

Mission 3027-04: Watch that first step!

Final Approach over Gillfillan's Gold, Anti-Spinward Periphery

April 25, 3027 Pilot Skill: 3-4

Okay boys, listen up! The time has come to clean up this pirate mess once and for all. The navigational data you recovered on Aberystwyth lead here, to Gillfillan's Gold. Comm traffic on the surface suggests that this is the right place, and that the locals are none too pleased to see us. We were hoping to land and unload before we had to go off pirate hunting, but in view of the local response the higher ups have decided to make a point of seizing the local drop port immediately and basing us there. That makes your first mission securing the port. It would be great if you could capture some of the C&C infrastructure intact too, but job one is securing the landing zone. Any questions?

Mount up, and get ready to drop. I hope none of you is afraid of heights - that first step is a doozy.

Map: This mission takes place at a small drop port. If the 2019 "Desert Aerobase" isn't available, the Fanpro era Dropport map will work, or any mostly flat map.



Recommended Maps:

1: 2019 Desert AeroBase 1

2: 2019 Desert AeroBase 2

3: 2019 Desert Runway

4: 2019 Desert Oasis

Setup: Designate one building of level 2 or 3 as the port control tower, and another as the administrative offices. These buildings should each occupy at least two hexes and be located within 3 hexes of each other on the map. Regardless of what is printed on the map, the control tower counts as a 80CF heavy building with no basement. The administrative offices count as a heavy building with CF 60 and no basement. On the sample map, both of these "buildings" are the large building on the left edge of the top left map. Count the three level 5 hexes with the teal

outline as the control tower, and the four "northernmost" hexes of the level 2 section of the building as the Administrative buildings.

Place a platoon of SRM infantry inside the control tower, and a rifle platoon in the administrative building. Distribute the remaining defenders units around the perimeter of the base. Infantry should be inside or adjacent to other buildings, and at least 5 hexes away from the objective buildings. If the defenders have multiple battlemechs, place them at least 15 hexes apart on the board. Place the behemoth and partisan tanks at least 15 hexes away from the objective buildings. The players enter the map by combat drop starting on turn one.

Special Rules

Watch that first step! The players enter the battle via combat drop (See Strategic Operations, pg. 22). The defenders are neither trained nor prepared for a hot combat drop, and have not put up much of a defense before the battle begins. Only partisan tanks present may fire on player 'mechs that are still falling on turn one. Each player may choose to begin the battle at altitude 1 (landing on turn one) or altitude 4 (landing on turn 2). Player battlemechs that scatter off the map are *not* considered destroyed. Instead, resolve the falling damage to the scattered unit, and set it aside. The player must spend one turn off the board recovering from the fall, and may re-enter the battlefield on the next turn through the same hex they left from. (If that hex is impassable, select the closest available alternative).

Watch that first step! (The Simplified version): If Strategic Ops isn't available, or you have less experienced players, use the following system: Players may choose to enter the map on turn 1 or turn 2. When they enter the map (in initiative order), they place their mini on any hex on the board. That first turn they are "Visible" but cannot be shot at nor can they shoot. The following turn they may move up to their walk speed in any direction as if they jumped. They will have a movement modifier as if they had jumped, but will gain no heat for that movement.

I love the smell of Napalm in the morning: If present, half of the Behemoth tank's SRM6 ammunition has been replaced with inferno munitions.

High Water Table: None of the buildings on the base have basements.

GM Notes

To avoid placing the players at a massive initiative disadvantage, pair infantry platoons with armored combat units, and treat each pair as a single "unit" for initiative purposes. (i.e. the infantry platoon and armored unit must move and shoot at the same time.)

Defending battlemechs are subject to "forced withdrawal" for this scenario and may retreat off any map edge. If a vehicle's armor is breached, the crew will attempt to surrender during the next end phase. Infantry will not enter a building if it is occupied by a player battlemech.

None of the defenders will attack the objective buildings.

Make sure to read up on combat in and around buildings, TW pg. 166-179

OPFOR

Name	#	Variant	Reference	BV	Cost
				(4/5)	
Awesome	1	AWS-8T	3039 pg 241	1593	
Catapult	1	CPLT-C1	3039 pg 228	1399	

Name	#	Variant	Reference	BV (4/5)	Cost
Trebuchet	1	TBT-5S	3039 pg 215	984	
Hunchback	1	HBK-4H	3039 pg 208	1067	
Behemoth	1	Standard	3039 pg 153	1173	N/A
Partisan	2	Standard	3039 pg 142	673	N/A
Hetzer Wheeled Assault Gun	1	Standard	3039 pg 91	574	N/A
Bulldog Medium Tank	2	Standard	3039 pg 115	605	N/A
Scorpion Light Tank	1	Standard	3039 pg 61	306	N/A
SRM Foot Infantry	1		3085 TCE pg 311	68	N/A
Foot Ballistic Rifle	3		3085 TCE pg 331	81	N/A
Jump Laser Infantry	1		3085 TCE pg 332	66	N/A

