement Points: Tonnage: 55

Walking: 5

Tech Base: Inner Sphere

Running: 8

Qty Type

(Intro) Era: Star League

Jumping: 5

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng

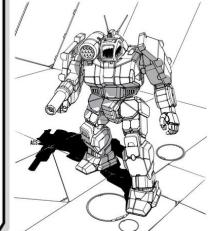
1 PPC 1 LRM 10

10 10 [DE] 3 4 1/Msl,C5/10 6 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



#### Head (9) Left Torso Right Torso (20)(20)000 000 000 000 Center Left Arm Right Arm Torso (14)(14)(20)Right Left Center Leg Leg Torso (18)(18)Rear(7) 00000 80000 Left Right Torso Rear Torso Rear (6)(6)

ARMOR DIAGRAM

Cost: 4,957,107 CBills

BV: 1272

#### **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. JumpJets
- JumpJets
- 1-3 3. Roll Again Roll Again
  - - 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**
- Lower Leg Actuator 3.
- **Foot Actuator**
- **Heat Sink**
- Roll Again

#### Head

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

#### Center Torso

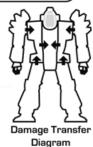
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
  - 6. Gyro

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

# Engine Hits OOO

Gyro Hits OO Sensor Hits OO

Life Support O



# 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.

    - 6. Roll Again

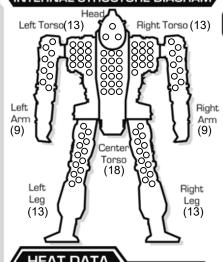
#### Right Torso

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

**Effects** Level<sup>3</sup> Shutdown 30 Ammo Exp. avoid on 8+ 28 26

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

22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+

18 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

30 29 28 27 26\* 25\* 24\* 23\* 22\* 21

> 20, 19 18 17' 16

15\* 14 13\* 12 11

Single

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10\* 9 8\* 7 6 5\*

4

# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Hunchback HBK-4H

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 0

#### Weapons & Equipment Inventory (hexes)

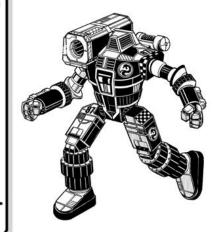
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10 [DB,S]	-	5	10	15
1 1 1 1	Small Laser Medium Laser Medium Laser Medium Laser Medium Laser	H LA RA RT RT	1 3 3 3 3	3 [DE] 5 [DE] 5 [DE] 5 [DE] 5 [DE]	-	1 3 3 3 3	2 6 6 6	3 9 9 9



## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



#### Head (9) Left Torso Right Torso (20)(20)0 Center Right Arm Left Arm Torso (16)(16)(26)Right Left Center Leg Leg Torso (20)(20)Rear(5) 0000 0000 Left Right Torso Rear Torso Rear (4) (4)

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

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

#### Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink
  - 5. Heat Sink
  - AC/10 Ammo (10)
  - AC/10 Ammo (10)
  - 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

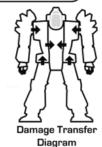
#### Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **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
  - **Fusion Engine** 4.
    - Roll Again
    - Roll Again 6.

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



### Right Arm

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

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

#### Right Torso

- Autocannon/10
- Autocannon/10
- 1-3 3. Autocannon/10
  - Autocannon/10 5 Autocannon/10
  - 6. Autocannon/10
  - Autocannon/10 1.
- Medium Laser Medium Laser
- 4-6 <sub>4.</sub>
- Roll Again
- Roll Again
- 6. Roll Again
  - Right Leg

#### Hip

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

#### INTERNAL STRUCTURE DIAGRAM

Heat

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

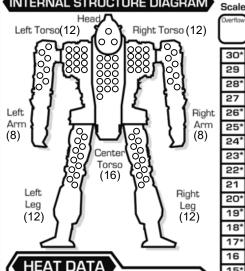
5\*

4

3

2

1



#### Heat Sinks: Heat. **Effects** 13 (13) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ Õ -4 Movement Points 0000 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Era! Succession von bere

