Mission 3029-04b: Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029 Pilot Skill: 2-4

Okay boys, listen up.

Our Capellan employers have been worried ever since we landed on Sarna that the Fed's attack was a mere diversion, and that at any moment the proper attack would happen. Of course, we know better, but our previous contract explicitly stipulated that we not share any such information with our current employers, and so far they've been good and haven't pushed us on it. That said, they've finally gotten around to pushing the Feds' mercenaries away from the city of Backtal, and further back into the wilds of the continent of Canoshal. It seems like the various mercenaries are getting clever, as they've been trying some suborbital drops in the dead of night - including one that Capellan aerospace shot down. Based on radio traffic and what they could determine from the dropship, they believe that Colonel Westrick of the Crater Cobras was on board. As he may very well be the overall commander of the Federated Suns remaining forces on planet, they'd very much like to have him dealt with. At the same time, they believe that the dropship may have valuable intel on whatever it is the Feds are up to.

That's where you come in. They'd like you to head to the crash site and deal with Colonel Westrick and his command lance. If you can bring the Colonel back, all the better. Alive is preferrable, but not necessary. They'd also like you to grab or scan the dropship's Black Box recorder. Scanning it will be difficult, but not impossible for anyone with the proper equipment, but the low tech solution of smashing the dropship's cockpit and grabbing the box will do as well.

Stay safe out there. The Colonel is known to be a wily combatant, and while his exact ride isn't known, it's likely to be big. Same with those of his command lancemates.

**Map:** Use the Kozice Valley Map from the Tukayyid map pack (if available). Otherwise, any heavily hilly map will do.



**Recommended Maps:** 

1: Kozice Valley

**Setup:** The OPFOR mechs start on the map within 2 tiles of the downed dropship. The Player mechs start off the map and may enter from any edge but the top edge.

There is a downed dropship with the cockpit at hex 1704 and the end at hex 1505 taking up a total of 9 hexes.

#### **Special Rules**

**Oooh, We're not getting the deposit back on that one**: The Dropship is a total wreck. It is completely nonfunctional. Count all dropship hexes as level 1 rubble. One of the hexes should be marked as the "Cockpit".

**Black Box:** The dropship has a blackbox that has a record of all fight data and transmitions made by the dropship. It is too valuable for the Feds to lose to the Capellians. The Black Box's data can be captured in two ways: Either by scanning it, or physically grabbing it and running off with it.

**Scan the Box:** A 'mech with 'EW Equipment' (i.e. the Raven) can scan the black box by spending an entire turn within 3 hexes of it without breaking line of sight. After that, the 'mech needs to escape off of any side of the map except the top.

**Grab the Box:** First, a 'mech must do 20 points of melee damage to the cockpit of the dropship. Melee attacks can be made from any hex adjacent to the cockpit regardless of elevation. Second, a 'mech with at least one functional hand actuator needs to make a "punch" attack against the cockpit hex to grab the black box. Finally, the 'mech with the black box needs to escape off of any side of the map except the top.

**A Leg Up** (secret object reward): Any player that has completed the secret objective of mission 3029-03 can one extra movement phase before the mission begins.

**That's a good pilot**: The Atlas Pilot has pilot abilities. At a skill of 4/3 the atlas has Tactical Genius and Assult Mech Master. At a skill of 3/2 the atlas has Tactical Genius, Call Them Out, Assult Mech Master and 2 uses of Edge. At a skill of 2/1 the atlas has Tactical Genius, Call Them Out, Combat Intuition, Assult Mech Master, Rapid Fire and 3 uses of Edge.

**Catch Him, He is getting away!**: If the Atlas is destroyed and the pilot is not killed, the pilot will eject. Put an infantry squad with one unit and no weapons. If a player ends their turn in the same place as the infantry squad and fire no weapons they can capture the pilot.