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

3000-3500 (2977 Total)

Trebuchet TBT-5S (4/5), Partisan Standard (4/5), Bulldog Medium Tank Standard (3/4), Scorpion Light Tank Standard (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle (4/5), Jump Laser Infantry (4/5)

3500-4000 (3486 Total)

Trebuchet TBT-5S (4/5), Partisan Standard (4/5), Bulldog Medium Tank Standard (4/5) (x2), Scorpion Light Tank Standard (3/4), SRM Foot Infantry (4/5), Foot Ballistic Rifle (4/5), Jump Laser Infantry (4/5)

4000-4500 (3904 Total)

Trebuchet TBT-5S (3/4), Partisan Standard (4/5), Bulldog Medium Tank Standard (4/5) (x2), Scorpion Light Tank Standard (3/4), SRM Foot Infantry (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

4500-5000 (4498 Total)

Trebuchet TBT-5S (3/4), Behemoth Standard (4/5), Partisan Standard (4/5), Bulldog Medium Tank Standard (4/5), Scorpion Light Tank Standard (3/4), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5), Jump Laser Infantry (4/5)

5000-5500 (5052 Total)

Trebuchet TBT-5S (3/4), Hunchback HBK-4H (4/5), Partisan Standard (3/4), Bulldog Medium Tank Standard (3/4), Hetzer Wheeled Assault Gun Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

5500-6000 (5489 Total)

Catapult CPLT-C1 (4/5), Hunchback HBK-4H (3/4), Partisan Standard (4/5) (x2), Bulldog Medium Tank Standard (4/5), Scorpion Light Tank Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

6000-6500 (5790 Total)

Catapult CPLT-C1 (3/4), Hunchback HBK-4H (4/5), Behemoth Standard (4/5), Partisan Standard (4/5), Bulldog Medium Tank Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

6500-7000 (6471 Total)

Catapult CPLT-C1 (3/4), Hunchback HBK-4H (4/5), Behemoth Standard (3/4), Partisan Standard

(4/5), Bulldog Medium Tank Standard (4/5), Scorpion Light Tank Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

7000-7500 (7148 Total)

Catapult CPLT-C1 (3/4), Hunchback HBK-4H (3/4), Behemoth Standard (3/4), Partisan Standard (4/5) (x2), Hetzer Wheeled Assault Gun Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

7500-8000 (7790 Total)

Catapult CPLT-C1 (3/4), Hunchback HBK-4H (4/5), Behemoth Standard (3/4), Partisan Standard (4/5) (x2), Hetzer Wheeled Assault Gun Standard (3/4), Bulldog Medium Tank Standard (3/4), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

8000-8500 (8857 Total)

Awesome AWS-8T (3/4), Catapult CPLT-C1 (3/4), Behemoth Standard (3/4), Partisan Standard (3/4), Partisan Standard (4/5), Bulldog Medium Tank Standard (3/4), Hetzer Wheeled Assault Gun Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

8500-9000 (8878 Total)

Awesome AWS-8T (3/4), Catapult CPLT-C1 (3/4), Behemoth Standard (3/4), Partisan Standard (3/4) (x2), Hetzer Wheeled Assault Gun Standard (4/5), Bulldog Medium Tank Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

9000-9500 (9462 Total)

Awesome AWS-8T (3/4), Catapult CPLT-C1 (3/4), Behemoth Standard (3/4), Partisan Standard (3/4), Partisan Standard (4/5), Bulldog Medium Tank Standard (4/5), Bulldog Medium Tank Standard (4/5), Hetzer Wheeled Assault Gun Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4), Foot Ballistic Rifle (4/5) (x2), Jump Laser Infantry (4/5)

9500-10000 (9949 Total)

Awesome AWS-8T (3/4), Catapult CPLT-C1 (4/5), Trebuchet TBT-5S (3/4), Behemoth Standard (3/4), Partisan Standard (3/4) (x2), Bulldog Medium Tank Standard (3/4), Hetzer Wheeled Assault Gun Standard (4/5), SRM Foot Infantry (3/4), Foot Ballistic Rifle (3/4) (x2), Foot Ballistic Rifle (4/5), Jump Laser Infantry (4/5)

Mission Objectives: The players' primary objective is to capture the base control tower. At the end of the game, the players are considered to have captured a building if:

At least ½ of the structure is still standing at the end of the game

There are no enemy units inside the building or adjacent to the building

At least one player unit is inside or adjacent to the building

Note that players may have to physically enter the building and mix it up to eliminate all the defenders.

