Mission 3029-05a: Friends under fire

Graves Hallow September 11, 3029 Pilot Skill: 2-4

Okay boys, listen up! Things are getting a little dicey here on Sarna, I'm afraid. The Cappies are starting to, as military analysts like to call it, "Tighten the noose". The Screaming Eagles have ordered us into smaller and smaller areas of the continent of Canoshal, and we've now basically all concentrated in a place called Graves Hollow, a small, thickly forested valley east of the city of Backtal. The thinkin' is that this should give us plenty of opportunities to ambush the Big Mac should they decide to attack. Which, of course, they have.

We got word earlier today that the Second Capac Infantry Regiment - one of the AFFS conventional regiments here on the planet - came under attack at the eastern edge of the valley. We're to go help them break out. Only problem is that the Big Mac figured that the easiest way to smoke out an infantry regiment from a heavily forested area was to, well, smoke them out. In this case literally. With Fire. In general, 'mechs aren't big fans of fire, but sadly we don't get to only interact with stuff we're big fans of.

So your job is simple. Break through the Cappies that are currently setting fire to the forest, and relieve the 2nd Capac. We did catch a bit of a break here in that it has started raining. That's slowing the Liao arsonists down quite a bit. Additionally, the more of them you can take out the better. The joint mercenary command has concluded that the more expensive we can make Big Mac forays into Grave's Hollow, the more they'll think twice about attacking in the future. If we're just lucky enough, we can hold out until reinforcements arrive. Whenever that's gonna be.

**Map:** Use the Holth ForestMap from the Tukayyid map pack (if available). Otherwise, any heavily forested map will do.



**Recommended Maps:** 

1: Holth Forest

**Setup:** The Enemy OPFOR can set up anywhere on the left half of the map. The Players enter from the right side of the map on the first turn.

### **Special Rules**

**Get a Bucket of Water!**: Part of the map is on fire. Any hex marked with fire has 2 levels of light smoke above the fire. Battlemechs absorb 5 heat for ending a turn in a fire hex, plus 2 heat for every fire hex they *leave* using ground movement during the turn. Light smoke acts as light woods for the purposes of attack and line of sight calculations, but has no effect on movement.

See Tactical Operations: Advanced Rules pg. 41 for fire rules.

**Better then a Bucket**: The map is under the Light Rainfall condition with no wind. The rain is preventing any of the fire from spreading so ignore any fire and smoke spreading rules. Units *can* start new fires if they so choose. See TO:AR pg 42 for details. Apply a +1 modifier to TNs to set hexes on fire due to the light rainfall condition.

**They are packing heat**: The Enemy OPFOR has the option to equip Inferno SRM ammo with the standard limitations. See TW pg 141-142 for rules on Infernos.

**Secret reward**: Fire Foam Pods: If a player completed the secret objective in mission 3029-04 they get a fire foam for each leg. A fire foam pod can be activated when you would have taking any heat from fire. You can instead activate the pod to extinguish the fire in the tile that you took heat damage from. This removes all fire from the tile and smoke the begining of the next clean up phase. If a leg is hit before the pod is deployed it is destroyed on a 7+.

### **OPFOR**

OI I OIX					
Name	#	Variant	Reference	BV	Cost
				(4/5)	
Firestarter	1	FS9-H	3039 pg 168	694	3,046,950
Vindicator	1	VND-1X	SW pg 108	1009	3,177,095
Cataphract	1	CTF-2X	SW pg 190	1344	5,877,353
Catapult	1	CPLT-C4	SW pg 176	1358	5,893,249
Trebuchet	1	TBT-5N	3039 pg 214	1191	4,293,500
Warhammer	1	WHM-6L	3039 pg 492	1311	6,077,783
Highlander	1	HGN-733P	SW pg 266	1865	8,310,980

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

### 4000-4500 (3979 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4)

### 4500-5000 (4580 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5)

### 5000-5500 (5010 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4)

### 5500-6000 (5531 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4)

### 6000-6500 (6039 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (4/5)

### 6500-7000 (6571 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4)

### 7000-7500 (7001 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

### 7500-8000 (7546 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

### 8000-8500 (7994 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

### 8500-9000 (8515 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

### 9000-9500 (9118 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4)

### 9500-10000 (9530 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5)

### 10000-10500 (10057 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5) Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