#### **OPFOR**

N N			In (	D) (	
Name	#	Variant	Reference	BV	Cost
				(4/5)	
Atlas	1	AS7-D	3039 pg	1897	9,626,000
King Crab	1	KGC-0000	SW pg 283	1810	9,622,000
Banshee	1	BNC-3S	SW pg 273	1751	8,870,745
Stalker	1	STK-3H	SW pg 251	1624	7,648,825
Hunchback	1	HBK-4G	3039 pg 207	1041	3,467,874
Enforcer	1	ENF-4R	3039 pg 206	1032	3,536,874
Trebuchet	1	TBT-5N	3039 pg 214	1191	4,293,500

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

#### 4000-4500 (4577 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (4/5), Enforcer ENF-4R (4/5)

#### 4500-5000 (4910 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Enforcer ENF-4R (4/5)

#### 5000-5500 (5593 Total)

Atlas AS7-D (2/3), Hunchback HBK-4G (3/4), Enforcer ENF-4R (4/5)

#### 5500-6000 (6101 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Trebuchet TBT-5N (4/5), Enforcer ENF-4R (4/5)

#### 6000-6500 (6482 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Trebuchet TBT-5N (3/4), Enforcer ENF-4R (4/5)

#### 6500-7000 (6991 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Banshee BNC-3S (4/5), Enforcer ENF-4R (3/4)

#### 7000-7500 (7551 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Banshee BNC-3S (3/4), Enforcer ENF-4R (3/4)

#### 7500-8000 (8000 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (4/5), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

#### 8000-8500 (8496 Total)

Atlas AS7-D (2/3), Hunchback HBK-4G (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (4/5)

#### 8500-9000 (8951 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (4/5), Stalker STK-3H (4/5)

#### 9000-9500 (9511 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (4/5)

#### 9500-10000 (10031 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

#### 10000-10500 (10615 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (2/3) Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

#### 10500-11000 (11246 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (2/3), Stalker STK-3H (2/3)

#### 11000-11500 (11328 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

#### 11500-12000 (11959 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (3/4)

#### 12000-12500 (12543 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (2/3)

#### 12500-13000 (13095 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (1/2)

**Mission Objectives:** Learn what the Fed Suns' contractors are up to. Grab the Black box and/or eliminate the Colonel in his command 'mech.

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
Kill/capture the commander piloting the Atlas or	350,000	250,000	100,000
Capture/steal the BlackBox Data			
Complete both main objectives (Bonus Objective)	+100,000	+100,000	+100,000
Fail to complete any objectives (Mission	150,000	100,000	50,000
Unsuccessful)			
(Secret Objective): Capture the enemy	+100,000	+100,000	+100,000
commander			

Award (XP)	Pilot Survived	Pilot Killed
Kill/capture the commander piloting the Atlas or Capture/steal	15	5
the BlackBox Data		
Fail to complete any objectives (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

#### **Additional Rewards**

Hold It Together  $\Box\Box\Box$  When a floater is rolled against your mech, before determining the location that the floater hit, you can cancel the floater and reroll the attack roll.

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#### 'MECH RECORD SHEET

#### MECH DATA

Type: Atlas AS7-D

Movement Points: Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere (Intro)

Era: Star League

#### Weapons & Equipment Inventory (hexes)

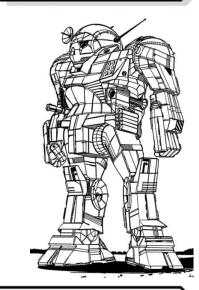
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 20 ` ´	LT	6 1	1/Msl,C5/2	0 6	7	14	21
1	SRM 6	LT	4	[M,C,S] 2/Msl,C2/6	3 -	3	6	9
1	Autocannon/20	RT	7	[M,C,S] 20 [DB,S]	-	3	6	9

Cost: 9,626,000 CBills **BV**: 1897

# 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 (32) $(3\bar{2})$ Center Left Arm Right Arm Torso (34)(34)(47)Right Left 000 Center Leg Leg Torso (41)(41)Rear(14) 88888 Left Right Torso Rear Torso Rear (10)(10)Heat

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

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

#### Left Torso

- **Heat Sink**
- [i RM 20
- 1-3 3. LRM 20
  - LRM 20
    - LRM 20 5
    - 6. LRM 20
    - SRM 6
    - 2. LSRM 6
- 3. LRM 20 Ammo (6) 4-6 3. LRM 20 Ammo (6)
- SRM 6 Ammo (15)

  - Roll Again

#### Left Leg

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

#### Head

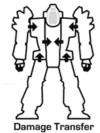
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **Heat Sink**
- 5. Sensors
- Life Support