Running: 9

Tonnage: 30

Jumping: 6

#### Weapons & Equipment Inventory (hexes)

Qty Type SRM 6

SRM 6

Loc Ht Dmg Min Sht Med Lng 3

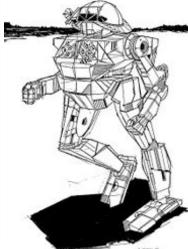
4 2/Msl,C2/6 -[M,C,S]

4 2/MsI,C2/6

**BV**: 594

3

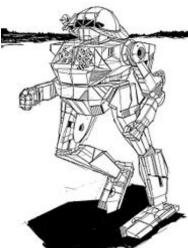
IM.C.S1



# 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

Cost: 2,400,840 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
- SRM 6
- 1-3 3. SRM 6 SRM 6 Ammo (15)
  - 5. Roll Again
  - 6. Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Left Leg

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

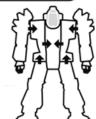
#### Head

- 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 4. Fusion Engine
  - - JumpJets
  - JumpJets 6.

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



#### Damage Transfer Diagram

### Right Arm

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

  - 6. Roll Again

#### Right Torso

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

### Right Leg

- Hip
- 3. **Lower Leg Actuator**
- 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\*

21

20,

19

18

17'

16

15\*

14

13\*

(6)

Left Torso

Left Arm

Left

Leg

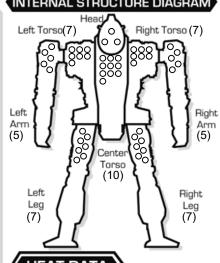
(8)

(6)

Left

Torso Rear

(2)



## **HEAT DATA**

Heat Sinks: Heat. **Effects** 10 (10) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 25 00 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+



- **Upper Leg Actuator**
- 4. **Foot Actuator**
- +1 Modifier to Fire -1 Movement Points

+2 Modifier to Fire

-2 Movement Points

# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Jenner JR7-F

Movement Points: Walking: 7

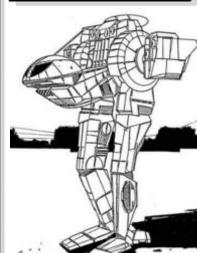
Tonnage: 35

Erch: Succestron Valuere

Running: 11 Jumping: 5

Weapons & Equipment Inventory

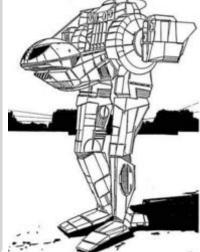
	(nexes)										
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng			
1	Medium Laser	RA	3	5 [DE]	-	3	6	9			
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9			
1	Medium Laser	LA	3	5 [DE]	-	3	6	9			
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9			



## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



## **CRITICAL HIT TABLE**

#### Left Arm

Cost: 3,121,425 CBills

- 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**
- Roll Again Roll Again

#### Head

**BV**: 1011

- 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
  - - **Heat Sink**
    - JumpJets 6.
    - Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

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

#### 1. Shoulder **Upper Arm Actuator**

2.

Right Arm

- 1-3 3. **Medium Laser** 
  - Medium Laser
  - 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. Roll Again Roll Again
  - Roll Again 5.
  - 6. Roll Again

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

### Right Leg

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

00000

ARMOR DIAGRAM Head (7)

Center

Torso

(15)

Center

Torso

00000

Rear(6)

Right Torso

Right Arm

Right

Leg

(15)

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

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9

8\*

7

6

5\*

Heat Sinks:

(11)

(11)

Left Torso

Left Arm

Left

Leg

(15)

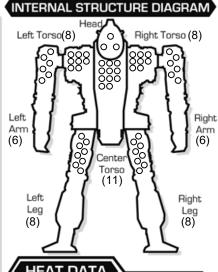
Left

Torso Rear

(5)

(11)

(11)



## **HEAT DATA**

Heat.