The players can also win by destroying or crippling all of the non-infantry units.

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
The heroes Captured the Control tower	350,000	250,000	100,000
The Heroes captured the administrative building	+100,000	+100,000	+100,000

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
The Heroes were unable to capture the control tower by the end of the game	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
The heroes Captured the Control tower	15	5
The Heroes were unable to capture the control tower by the	8	3
end of the game		
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Awesome AWS-8T

Movement Points: Tonnage: 80

Walking: 3 Tech Base: Inner Sphere

(Intro) Running: 5

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

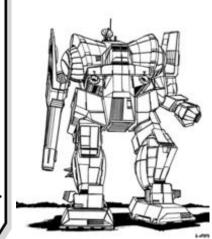
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 ÎDEÎ	-	5	10	15
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5 1	/Msi,C5/1 [M,C,S]	5 6	7	14	21
1	LRM 15	RT	5 1	/MsI,C5/1 [M,C,S]	5 6	7	14	21

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

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Head (9) Left Torso Right Torso (24)(24)Center Right Arm (24) Left Arm Torso (24)(30)Right Left Center Leg Leg Torso (33)(33)Rear(19) 88888 Left Right Torso Rear Torso Rear (10)(10)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

 - Large Laser 6. Large Laser

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

Left Torso

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

Left Lea

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

Head

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

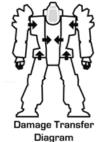
Center Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Right Arm

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

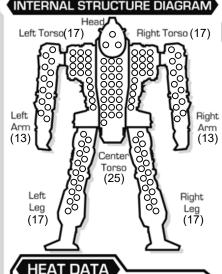
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Sinks: Heat. Effects 23 (23) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 000 25 -5 Movement Points 000

- 24 +4 Modifier to Fire 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
- 5* 4 3 2 1

Heat

Scale

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ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C1

Movement Points: Tonnage: 65

Tech Base: Inner Sphere Walking: 4

Era: Succession Wars Running: 6

Jumping: 4

Weapons & Equipment Inventory (hexes)

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



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



000 000 000 000 Center Left Arm Right Arm Torso (13)(13)(24)Right Left Center Leg Leg Torso

Rear(11)

888000

ARMOR DIAGRAM

Head (9)

Right Torso

(18)

Right

Torso Rear

(8)

Heat

Scale

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23*

22*

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17'

(19)

Left Torso

(18)

Left

Torso Rear

(8)

(19)

CRITICAL HIT TABLE

Left Arm

Cost: 5,790,124 CBills

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. LRM 15 LRM 15
 - 5. LRM 15
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again
 - Roll Again 3.
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. JumpJets
- JumpJets
- 1-3 3. Medium Laser LRM 15 Ammo (8)
 - 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

BV: 1399

- 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**
 - Medium Laser
 - Medium 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. 3. LRM 15
 - LRM 15
 - 5. LRM 15
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

Right Torso

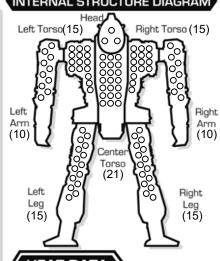
- 1. JumpJets
- JumpJets
- **Medium Laser** 1-3 3. Medium Lass. LRM 15 Ammo (8)
 - Roll Again 5
 - 6. Roll Again
 - Roll Again
 - 1. 2. Roll Again
- 3. Roll Again
- 4-6 _{4.} Roll Again
- Roll Again
- - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

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HEAT DATA Heat Sinks: Heat. **Effects** 15 (15) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 00

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

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

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

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

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

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Trebuchet TBT-5S

Movement Points: Tonnage: 50

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8 Era: Succession Wars

Jumping: 0

Weapons & Equipment Inventory (hexes)

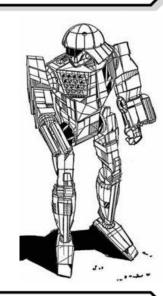
Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl,C2/6 [M,C,S]	6 -	3	6	9
1 1 1	Medium Laser Medium Laser Medium Laser SRM 6	LA RA RA RT	3 3 4	5 [DE] 5 [DE] 5 [DE] 2/Msl,C2/6 [M,C,S]	- - - - -	3 3 3	6 6 6	9 9 9

BV: 984 Cost: 4,023,500 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 (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
- - SRM 6 5.
 - 6. SRM 6
 - 1. Medium Laser
 - 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 3. SRM 6 Am 4. Roll Again 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 Leg