### 10500-11000 (10563 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (4/5)

### 11000-11500 (11035 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

### 11500-12000 (11580 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

#### 12000-12500 (12029 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

### 12500-13000 (12501 Total)

Firestarter FS9-H (2/3), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

**Mission Objectives:** Break through the Capellan line, destroying or crippling as many 'mechs as possible, while also getting your own 'mechs off the Capellan side of the map.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)	350,000	250,000	100,000
Get more mechs off the edge of the board then the enemy OPFOR has remaining on the board. (Bonus Objective)	+100,000	+100,000	+100,000
Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)	150,000	100,000	50,000
(Secret Objective): Destory or cripple all OPFOR mechs	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Get an uncrippled mech off the left edge of the board and	15	5
1/3rd (Round up) of the enemy OPFOR is destroyed or		
crippled. (Success)		
Less than 1/3rd (Round up) of the enemy OPFOR is	8	3
destroyed, or no PC 'mechs escape off the left edge of the		
board (Failure)		
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

### **Additional Rewards**

Charge! 

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

# LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Firestarter FS9-H

Movement Points: Tonnage: 35

Walking: 6 Tech Base: Inner Sphere (Intro) Running: 9

Era: Succession Wars Jumping: 6

#### Weapons & Equipment Inventory (hexes)

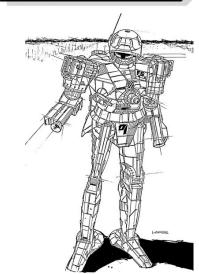
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9 9 3
1	Flamer	LA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	RA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer (R)	CT	3	2	-	1	2	3
	,			[DE,H,AI]				
1	Machine Gun	LT	0	2 [DB,AI]		1	2	3
				- [,]				
1	Machine Gun	RT	0	2 [DB,AI]	_	1	2	3
			•	_ [55,711]			_	-

**BV**: 694 Cost: 3,046,950 CBills

### WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



### Head (9) Left Torso Right Torso (11) $(1\overline{1})$ 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** 
  - Medium Laser
  - 5. Flamer 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. Machine Gun
  - Roll Again
  - 6. Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6 4. Roll Again
  - Roll Again
  - 6. Roll Again

### Left Leg

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

### Head

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

# Center Torso

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



### Damage Transfer Diagram

### Right Arm

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

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

  - 6. Roll Again

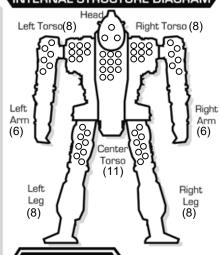
### Right Torso

- 1. JumpJets
- JumpJets
- 1-3 4. JumpJets
  - Machine Gun
    - Machine Gun Ammo (200) 5.
    - 6. Roll Again
    - Roll Again 1.
    - Roll Again 2.
- 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**
- Roll Again 6.

### 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+ +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire -1 Movement Points
- 19 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,

# LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Vindicator VND-1X

Movement Points: Tonnage: 45

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 4

#### Weapons & Equipment Inventory (hexes)

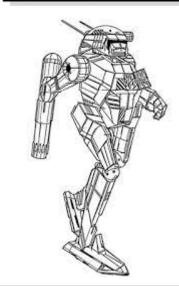
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 5	LT	2	1/Msl,C5/	56	7	14	21
				[M,C,S]				
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
			_				_	_
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 3,177,095 CBills **BV**: 1009

### 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)(18)Right Left Center Leg Leg Torso (18)(18)Rear(9) 00000 80000 Left Right Torso Rear Torso Rear (6)(6)Heat

ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

### Left Arm

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

# Machine Gun Ammo (1/2 Ton) (50) Fusion Engine Tonical Engine

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

#### Left Torso

- 1. Heat Sink
- **Heat Sink**
- 1-3 3. Heat Sink 4. Heat Sink
  - - 5. LRM 5
    - LRM 5 Ammo (24)
    - Roll Again
    - Roll Again Roll Again
- 4-6 4. Roll Again
  - Roll Again
  - 6. Roll Again

### Left Leg

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

### Head

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

### Center Torso

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

  - 5. Gyro
  - 6. Gyro

  - Gyro
  - **Fusion Engine** 2.
  - **Fusion Engine**
- 4-6 **Fusion Engine** 4.
  - JumpJets
  - JumpJets 6.
  - Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