Effects 10 (10) Level<sup>3</sup> 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+ 13 +2 Modifier to Fire
- -2 Movement Points +1 Modifier to Fire -1 Movement Points
- 4 3 2 1

# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Phoenix Hawk PHX-1D

Movement Points: Tonnage: 45

Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9

Era: Star League Jumping: 6

#### Weapons & Equipment Inventory (hexes)

						•		
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 DE	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 4,057,390 CBills **BV**: 1083

## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



#### Head (6) Left Torso Right Torso (18)(18)888 Center Left Arm Right Arm Torso (10)(10)(23)Right Left Center Leg Leg Torso (15)(15)Rear(5) 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**
- **Hand Actuator** 
  - Medium Laser
  - 6. Roll Again
  - 1. Roll Again Roll Again
- Roll Again
- 4-6 3. Roll Again Roll Again
  - Roll Again

    - Roll Again

#### Left Torso

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

#### Left Leg

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

#### Head

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

#### Center Torso

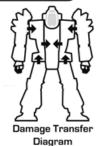
- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
  - 6. Gyro

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

# 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
  - Hand Actuator Large Laser 5.
    - 6. Large Laser

    - 1. \_ Medium Laser
  - Roll Again 2. Roll Again
- 4-6 4. Roll Again
  - Roll Again 5.

  - Roll Again

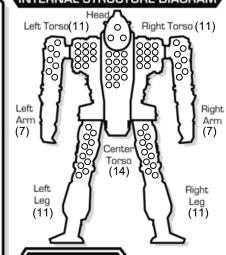
#### Right Torso

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

#### Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



#### **HEAT DATA** Heat Sinks: Heat. **Effects** 12 (12) Level<sup>3</sup> Shutdown Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00

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+ +2 Modifier to Fire

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

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Scale

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24

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21

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18

17'

16

15\*

#### 'MECH RECORD SHEET

#### MECH DATA

#### Type: Thunderbolt TDR-5SE

Movement Points: Tonnage: 65

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 4

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 10	LT	4 1	/Msl,C5/1	0 6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 5,560,609 CBills **BV**: 1414

Gunnery Skill:

Consciousness# 3 5 7 10 11 Dead



Shoulder

**Upper Arm Actuator** 

Lower Arm Actuator

Hand Actuator Large Laser

Large Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1.

2.

5.

6.

1.

2.

5.

6.

4-6 4.

1-3 3.

#### WARRIOR DATA Piloting Skill: Hits Taken 1 2 3 4 5 6 Center Right Arm (20) Left Arm Torso (20)(30)Right Left Center Leg Leg Torso (29)(29)Rear(11) 000000 80000 Left Right Torso Rear Torso Rear (6)(6)Heat Scale

#### **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

#### Left Torso

- 1. JumpJets
- JumpJets LRM 10 1-3 3. LRM 10 LRM 10
- - 5. Medium Laser
  - Medium Laser
  - Medium Laser
  - Roll Again Roll Again
- 4-6 4. Roll Again
  - Roll Again
  - 6. Roll Again

#### Left Lea

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

#### Head

- 1. Life Support
- 3. Cockpit
- 1. Fusion Engine
- - 5. Gyro
- - **Fusion Engine** 4.
  - LRM 10 Ammo (12)
  - Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

# Right Arm

- Sensors
- 4.
- Roll Again 5. Sensors
- Life Support

#### Center Torso

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

  - Gyro
  - **Fusion Engine** 2.
- **Fusion Engine** 4-6

  - LRM 10 Ammo (12)

#### Right Torso 1. Heat Sink

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

## Right Leg

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

# INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

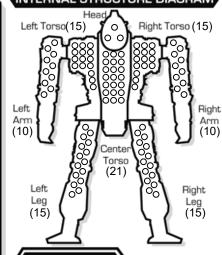
Head (9)

Right Torso

(24)

Left Torso

(24)



#### **HEAT DATA** Heat Sinks: Heat. Effects 17 (17) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28

Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+

22 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
- 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

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30

29

28

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Urbanmech UM-R60

Movement Points: Tonnage: 30

Walking: 2 Tech Base: Inner Sphere

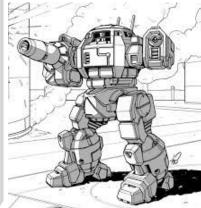
(Intro) Running: 3

Era: Succession Wars Jumping: 2

#### Weapons & Equipment Inventory (hexes)

		•	•					•		
Qty	Type			Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10			RA	3	10 [DB,S]	-	5	10	15