#### Center Torso

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

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

Sensor Hits OO Life Support O



Diagram

#### Right Arm Shoulder

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

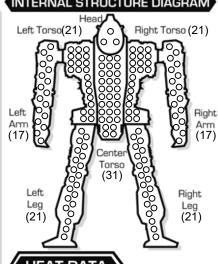
#### Right Torso

- Autocannon/20
- Autocannon/20 Autocannon/20
- 1-3 3.
  - Autocannon/20 Autocannon/20
  - 6. Autocannon/20
  - Autocannon/20 1.
  - 2. Autocannon/20
  - Autocannon/20
- 4-6 4 Autocannon/20
  - AC/20 Ammo (5)
    - 6. AC/20 Ammo (5)

# Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA Heat Sinks: Heat. Effects 20 (20) Level<sup>3</sup> Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+

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

26

-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 Scale

> 19 18 17' 16 15\*

14 13\* 12 11 10\*

9 8\* 7 6 5\*

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# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: King Crab KGC-0000

Movement Points: Tonnage: 100 Walking: 3 Tech Base: Inner Sphere Era: Succession Wars Running: 5

Jumping: 0

#### Weapons & Equipment Inventory (hexes)

				,			,	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LA	7	20 [DB,S]	-	3	6	9
1	Autocannon/20	RA	7	20 [DB,S]	-	3	6	9
1	Large Laser LRM 15	RT LT	8 5 1	8 [DE] /Msi,C5/1 [M.C.S]	5 6	5 7	10 14	15 21

# 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: 9,622,000 CBills

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. **Lower Arm Actuator** 
  - Hand Actuator
  - Autocannon/20 6. Autocannon/20
  - Autocannon/20
  - Autocannon/20
- Autocannon/20
- 4-6 <sup>3.</sup> Autocannon/20
  - Autocannon/20
  - 6. Autocannon/20

#### Left Torso

- 1. Autocannon/20 Autocannon/20
- 1-3 3. LRM 15 LRM 15

  - 5. LRM 15
  - AC/20 Ammo (5)
  - LRM 15 Ammo (8)
  - Roll Again
- Roll Again 4-6 3. Roll Again
  - 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
- Fusion Engine
- 1-3 3. Fusio **Fusion Engine**

**BV**: 1810

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

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

#### Damage Transfer Diagram

# Right Arm

- Shoulder 1.
- **Upper Arm Actuator** 2.
- 1-3 3. Lower Arm Actuator
  - Hand Actuator
    - Autocannon/20
    - 6. Autocannon/20
    - Autocannon/20 1.
    - 2. Autocannon/20
- Autocannon/20 4-6 4 3.
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - 6.

#### Right Torso

- 1. Autocannon/20
- Autocannon/20
- 1-3 3. Large Laser Large Laser
- 5 AC/20 Ammo (5)
- 6. Roll Again
- Roll Again
- 1. 2. Roll Again
- Roll Again
- 4-6 <sub>4.</sub> Roll Again
- Roll Again
  - 6. Roll Again

## Right Leg

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

ARMOR DIAGRAM Head (9)

Center

Torso

(39)

Center

Torso

Rear(12)

88888

Right Torso

Right Arm

Right

Leg

(34)

Right

Torso Rear

(10)

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(33)

(29)

Left Torso

Left Arm

Left

Leg

(34)

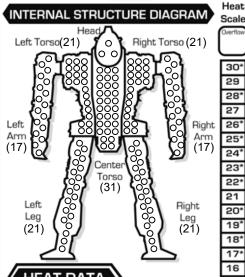
Left

Torso Rear

(10)

(33)

(29)



#### HEAT DATA Heat Sinks: Heat. **Effects** 15 (15) 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

- 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



# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Banshee BNC-3S

Movement Points: Tonnage: 95

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

Era: Star League Jumping: 0

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Autocannon/10	LT	3	10 [DB,S]	-	5	10	15
1	PPC	LA	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	6 -	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT		5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

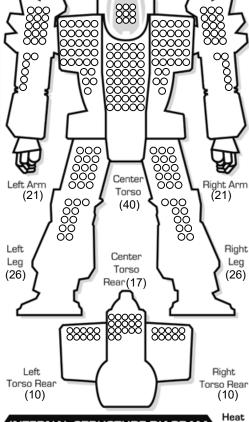
Cost: 8,870,745 CBills **BV**: 1751

# 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)

Right Torso

(30)

Left Torso

(30)