## Hip

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

### Right Arm

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

  - 6. Roll Again

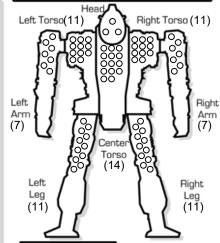
### Right Torso

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

### Right Leg

- 4. Foot Actuator
- 6. Roll Again

### INTERNAL STRUCTURE DIAGRAM Left Torso(11) 0



### **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

Scale

30

29

28

27

26\*

25\*

24

23\*

22

21

20,

19

18

17'

16

Heat Sinks:

15 (15)

Single

00

00

00

00

00

Ô

ŏ

-1 Movement Points

# .ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Cataphract CTF-2X

Movement Points: Tonnage: 70

Tech Base: Inner Sphere Walking: 4

Era: Succession Wars Running: 6

Jumping: 0

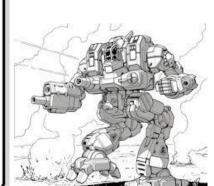
#### Weapons & Equipment Inventory (hexes)

•						•		
Type		Loc	Ht	Dmg	Min	Sht	Med	Lng
Autocannon/10		RT	3	10 [DB,S]	-	5	10	15
Medium Laser		LT	3	5 [DE]	-	3	6	9
Medium Laser		RT	3	5 ÎDEÎ	-	3	6	9
Large Laser		RA	8	8 [DE]	-	5	10	15
SRM 4		LA	3	2/MsI,C2/ [M,C,S]	4 -	3	6	9
	Autocannon/10  Medium Laser Medium Laser Large Laser	Autocannon/10  Medium Laser Medium Laser Large Laser	Autocannon/10 RT  Medium Laser LT Medium Laser RT Large Laser RA	Autocannon/10         RT         3           Medium Laser         LT         3           Medium Laser         RT         3           Large Laser         RA         8	Autocannon/10 RT 3 10 [DB,S]  Medium Laser LT 3 5 [DE] Medium Laser RT 3 5 [DE] Large Laser RA 8 8 [DE] SRM 4 LA 3 2/Ms,[Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/Cz/C	Autocannon/10     RT     3     10     -       IDB,SI       Medium Laser     LT     3     5 [DE]     -       Medium Laser     RT     3     5 [DE]     -       Large Laser     RA     8     8 [DE]     -       SRM 4     LA     3 2/Msl,C2/4     -	Autocannon/10     RT     3     10     -     5       IDB,S]       Medium Laser     LT     3     5 [DE]     -     3       Medium Laser     RT     3     5 [DE]     -     3       Large Laser     RA     8     8 [DE]     -     5       SRM 4     LA     3     2/Msl,C2/4     -     5	Autocannon/10         RT         3 10 - 5 10

### 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)Center Left Arm Right Arm Torso (22)(22)(30)Right Left Center Leg Leg Torso (26)(26)Rear(13) 88888 Left Right Torso Rear Torso Rear (10)(10)

ARMOR DIAGRAM

Cost: 5,877,353 CBills

**BV**: 1344

### **CRITICAL HIT TABLE**

### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. **Lower Arm Actuator**
- **Hand Actuator** 
  - SRM 4 5.
  - 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. Medium Laser
- AC/10 Ammo (10)
- 1-3 3. AC/10 Ammo (10) SRM 4 Ammo (25)
- - Roll Again 5.
  - 6. Roll Again
  - Roll Again
  - Roll Again
- Roll Again
- 4-6 3. Roll Again
  - Roll Again
  - 6. Roll Again

### Left Leg

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

#### Head

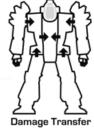
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

### Center Torso

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

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

Sensor Hits OO Life Support O



Diagram

- 3.
- 4. **Foot Actuator**
- 5. **Heat Sink** Roll Again 6.

## INTERNAL STRUCTURE DIAGRAM

Right Arm Left Torso(15) 0 1. Shoulder

30

28

26

25

24

23

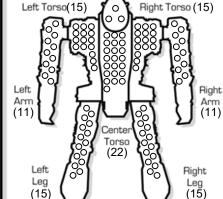
22

20

19

18

13



Heat

Scale

30

29

28

27

26\*

25\*

24

23\*

22\*

21

20,

1

### Right Torso Autocannon/10

2. Upper Arm Actuator

Large Laser 5. Large Laser

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Lower Arm Actuator

1-3 3.