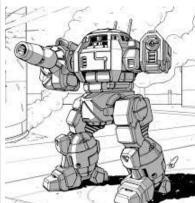
Small Laser 3 [DE]



# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



#### Center Left Arm Right Arm Torso (10)(10)(11)Right Left Center Leg Leg Torso (12)(12)Rear(8) 0000 0000 Left Right Torso Rear Torso Rear (4) (4)Heat

ARMOR DIAGRAM

Head (9)

Right Torso

(8)

Left Torso

(8)

#### **CRITICAL HIT TABLE**

#### Left Arm

Cost: 1,471,925 CBills

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Small Laser
  - Roll Again
  - 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
- **Heat Sink**
- 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**
- Lower Leg Actuator 3.
- **Foot Actuator**
- **Heat Sink**
- 6. Heat Sink

#### Head

**BV**: 504

- 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 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. Autocannon/10
  - Autocannon/10
    - Autocannon/10
    - 6. Autocannon/10
    - Autocannon/10 1.
    - Autocannon/10
- 3. Autocannon/10
- 4-6 4. Roll Again
  - Roll Again 5.
  - Roll Again

# Right Torso

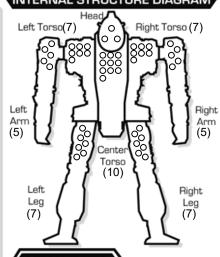
- 1. Heat Sink
- 2. Heat Sink
- AC/10 Ammo (10) 1-3 4. Roll Again

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

#### Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



# **HEAT DATA**

Heat Sinks: Heat. Effects 11 (11) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 0 24 +4 Modifier to Fire 0

- 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
- 18 17' 16 15\* 14 13\* 12 11 10\* 9 8\* 7 6 5\* 4 3 2 1

000000

Scale

30

29

28\*

27

26\*

25\*

24\*

23\*

22\*

21

20,

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Urbanmech UM-R60

Movement Points: Tonnage: 30

Walking: 2 Tech Base: Inner Sphere

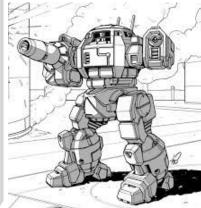
(Intro) Running: 3

Era: Succession Wars Jumping: 2

#### Weapons & Equipment Inventory (hexes)

		•	•					•		
Qty	Type			Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10			RA	3	10 [DB,S]	-	5	10	15

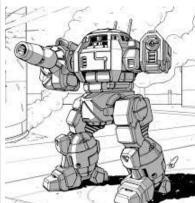
Small Laser 3 [DE]



# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



#### Center Left Arm Right Arm Torso (10)(10)(11)Right Left Center Leg Leg Torso (12)(12)Rear(8) 0000 0000 Left Right Torso Rear Torso Rear (4) (4)Heat

ARMOR DIAGRAM

Head (9)

Right Torso

(8)

Left Torso

(8)

#### **CRITICAL HIT TABLE**

#### Left Arm

Cost: 1,471,925 CBills

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Small Laser
  - Roll Again
  - 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
- **Heat Sink**
- 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**
- Lower Leg Actuator 3.
- **Foot Actuator**
- **Heat Sink**
- 6. Heat Sink

#### Head

**BV**: 504

- 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 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. Autocannon/10
  - Autocannon/10
    - Autocannon/10
    - 6. Autocannon/10
    - Autocannon/10 1.
    - Autocannon/10
- 3. Autocannon/10
- 4-6 4. Roll Again
  - Roll Again 5.
  - Roll Again

# Right Torso

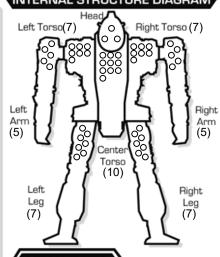
- 1. Heat Sink
- 2. Heat Sink
- AC/10 Ammo (10) 1-3 4. Roll Again

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

#### Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



# **HEAT DATA**

Heat Sinks: Heat. Effects 11 (11) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 0 24 +4 Modifier to Fire 0

- 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
- 18 17' 16 15\* 14 13\* 12 11 10\* 9 8\* 7 6 5\* 4 3 2 1