#### **CRITICAL HIT TABLE**

#### Left Arm

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

#### Left Torso

- 1. Heat Sink
- **Heat Sink**
- 1-3 3. Autocannon/10
  - Autocannon/10
    - Autocannon/10
    - 6. Autocannon/10
    - Autocannon/10
    - Autocannon/10
    - 3. Autocannon/10
- 4-6 3. AC/10 Ammo (10)
  - 5. AC/10 Ammo (10)
  - 6. Roll Again

#### Left Leg

- **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
- - Gyro
  - 6. Gyro

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

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

# Damage Transfer

Diagram

#### Right Arm 1. Shoulder

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

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

  - 6. Roll Again

#### Right Torso

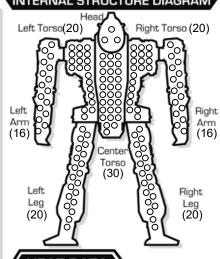
- 1. Heat Sink
- Heat Sink
- 1-3 3. PPC PPC

  - 5 PPC
  - 6. SRM 6
- SRM 6 1.
- Medium Laser Medium Laser
- 4-6 <sub>4.</sub> Medium Laser
- Medium Laser
  - 6. SRM 6 Ammo (15)

# Right Leg

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

# INTERNAL STRUCTURE DIAGRAM



	AI DAIA	
eat		Heat Sinks
evel*	Effects	21 (21)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	000
25	<ul> <li>–5 Movement Points</li> </ul>	00
24	+4 Modifier to Fire	00

- 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points
- 19 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
- 13 12 11 10\* 9 8\* 7 6 5\* 4 3 2 1

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Scale

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# .ASSIC LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Stalker STK-3H

Movement Points: Tonnage: 85

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

Era: Star League Jumping: 0

Weapons & Equipment Inventory

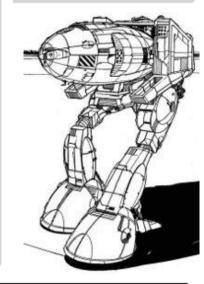
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Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	SRM 6	LT	4	2/MsI,C2/6 [M,C,S]	-	3	6	9
1	LRM 20	RA	6 1	I/MsI,C5/20 [M,C,S]	0 6	7	14	21
1	LRM 20	LA	6 1	I/MsI,C5/20 [M,C,S]	0 6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	LA	3 3 3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 7,648,825 CBills **BV**: 1624

# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



#### Head (9) Left Torso Right Torso (25)(25)Center Left Arm Right Arm Torso (23)(23)(36)Left Right Center Leg Leg Torso (25)(25)Rear(11) 00000 88000 Left Right Torso Rear Torso Rear (7) (7) Heat

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Heat Sink
  - LRM 20 LRM 20 5.
  - LRM 20 6.
  - LRM 20
  - 2. LRM 20
- Medium Laser 3.
- 4-6 4. Medium Laser
  - 5. LRM 20 Ammo (6)
  - 6. Roll Again

#### Left Torso

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

#### Left Lea

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

#### Head

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

#### Center Torso

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

  - Gyro
- **Fusion Engine** 2. **Fusion Engine**
- 3. 4-6
  - **Fusion Engine** 4.
    - **Heat Sink**
    - **Heat Sink** 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. Heat Sink
  - LRM 20
  - LRM 20 5.
  - LRM 20 6.
  - 1. LRM 20
  - 2. LRM 20
- Medium Laser 4-6 <sub>4.</sub> Medium Laser

  - LRM 20 Ammo (6) 5.

#### 6. Roll Again

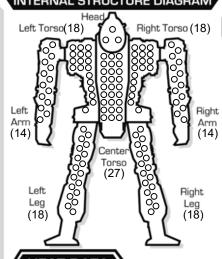
#### Right Torso

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

# 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

Scale

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Heat Sinks:

20 (20)

Single

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+1 Modifier to Fire -1 Movement Points



#### 'MECH RECORD SHEET

#### MECH DATA

Type: Hunchback HBK-4G

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 0

#### Weapons & Equipment Inventory (hexes)

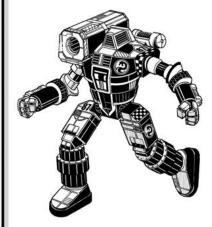
						•		
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
				[DB,S]				
1	Small Laser	Н	1	3 [DE]	-	1	2	3