2.

5.

6.

4-6 3. 3.

- Autocannon/10
- 1-3 3. Autocannon/10 Autocannon/10
  - 5 Autocannon/10

  - 6. Autocannon/10
  - Autocannon/10 1.
  - Medium Laser
- Roll Again 4-6 <sub>4.</sub>
  - Roll Again
  - Roll Again
  - 6. Roll Again

### Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**

- +1 Modifier to Fire -1 Movement Points

19 18 17' 16 **HEAT DATA** 15\* Heat Sinks: 14 Heat. **Effects** 14 (14) Level<sup>3</sup> 13\* Shutdown Single 12 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 11 00 -5 Movement Points 10\* 00 +4 Modifier to Fire 00 9 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 8\* 0 -4 Movement Points 7 Ammo Exp. avoid on 4+ 0000 6 Shutdown, avoid on 6+ +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 -2 Movement Points 2

# ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Catapult CPLT-C4

Movement Points: Tonnage: 65

Tech Base: Inner Sphere Walking: 4 Era: Succession Wars Running: 6

Jumping: 4

#### Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type LRM 20 6 1/MsI,C5/20 6 IM.C.S1 LRM 20 6 1/Msl,C5/20 6 [M,C,S] 21 Small Laser Small Laser 3 [DE] 3 [DE]

# 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: 5,893,249 CBills

- 1. Shoulder
- Upper Arm Actuator
- LRM 20 1-3 3.
- LRM 20
- LRM 20 5.
  - LRM 20 6.
  - 1. LRM 20
  - 2. Roll Again
- 4-6 3. Roll Again Roll Again
  - 5. Roll Again
    - 6. Roll Again
    - Left Torso
    - 1. JumpJets
    - JumpJets
- 1-3 3. LRM 20 Ammo (6) LRM 20 Ammo (6)
- - 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**
- Lower Leg Actuator 3.
- **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

**BV**: 1358

- 5. Gyro
- 6. Gyro
- Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6 4.
  - **Fusion Engine** 
    - Small Laser
  - 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.
- 1-3 3. LRM 20
  - LRM 20
  - LRM 20 5.
  - LRM 20 6.
  - 1. LRM 20
  - 2. Roll Again
- Roll Again 3.
- 4-6 4. Roll Again
  - Roll Again 5.

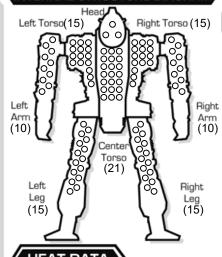
  - 6. Roll Again

### Right Torso

- 1. JumpJets
- JumpJets
- LRM 20 Ammo (6) 1-3 4. LRM 20 Ammo (6)
  - Roll Again 5
  - 6. Roll Again
  - Roll Again 1.
  - 2. Roll Again
- 3. 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. Roll Again
- 6. Roll Again



ARMOR DIAGRAM

Head (9)

Center

Torso

(22)

Center

Torso

80000

Rear(7)

00000

Right Torso

(17)

Left Torso

Left Arm

Left

Leg

(23)

Left

Torso Rear

(6)

(15)

(17)

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

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

Shutdown, avoid on 4+ 13 +2 Modifier to Fire

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



Right

Torso Rear

(6)

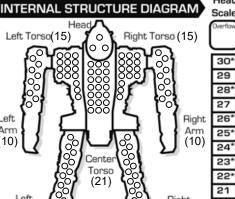
Right Arm

Right

Leg

(23)

(15)



20, 19 18 17' 16

15\* 14 13\* 12

Heat Sinks:

10 (10)

Single

0

0

000000

3 2

1

# LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Trebuchet TBT-5N

Tonnage: 50 Movement Points:

Walking: 5 Tech Base: Inner Sphere

Era: Succession Wars Running: 8

Jumping: 0

#### Weapons & Equipment Inventory (hexes)

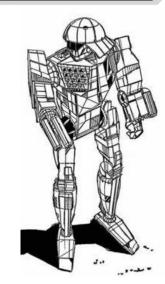
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5 1	/Msl,C5/1 [M,C,S]	5 6	7	14	21
1 1 1	Medium Laser Medium Laser Medium Laser LRM 15	LA RA RA RT	3 3 5 1	5 [DE] 5 [DE] 5 [DE] /Msl,C5/1 [M,C,S]	- - 5 6	3 3 7	6 6 6 14	9 9 9 21

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

## WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

**Medium Laser** 

5. Medium Laser

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1. FLRM 15

LRM 15

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

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

3. Roll Again

6. Roll Again

5. Roll Again

Right Torso

2.