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Scale

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20,

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Wolverine WVR-6R

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Star League Jumping: 5

#### Weapons & Equipment Inventory (hexes)

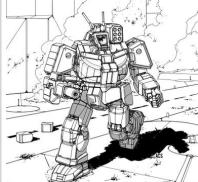
Loc Ht Dmg Min Sht Med Lng Qty Type 1 5 [DB,S] 3 6

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

# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

Cost: 4,827,682 CBills

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

#### Left Lea

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

#### Head

**BV**: 1101

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

#### Center Torso

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

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

# Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



#### Damage Transfer Diagram

### Right Arm

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

  - 6. Roll Again

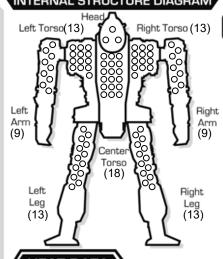
#### Right Torso

- 1. Heat Sink
- Roll Again 2.
- 1-3 3. Roll Again Roll Again
  - Roll Again 5
  - 6. Roll Again
  - Roll Again 1. 2. Roll Again
- 3. Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
  - 6. Roll Again

#### Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



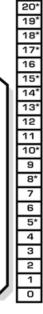
#### **HEAT DATA** Heat Sinks: Heat. **Effects** 12 (12) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28

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

23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

-4 Movement Points Ammo Exp. avoid on 4+

- Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- +2 Modifier to Fire -2 Movement Points
  - +1 Modifier to Fire -1 Movement Points



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Heat

Scale

30

29

28

27

26\*

25\*

24

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22



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GM Signature	Game Date	



Mission: 3028-06 Debrief Cutting the head off the snake DCMS Outpost Copperhead, East of Shaula City, Shaula September 16, 3028

Less than an hour after the fall of the last enemy 'mech, you hear the telltale whine of the company's command hoverjeep bearing Major Lucius and your contact in the LCAF. Hauptman Heinz Berger is short and stocky, with a strong Tharkad accent. He positively beams as you take him on a tour of the newly conquered forward base, and passes on the "Warmest Complements of the Archon" - whatever that means. That plus two C-Bills will buy you a cup of coffee on most worlds.

Within a day an entire battallion of Lyran conventional forces has moved into the base to prepare for the final assault on Shaula city. While the initial invasion featured a series of rapid strikes, the final assault on Shaula City turned out to be a slow, bloody, street-to-street slog. For reasons that you never fully understand, the Lancers are kept in reserve for the majority of the remainder of the fighting on planet. Twice, the Lancers are used to prevent an outbreak from the city, but in both cases their mere presence forced the Combine units to retreat before a shot was fired. By the end of September roughly half of the city had fallen, but it wasn't until mid-October that the last of the Combine Militia units laid down arms and surrendered.

Interestingly enough, the Lancers are one of the few 'Mech forces that make up the Lyran TO&E on Shaula, as the majority of the Lyran troops are conventional units of Infantry and Combat Vehicles. This means that several additional salvage opportunities present themselves before you lift off planet. While perhaps not as nice as the eternal gratitude of the Archon, it does give you a few opportunities to upgrade your rides.

GM Report Mission 3028-06 - Cutting the head off the snake	9	
GM: Venue	Date: _	

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

## Salvaged Mechs

Carva	ged Mechis	
	Awesome AWS-8T (6,598,170 C-Bills)	Phoenix Hawk PHX-1D (4,057,390 C-Bills)
	Centurion CN9-A (3,491,500 C-Bills)	Thunderbolt TDR-5SE (5,560,609 C-Bills)
	Crab CRB-20 (3,921,875 C-Bills)	Urbanmech UM-R60 (1,471,925 C-Bills)
	Dragon DRG-1N (5,036,800 C-Bills)	Wolverine WVR-6R (4,827,682 C-Bills)
	Firestarter FS9-K (3,069,225 C-Bills)	
	Griffin GRF-1N (4,957,107 C-Bills)	
	Hunchback HBK-4H (3,425,874 C-Bills)	
	Javelin JVN-10N (2,400,840 C-Bills)	
	Jenner JR7-F (3,121,425 C-Bills)	