Cost: 3,467,874 CBills **BV**: 1041

# 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 Left Arm Right 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. AC/20 Ammo (5)
  - AC/20 Ammo (5)
- 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 Lea

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **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
  - **Fusion Engine** 4.
    - **Heat Sink**
    - Roll Again 6.
    - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

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

### Right Arm

- 1. Shoulder
- **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. 3.
  - Roll Again
  - Roll Again 5.
  - 6. Roll Again

#### Right Torso

- Autocannon/20 Autocannon/20
- 1-3 3. Autocannon/20
  - Autocannon/20
    - Autocannon/20 6.
    - Autocannon/20
    - Autocannon/20 1.
    - 2. Autocannon/20
  - Autocannon/20
- 4-6 4 Autocannon/20
  - Roll Again
    - 6. Roll Again

# Right Leg

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

#### Heat INTERNAL STRUCTURE DIAGRAM Scale Left Torso(12) Right Torso (12) 0 Left Right Arm (8)(8)Torso (16)Left Right Leg (12)**HEAT DATA**

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17'

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



# .ASSIC LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Enforcer ENF-4R

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 4

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type

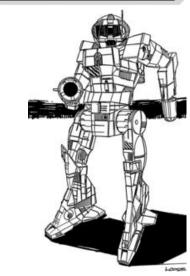
Large Laser Autocannon/10 8 [DE] 10 Small Laser LT

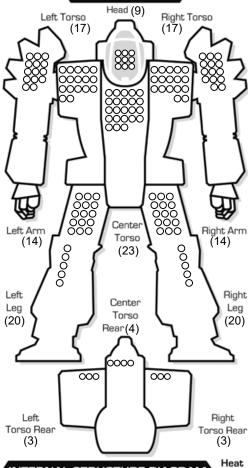
Cost: 3,536,874 CBills

# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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





ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

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

  - 6. Roll Again

#### Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Small Las Roll Again Small Laser
  - - Roll Again
    - 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**: 1032

- 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

## Damage Transfer Diagram

#### Right Arm

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

#### Right Torso

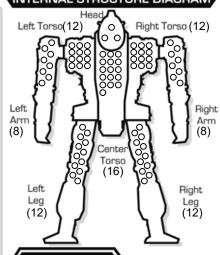
- 1. Heat Sink
- 2. Heat Sink
- AC/10 Ammo (10) 1-3 4. Roll Again

  - 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**
- 4. **Foot Actuator**
- JumpJets
- 6. JumpJets

# INTERNAL STRUCTURE DIAGRAM



#### **HEAT DATA** Heat Sinks: Heat.

**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+ 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

15\* 14 12 (12) 13\* 12 11 10\* 9 8\* 7 6 5\* 4 3

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Single

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Scale

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# LETECH

#### 'MECH RECORD SHEET

#### MECH DATA

Type: Trebuchet TBT-5N

Movement Points: Tonnage: 50

Walking: 5 Tech Base: Inner Sphere

Era: Succession Wars Running: 8

Jumping: 0

#### Weapons & Equipment Inventory (hexes)

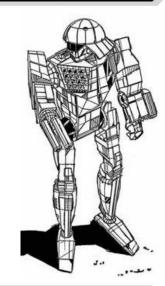
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1 1 1	Medium Laser Medium Laser Medium Laser LRM 15	LA RA RA RT	3 3 5 1	5 [DE] 5 [DE] 5 [DE] /Msl,C5/1 [M,C,S]	- - 5 6	3 3 7	6 6 6 14	9 9 9 21

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

# WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

#### **CRITICAL HIT TABLE**

#### Left Arm

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

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

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

#### Left Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



#### Damage Transfer Diagram

# Right Arm

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

  - Roll Again

#### Right Torso

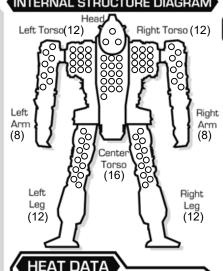
- 1. FLRM 15
- LRM 15
- 1-3 3. LRM 15 1. LRM 15 Ammo (8)
  - 5. Roll Again 6. Roll Again
  - Roll Again 1.
  - 2. Roll Again
- 3. Roll Again
- 4-6 <sub>4.</sub> Roll Again
  - Roll Again