2.

3. 4-6 4. Roll Again

5.

6.

1.

2.

1-3 3.

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

ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

### Left Arm

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

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

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

#### Left Torso

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

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

### Left Leg

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

#### Head

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

### Center Torso

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

  - 6. Roll Again

# Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

4-6 4.

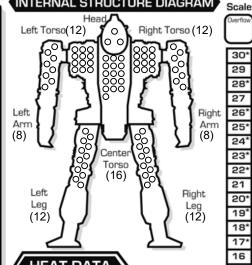
Damage Transfer

Diagram

### Right Leg Hip

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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



20, 19 18 17' 16

15\* 14

8\* 7 6 5\* 4

3

2

1

-2 Movement Points

+1 Modifier to Fire -1 Movement Points

# LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Warhammer WHM-6L

Movement Points: Tonnage: 70

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Succession Wars Jumping: 0

#### Weapons & Equipment Inventory (hexes)

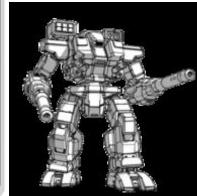
				,				
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/MsI,C2/6	o -	3	6	9
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	LT	1	3 ÎDEÎ	-	1	2	9 3 3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	RT	3	2	-	1	2	3
				[DE,H,AI]				

Cost: 6,077,783 CBills **BV**: 1311

### 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 (17)(17)Center Left Arm Right Arm Torso (20)(20) (22)Right Left Center Leg Leg Torso (15)(15)Rear(9) 88800 00000 Left Right Torso Rear Torso Rear (8) (8)Heat Scale

ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

### Left Arm

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

#### Left Torso

- 1. Medium Laser
- Small Laser
- 1-3 3. Flamer 4. Roll Again
  - - 5. Roll Again
    - 6. Roll Again
    - Roll Again
    - Roll Again
- Roll Again 4-6 4.
  - Roll Again 5. Roll Again
    - 6. Roll Again

### Left Leg

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

#### Head

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

### Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 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

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

### Right Torso

- 1. **[**SRM 6
- 2. SRM 6
- Medium Laser 1-3 3. Medici.... 4. Small Laser

  - Flamer 5.
  - 6. SRM 6 Ammo (15)
  - 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**
- 6. **Heat Sink**

### INTERNAL STRUCTURE DIAGRAM

30

29

28

27

26\*

25\*

24

23\*

22\*

21

20,

19

18

17'

16

15\*

14

13\*

12

11

10\*

9

8\*

7

6

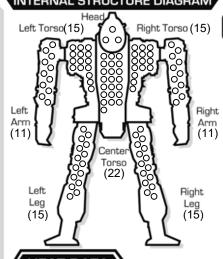
5\*

4

3

2

1



### **HEAT DATA**

Heat Sinks: Heat. Effects 18 (18) 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 19 Ammo Exp. avoid on 4+ 00 Shutdown, avoid on 6+ +3 Modifier to Fire 00 -3 Movement Points

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

# .ASSIC LETECH

### 'MECH RECORD SHEET

### MECH DATA

Type: Highlander HGN-733P

Movement Points: Tonnage: 90

Walking: 3 Tech Base: Inner Sphere

(Intro) Running: 5

Era: Succession Wars Jumping: 3

#### Weapons & Equipment Inventory (hexes)

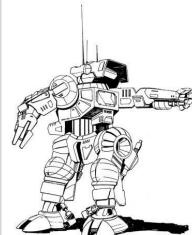
Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/MsI,C2/6 [M,C,S]	6 -	3	6	9
1	LRM 20	LT	6	1/Msl,C5/2 [M,C,S]	0 6	7	14	21
1 1	Medium Laser Medium Laser	RT RT	3	5 [DE] 5 [DE]	-	3	6 6	9
1	PPC	RA	10	10 [DE]	3	6	12	18



### WARRIOR DATA

Gunnery Skill:

Hits Taken 1 2 3 4 5 6



### Piloting Skill: Consciousness# 3 5 7 10 11 Dead Center Left Arm Right Arm Torso (30)(30)(41)Right Left Center Leg Leg Torso (38)(38)Rear(17) 88888 Left Right Torso Rear Torso Rear (10)(10)Heat Scale

### **CRITICAL HIT TABLE**

### Left Arm

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

### Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 <sup>3.</sup> JumpJets
  - LRM 20
    - LRM 20 5
    - 6. LRM 20
    - LRM 20
    - 2. LRM 20
- SRM 6 Ammo (15)
- 4-6 3. **SRM 6 Ammo (15)** 
  - LRM 20 Ammo (6)
  - 6. LRM 20 Ammo (6)

### 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
- 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

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

### Right Torso

- 1. Heat Sink
- 2. **Heat Sink**
- 1-3 3. JumpJets
  - Medium Laser
    - Medium Laser 5.
  - 6. LRM 20 Ammo (6)
  - Roll Again 1. Roll Again 2.
- 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**
- 6. **Heat Sink**

### INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

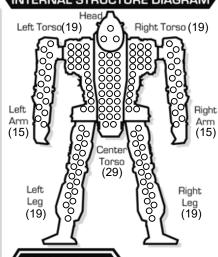
Head (9)

Right Torso

(28)

Left Torso

(28)



### 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+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 00 -4 Movement Points Ammo Exp. avoid on 4+ 00 Shutdown, avoid on 6+ +3 Modifier to Fire 00 -3 Movement Points

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

+1 Modifier to Fire -1 Movement Points

1

30

29

28

27

26\*

25\*

24

23\*

22\*

21

20,

19

18

17'

16

15\*

14

13\*



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess) If the board then the enemy OPF Bills) The enemy OPFOR is destroyed, The destroyed by party (+1 XP each	OR has remaining on the or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) 783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess) If the board then the enemy OPF Bills) The enemy OPFOR is destroyed, The destroyed by party (+1 XP each	OR has remaining on the or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) 783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.



MIS:	DIUNS	
Character	Player	Cert
Mission: 3029-05a Friends under fire Graves Hallow September 11, 3029		
Mission Results  ☐ Get an uncrippled mech off the OPFOR is destroyed or crippled. (Succe ☐ Get more mechs off the edge of board. (Bonus Objective) (+100,000 C-E ☐ Less than 1/3rd (Round up) of the left edge of the board (Failure) ☐ Opposing 'Mech/Combat Vehicl ☐ (Secret Objective): Destory or compare the compared of	ess)  f the board then the enemy OPF  Bills)  he enemy OPFOR is destroyed,  le destroyed by party (+1 XP ea	FOR has remaining on the , or no PC 'mechs escape off ch) (x)
Mech Status	Pilot Status	
■ Mech Survived	☐ Pilot Survive	ed
<ul><li>Mech Severely Damaged</li><li>Mech Destroyed</li></ul>	☐ Pilot Killed	
C-Bill Reward	XP Reward	
Salvaged Mechs		
□ Firestarter FS9-H (3,046,950 Vindicator VND-1X (3,177,095 □ Cataphract CTF-2X (5,877,35 □ Catapult CPLT-C4 (5,893,249 □ Trebuchet TBT-5N (4,293,500 □ Warhammer WHM-6L (6,077, Highlander HGN-733P (8,310 □ Highlander HGN-733P (8,310 □ Vindicator FS9-H (3,046,950	5 C-Bills) 53 C-Bills) 9 C-Bills) 0 C-Bills) ,783 C-Bills)	
Additional Rewards		
Charge!   Allows your mech to move twice during melee phase, you keep the higher of		



Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.

GM Rep	ort			
Mission	3029-05a	- Friends	under	fire

		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**

	Firestarter FS9-H (3	3,046,950 C-Bills)
--	----------------------	--------------------

- Vindicator VND-1X (3,177,095 C-Bills)
- Cataphract CTF-2X (5,877,353 C-Bills)

- Catapult CPLT-C4 (5,893,249 C-Bills)
  Trebuchet TBT-5N (4,293,500 C-Bills)
  Warhammer WHM-6L (6,077,783 C-Bills)
  Highlander HGN-733P (8,310,980 C-Bills)