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

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

Damage Transfer Diagram

Right Arm

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

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

 - 6. Roll Again

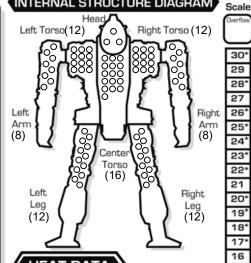
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HE	AT DATA \	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	18 (18)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	5
26	Shutdown, avoid on 10+	00
25	–5 Movement Points	00
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
20	 4 Movement Points 	ÕÕ
19	Ammo Exp. avoid on 4+	00
18	Shutdown, avoid on 6+	00
17	+3 Modifier to Fire	00
15	 3 Movement Points 	\circ

Shutdown, avoid on 4+

-2 Movement Points

-1 Movement Points

+2 Modifier to Fire

+1 Modifier to Fire

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'MECH RECORD SHEET

MECH DATA

Type: Hunchback HBK-4H

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

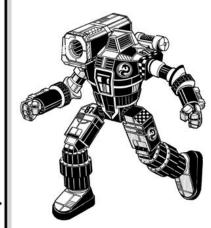
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink

 - 5. Heat Sink
 - AC/10 Ammo (10)
 - AC/10 Ammo (10)
 - Roll Again Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Lea

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

Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

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

 - Roll Again

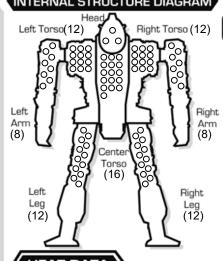
Right Torso

- Autocannon/10
- Autocannon/10
- 1-3 3. Autocannon/10
 - Autocannon/10 5 Autocannon/10
 - 6. Autocannon/10
- Autocannon/10 1.
- Medium Laser
- Medium Laser 4-6 _{4.}
- Roll Again Roll Again
- 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

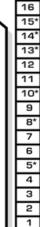


HEAT DATA Heat Sinks: Heat. **Effects** 13 (13) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28

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

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

- Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire -2 Movement Points
 - +1 Modifier to Fire -1 Movement Points



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Heat

Scale

30

29

28

27

26*

25*

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23*

22*

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18

17'



ARMOR DIAGRAM

Front Armor (46)

GROUND VEHICLE RECORD SHEET VEHICLE DATA CREW DATA

Type: Behemoth Heavy Tank

Movement Points: Tonnage: 100
Cruising: 2 Tech Base: Inner Sphere
Flank: 3 (Intro)
Movement Type: Tracked Era: Succession Wars

Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng 6 7 14 21 1/Msl [M,C,S] 2 3 Machine Gun FR 2 [DB,AI] SRM 2 FR 6 9 2/Msl [M.C] 2 3 RS Machine Gun [DB,AI] SRM 2 RS **–** 3 6 9 2/Msl [M,C] Machine Gun LS 2 3 [DĒ,AI] SRM 2 LS 9 AC/10 **—** 5 10 15 [DB,S] SRM 6 6 9 Ammo: (SRM 2) 50, (LRM 5) 48, (Machine Gun) 200

(SRM 6) 30, (AC/10) 20

Cost: BV: 1,173

Crew: ____
Gunnery Skill: ____ Driving Skill: ____

Commander Hit +1 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

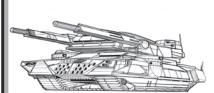
CRITICAL DAMAGE

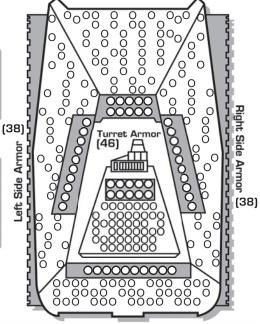
Turret Locked Engine Hit

Sensor Hits +1+2+3 D

Motive System Hits +1+2+3

Stabilizers
Front Left Right Rear Turret





Rear Armor (40)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

101011	VE OTOTEN BANAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
tack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +0
Hit from the sides +2 Wheeled +2
Hovencraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

TURRET

No Critical Hit
Stabilizer
Turret Jam
Weapon Malfunction
Turret Locks
Weapon Destroyed
Ammunition**
Turret Blown Off

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR
2-5	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (22)