    - 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 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 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
- 12 11 10\* 9 8\* 7 6 5\* 4 3 2

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Scale

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Chara	cter	Player		Cert	_
Headh Wilds	on: 3029-04b unting of Canoshal, Sarna, Capell 5, 3029	an Confederati	ion		
Missio	n Results Kill/capture the commander pi Complete both main objective Fail to complete any objective Opposing 'Mech/Combat Vehi (Secret Objective): Capture th	s (Bonus Objectives (Mission Unsuc cle destroyed by	/e) (+100,000   cessful) party (+1 XP e	C-Bills) ach) (x)	
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilo □ □	ot Status Pilot Surv Pilot Killed		
C-Bill	Reward	XP Rev	ward		
Salvaç	ged Mechs				
	Atlas AS7-D (9,626,000 C-B King Crab KGC-0000 (9,622 Banshee BNC-3S (8,870,74 Stalker STK-3H (7,648,825 Hunchback HBK-4G (3,467, Enforcer ENF-4R (3,536,874 Trebuchet TBT-5N (4,293,50	2,000 C-Bills) 5 C-Bills) C-Bills) 874 C-Bills) 4 C-Bills)			
Additi	onal Rewards				
When	Together □□□ a floater is rolled against you n cancel the floater and rerol	•	determining t	he location that the f	oater hit

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

The atmosphere is pretty light at Zagadki when you get there after your successful raid against the Mercenaries' dropship. Morale is pretty high, and the beer, while not exactly "good", or even necessarily "Drinkable", is cheap.

You're halfway through your third when Henrik arrives. He seems anxious to talk to you.

"Hey," he begins. Everyone in the bar turns to him. Man, he is lousy at the hold "Secrecy" thing.

"Why do they call it Zagadki, anyway?" he says, pulling a chair up to the high-top table that the various Lancers are crowded around. Everyone shrugs. Nobody else has figured it out either, but there's a general assumption that it means something in Russian. Sadly, nobody present *speaks* Russian, nor has anyone been bothered to find a Russian to English dictionary, or, you know, ask the bartender, who speaks English with a definite Tikonov accent.

"Anyway, I've got good news and bad news. The Good news is that the Big Mac is extremely happy with your performance today. The Bad news, I'm afraid, is that that wasn't the Crater Cobras' Colonel you caught out in the open today, but it was one of their Batallion commanders. I was there when the Big Mac interrogated the guy, and I gotta say - they've got some work to do if they want to live up to the torture standards of the Maskirovka. Still, they got him to talk, which pretty much just told us what we already knew - that the Feds on planet are badly outnumbered and running out of supplies. They won't tell me what it is yet, but the Big Mac definitely have plans for us in the final push against the Fed's position."



Chara	cter	Player		Cert	_
Headh Wilds	on: 3029-04b unting of Canoshal, Sarna, Capell 5, 3029	an Confederati	ion		
Missio	n Results Kill/capture the commander pi Complete both main objective Fail to complete any objective Opposing 'Mech/Combat Vehi (Secret Objective): Capture th	s (Bonus Objectives (Mission Unsuc cle destroyed by	/e) (+100,000   cessful) party (+1 XP e	C-Bills) ach) (x)	
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilo □ □	ot Status Pilot Surv Pilot Killed		
C-Bill	Reward	XP Rev	ward		
Salvaç	ged Mechs				
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Additi	onal Rewards				
When	Together □□□ a floater is rolled against you n cancel the floater and rerol	•	determining t	he location that the f	oater hit

Headhunting

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Character	Playe	r		Cert
Mission: 3029- Headhunting Wilds of Canos June 6, 3029	04b shal, Sarna, Capellan Confe	deratior	1	
☐ Complet☐ Fail to co☐ Opposin	ure the commander piloting the A e both main objectives (Bonus Complete any objectives (Mission g 'Mech/Combat Vehicle destroy Objective): Capture the enemy co	bjective) Unsucce ed by pa	(+100,000 C-Bills) ssful) rty (+1 XP each) (x	ox Data )
Mech Status  Mech Su  Mech Su  Mech Se	everely Damaged	Pilot S	Status Pilot Survived Pilot Killed	
C-Bill Reward	x	P Rewa	rd	
Salvaged Mech	ıs			
<ul><li>□ King Cra</li><li>□ Banshee</li><li>□ Stalker S</li><li>□ Hunchba</li><li>□ Enforcer</li></ul>	67-D (9,626,000 C-Bills) ab KGC-0000 (9,622,000 C-Bills) BNC-3S (8,870,745 C-Bills) BTK-3H (7,648,825 C-Bills) ack HBK-4G (3,467,874 C-Bills) ENF-4R (3,536,874 C-Bills) et TBT-5N (4,293,500 C-Bills)	s)		
Additional Rew	vards			
	r □□□ s rolled against your mech, be the floater and reroll the attac		termining the locatior	n that the floater hit