GROUND VEHICLE RECORD SHEET οŌ 00 0 0 VEHICLE DATA **CREW DATA** 0 0 0 0 0 0 Type: Partisan Heavy Tank 0 Crew: 0 0 0 0 0 0 Gunnery Skill: Movement Points: Tonnage: 80 **Driving Skill:** h 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit (+2) 0 0 0 (Intro) Flank: 5 Modifier to Driving \cap Modifier to all Skill rolls Era: Star League Movement Type: Tracked Skill rolls 0 0 (18) Engine Type: I.C.E. (22)CRITICAL DAMAGE Armor 0 Weapons & Equipment Inventory (hexes) Armor Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit lo 0 Machine Gun +1+2+3D Side **—** 1 2 3 2 [DB,AI] Sensor Hits 0 0 /800 -**+1+2+3** 4 AC/5 5 [DB,S] 3 6 12 18 Motive System Hits (18)1 8 0 C 0 0 Stabilizers <u>0</u>08 Left Right 0 00 8 Rear Turret ō $\overline{\circ}$ 'o 00 00 00 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100, (AC/5) 40 (16)**BV**: 673 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

2

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +2
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (22)

GROUND VEHICLE RECORD SHEET οŌ 00 0 0 VEHICLE DATA **CREW DATA** 0 0 0 0 0 0 Type: Partisan Heavy Tank 0 Crew: 0 0 0 0 0 0 Gunnery Skill: Movement Points: Tonnage: 80 **Driving Skill:** h 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit (+2) 0 0 0 (Intro) Flank: 5 Modifier to Driving \cap Modifier to all Skill rolls Era: Star League Movement Type: Tracked Skill rolls 0 0 (18) Engine Type: I.C.E. (22)CRITICAL DAMAGE Armor 0 Weapons & Equipment Inventory (hexes) Armor Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit lo 0 Machine Gun +1+2+3D Side **—** 1 2 3 2 [DB,AI] Sensor Hits 0 0 /800 -**+1+2+3** 4 AC/5 5 [DB,S] 3 6 12 18 Motive System Hits (18)1 8 0 C 0 0 Stabilizers <u>0</u>08 Left Right 0 00 8 Rear Turret ō $\overline{\circ}$ 'o 00 00 00 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100, (AC/5) 40 (16)**BV**: 673 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

2

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +2
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (30)

GROUND VEHICLE RECORD SHEET 20 00000 0000 0000 VEHICLE DATA **CREW DATA** 0 o' 0 Type: Hetzer Wheeled Assault Gun Crew: o' O 0 Gunnery Skill: **Movement Points:** Tonnage: 40 **Driving Skill:** \cap 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit 0 0 (Intro) 0 Flank: 6 Modifier to Driving 0 Modifier to all Skill rolls Succession Wars Right Side Armor Skill rolls Movement Type: Wheeled (22)Engine Type: I.C.E. CRITICAL DAMAGE Armor Weapons & Equipment Inventory (hexes) 0 Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit 20 [DB,S] Side **—** 3 6 +1+2+3D Sensor Hits +11+2+3 Motive System Hits Stabilizers Left Right Rear $\overline{\circ}$ ō $\overline{\circ}$ O 00 oŏ 0 0 0 0 8 o \cap Rear Armor Ammo: (AC/20) 20 (22)BV: 574 Cost:

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*		
2-5	No effect		
6-7	Minor damage	+1 modifier to all Driving Sk	ill Rolls
8-9	Moderate dam Driving Skill Ro	age; -1 Cruising MP, +2 mod lls	lifier to all
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls		
12+	Major damage Vehicle is imme	; no movement for the rest o obile.	f the game.
Attack Direction	Modifier:	Vehicle Type Modifiers:	
lit from poor	+1	Tracked Naval	+0

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +0
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied: a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (24)

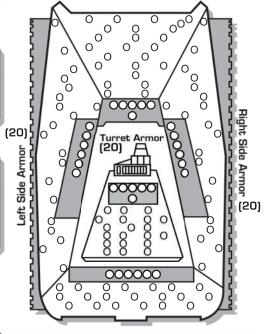
GROUND VEHICLE RECORD SHEET VEHICLE DATA Type: Bulldog Medium Tank Movement Points: Tonnage: 60 Cruising: Tech Base: Inner Sphere (Intro) Flank: 6 Era: Star League Movement Type: Tracked Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Machine Gun **—** 1 2 3 2 [DB,AI] Large Laser 8 [DE] **-** 5 **-** 3 10 15 SRM 4 6 (M,C)

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

Cost:

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

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



Rear Armor (20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

BV: 605

ATTACK DIRECTION				
FRONT	REAR	SIDES		
Front (critical)	Rear (critical)	Side (critical)		
Front†	Rear†	Side†		
Front†	Rear†	Side†		
Right Side†	Left Side†	Front†		
Front	Rear	Side		
Front	Rear	Side		
Front	Rear	Side (critical)*		
Left Side†	Right Side†	Rear†		
Turret	Turret	Turret		
Turret	Turret	Turret		
Turret (critical)	Turret (critical)	Turret (critical)		
	Front (critical) Front† Front† Right Side† Front Front Front Left Side† Turret Turret	FRONT REAR		

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

141011	IVE OTOTEW DAWAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (24)

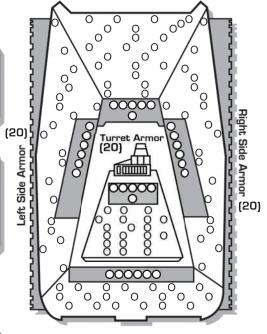
GROUND VEHICLE RECORD SHEET VEHICLE DATA Type: Bulldog Medium Tank Movement Points: Tonnage: 60 Cruising: Tech Base: Inner Sphere (Intro) Flank: 6 Era: Star League Movement Type: Tracked Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng Machine Gun **—** 1 2 3 2 [DB,AI] Large Laser 8 [DE] **-** 5 **-** 3 10 15 SRM 4 6 (M,C)

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

Cost:

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

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



Rear Armor (20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

BV: 605

	ATTACK DIRECTION	
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)
	Front (critical) Front† Front† Right Side† Front Front Front Left Side† Turret Turret	FRONT REAR

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

141011	IVE OTOTEW DAWAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ARMOR DIAGRAM

Front Armor (16)

GROUND VEHICLE RECORD SHEET 0 0 VEHICLE DATA **CREW DATA** 0 00 0 000 Type: Scorpion Light Tank Crew: Gunnery Skill: Movement Points: Tonnage: 25 **Driving Skill:** o' 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 Driver Hit +2 0 0 (Intro) 000 0 Flank: 6 Modifier to Driving 0 Modifier to all Skill rolls Right Era: Succession Wars Movement Type: Tracked Skill rolls 0 0 Engine Type: I.C.E. Side Armor [16]CRITICAL DAMAGE Armor Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type Turret Locked Engine Hit +1+2+3D 3 6 12 18 Side 5 [DB,S] Sensor Hits **+1+2+3** Machine Gun 2 3 Motive System Hits 2 [DB,AI] 00000 0 800 Stabilizers Left Right Rear Turret 0 0 0 0 0 0 Rear Armor Ammo: (Machine Gun) 100, (AC/5) 20 (10)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

BV: 306

Cost:

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict ortical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. no turret, a 14 inacates the chance of a critical lift on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the attack direction. For example, if an attack his the right side, all Side results strike the right armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

141011	IVE OTOTEW DAWAGE TABLE
2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
ttack Direction	Modifier: Vehicle Type Modifiers:

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to O, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combut Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

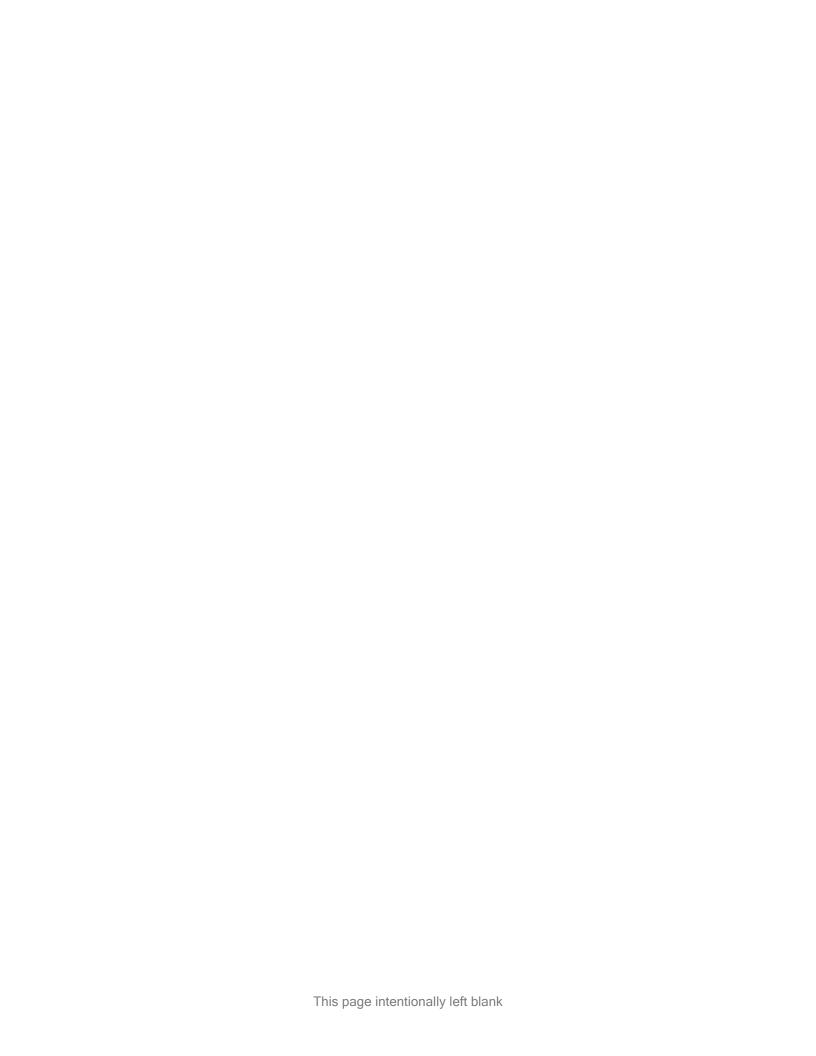
GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off
	No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed	No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit	No Critical Hit Driver Hit Cargo/Infantry Hit Weapon Malfunction Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Weapon Destroyed Engine Hit No Critical Hit Weapon Malfunction Cargo/Infantry Hit Weapon Malfunction Cargo/Infantry Hit Weapon Destroyed Stabilizer Weapon Destroyed Engine Hit Ammunition**