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

The atmosphere is pretty light at Zagadki when you get there after your successful raid against the Mercenaries' dropship. Morale is pretty high, and the beer, while not exactly "good", or even necessarily "Drinkable", is cheap.

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Character	Playe	r		Cert
Mission: 3029- Headhunting Wilds of Canos June 6, 3029	04b shal, Sarna, Capellan Confe	deratior	1	
☐ Complet☐ Fail to co☐ Opposin	ure the commander piloting the A e both main objectives (Bonus Complete any objectives (Mission g 'Mech/Combat Vehicle destroy Objective): Capture the enemy co	bjective) Unsucce ed by pa	(+100,000 C-Bills) ssful) rty (+1 XP each) (x	ox Data )
Mech Status  Mech Su  Mech Su  Mech Se	everely Damaged	Pilot S	Status Pilot Survived Pilot Killed	
C-Bill Reward	x	P Rewa	rd	
Salvaged Mech	ıs			
<ul><li>□ King Cra</li><li>□ Banshee</li><li>□ Stalker S</li><li>□ Hunchba</li><li>□ Enforcer</li></ul>	67-D (9,626,000 C-Bills) ab KGC-0000 (9,622,000 C-Bills) BNC-3S (8,870,745 C-Bills) BTK-3H (7,648,825 C-Bills) ack HBK-4G (3,467,874 C-Bills) ENF-4R (3,536,874 C-Bills) et TBT-5N (4,293,500 C-Bills)	s)		
Additional Rew	vards			
	r □□□ s rolled against your mech, be the floater and reroll the attac		termining the locatior	n that the floater hit

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

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You're halfway through your third when Henrik arrives. He seems anxious to talk to you.

"Hey," he begins. Everyone in the bar turns to him. Man, he is lousy at the hold "Secrecy" thing.

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Character	Playe	r		Cert
Mission: 3029- Headhunting Wilds of Canos June 6, 3029	04b shal, Sarna, Capellan Confe	deratior	1	
☐ Complet☐ Fail to co☐ Opposin	ure the commander piloting the A e both main objectives (Bonus Complete any objectives (Mission g 'Mech/Combat Vehicle destroy Objective): Capture the enemy co	bjective) Unsucce ed by pa	(+100,000 C-Bills) ssful) rty (+1 XP each) (x	ox Data )
Mech Status  Mech Su  Mech Su  Mech Se	everely Damaged	Pilot S	Status Pilot Survived Pilot Killed	
C-Bill Reward	x	P Rewa	rd	
Salvaged Mech	ıs			
<ul><li>□ King Cra</li><li>□ Banshee</li><li>□ Stalker S</li><li>□ Hunchba</li><li>□ Enforcer</li></ul>	67-D (9,626,000 C-Bills) ab KGC-0000 (9,622,000 C-Bills) BNC-3S (8,870,745 C-Bills) BTK-3H (7,648,825 C-Bills) ack HBK-4G (3,467,874 C-Bills) ENF-4R (3,536,874 C-Bills) et TBT-5N (4,293,500 C-Bills)	s)		
Additional Rew	vards			
	r □□□ s rolled against your mech, be the floater and reroll the attac		termining the locatior	n that the floater hit

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<b>GM Rep</b>	ort	
Mission	3029-04b ·	- Headhunting

		Date:
GM:	Venue	

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

# **Salvaged Mechs**

- King Crab KGC-0000 (9,622,000 C-Bills) Banshee BNC-3S (8,870,745 C-Bills)

- Stalker STK-3H (7,648,825 C-Bills)
  Hunchback HBK-4G (3,467,874 C-Bills)
  Enforcer ENF-4R (3,536,874 C-Bills)
  Trebuchet TBT-5N (4,293,500 C-Bills)