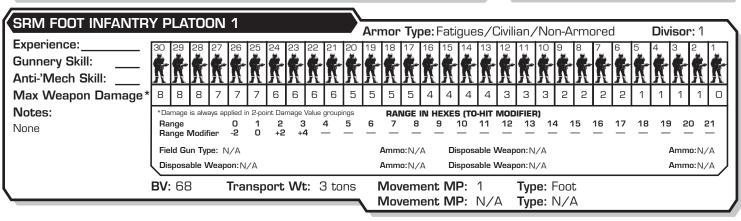
*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.





SRM FOOT INFANTRY RECORD SHEET



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Max Weapon Damage* Notes: None	*Da	nge			7 plied ir	1	2	6 nage '	6 Value g	6 groupi 4	5 ngs 5	5 6	5 RAI 7	5 NGE 8	4 IN H	4 EXES	4 5 (TO 10	4 - HIT 1	3 MOD 12	3 IFIEF 13	-	2	2	2 16	2 17	1	1	1	1 0 a	0
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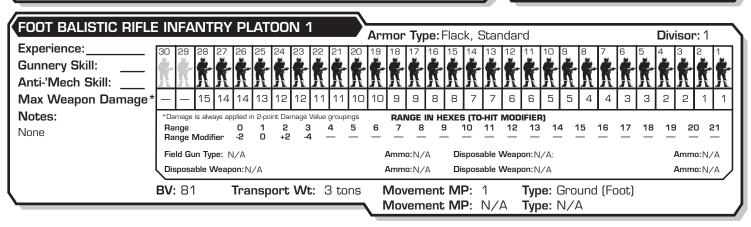
Gunnery Skill: Anti-'Mech Skill: Max Weapon Damage * 8 8 8 7 7 7 6 6 6 6 6 5 5 5 5 4 4 4 4 4 3 3 3 2 2 2 2 2 1 1 1 1 1 0 Notes: *Damage is always applied in 2-point Damage Value groupings *Panage is always applied in 2-point Damage Value groupings *Panage in HEXES (TO-HIT MODIFIER)														_																
Experience: Gunnery Skill: Anti-'Mech Skill:	30 1	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
Max Weapon Damage*	8	8	8	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	2	2	2	2	1	1	1	1	0
Notes: None	Ra Ra	ange ange l	Modif	fier	0 -2	1	int Dar 2 +2	mage 3			-	_	7	8		9	10 —	11 —	12	13 —	14	4 1	15	16 —	17 —	18	_			-
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Max Weapon Damage*		_	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
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Max Weapon Damage*	_	-	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
Notes: None	Ra Ra Fie	inge inge I eld Gu	Modif un Typ	eys app ier oe: N Veapo	0 -2 /A	1	nt Dar 2 +2	3		groupi 4 —	ngs 5		Amm	8 o:N/	. <u>.</u> A	Dis	S (TO 10 spose	11 — able V	12 — Veap	13 — on:N		1 1	5	16 —	17 —	18	_	9 2 Amm	o:N/	- 1
BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot)																														







JUMP LASER INFANTRY RECORD SHEET

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Anti-'Mech Skill: Max Weapon Damage* Notes:	_	— mage	is alw	avs ac	— oplied i	— n 2-po	int Da	— mage	— Value	6 groupi	6	5	5 BAI	3 % 5	4 N H	4 EXES	4	4 -HIT	3 MOD	3 (IFIEF	3	3	2	2	2	1	1	1	1	0
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BV: 66 Transport Wt: 4 tons													Vlov Vlov									Gro Jun		1						

JUMP LASER INFAN	ΤR	ΥP	LAT	00)N	2						Arr	nor	Ty	oe: F	-lac	k, S	Star	ndar	rd							Div	risoi	r: 1	
Experience:	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
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Anti-'Mech Skill:	A	Λ	A.	A	A	A	А	A.	A	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	A	Λ	Λ
Max Weapon Damage*	-	-	-	-	-	-	-	-	-1	6	6	5	5	5	4	4	4	4	3	3	3	3	2	2	2	1	1	1	1	0
Notes:	*Da	mage	is alwa	s ap	olied in	2-poi	nt Dar	nage V	alue ç	groupi	ngs		RAI	NGE	IN H	EXES	(TO	-HIT	MOD	IFIEF	?)		•			_				
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JUMP LASER INFAN	TRΥ	ΥP	LA	ΓΟΟ	N	3						Arr	nor	Typ	oe:	-lac	ck, S	Star	ndar	rd							Div	iso	r: 1	
Experience: Gunnery Skill: Anti-'Mech Skill:	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
Max Weapon Damage* Notes:	_	mage.	is alw	— ауѕ ар	— olied in	 2-noi	— int. Dai	—	— Value	6 aroupi	6	5	5	5	4 IN H	4	4 S (TO	4 -HIT	3	3	3	3	2	2	2	1	1	1	1	0
None	Ra	nge	Modif		0 -2	1 0	2	3+2	3	агоар. 4 ⊦2	5 +4	6 +4	7	8			10	11	12	13	-	4 1 	15	16 —	17 —	18 —	19	9 2	0 2	21
												no:N/ no:N/	- 1																	
	BV: 66 Transport Wt: 4 tons Movement MP: 1 Type: Ground Movement MP: 3 Type: Jump																													

JUMP LASER INFAN	TR	ΥP	LA	TOC	N	4						Arr	nor	Typ	oe:	-lac	k, S	Star	ndar	rd							Div	isoı	r: 1	
Experience: Gunnery Skill: Anti-'Mech Skill:	30	29	28	27	26	25	24	23	22	21	20 1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Max Weapon Damage*	-	-	-	-	_	_	_	<u> </u>	-	6	6	5	5	5	4	4	4	4	3	3	3	3	2	2	2	1	1	1	1	0
Notes: None	Ra	nge	is alw	ays ap fier	0	1	nt Da 2 0	-	3	4	ngs 5 +4	6 +4	RAI	IGE 8	_		•	-HIT 11 —	MOD 12	13 —	-	4 1	15	16	17 —	18 —	19	2	0 2	21
Field Gun Type: N/A Disposable Weapon:N/A											Amm Amm	,				able V able V			•							Amm Amm		- 1		
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Char	acter	Player		Cert
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Mec	h Status	Pilot	Status	
	Mech Survived Mech Severely Damaged Mech Destroyed	<u> </u>	Pilot Survived Pilot Killed	
C-Bil	II Reward	XP Rew	ard	
Salva	aged Mechs			
	Awesome AWS-8T (C-Bills) Catapult CPLT-C1 (C-Bills) Trebuchet TBT-5S (C-Bills) Hunchback HBK-4H (C-Bills)			



Mission: 3027-04 Debrief Watch that first step! Final Approach over Gillfillan's Gold, Anti-Spinward Periphery April 25, 3027

Good job troops! I know combat drops are no picnic, but sometimes it pays to hit the enemy before they're ready to act. This time it paid off with a whole heap of information which will, hopefully, help us track down the main pirate base, and end this business once and for all. For now, why don't you all take a few hours of rack time while the intel nerds sort through the data. Make sure you're up bright and early to go out hunting.



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GM Report Mission 3027-04 - Watch that first step!

		Date:
GM:	Venue	

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

Salvaged Mechs

Ш	Awesome AWS-81 (C-	Bills)
	Catapult CPLT-C1 (C-I	Bills)

Trebuchet TBT-5S (C-Bills) Hunchback HBK-4H (C-Bills)

		PILC	TING	G/DR	RIVIN	G/AN	TI-'M	ECH	
GUNNERY	0	1	2	3	4	5	6	7	8
0	2.42	2.31	2.21	2.10	1.93	1.75	1.68	1.59	1.50
1	2.21	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
2	1.93	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
3	1.66	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
4	1.38	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
5	1.31	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.17	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
8	1.10	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64