

Mission 3028-01: Cover our Landing

Landing Site Beta, Shaula September 3, 3028

Pilot Skill: 3-4

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

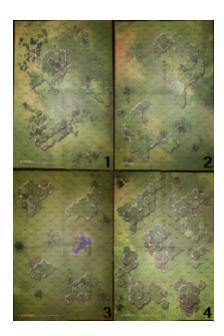
So naturally, you're asking yourself, "What does that have to do with us? We're still working with the Lyrans". Well, it turns out that old Hanse earned his nickname of "The Fox", and planned the whole thing in advance. While he's sending his units to gobble up the Confederation, he's got his new mother-in-law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

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

Intel suggests that the Dracs are sending out a heavy Recon unit complete with close air support to probe our landing areas to try and strike us quickly before our friends can get the rest of their boys and girls unloaded and into the fight. Our job is to head out to Map Grid Whiskey and find that unit and keep them from the rest of the gang while their pants are down. We really can't afford for this recon in force to get into our rear area and harass the landing teams. Knowing the Dracs, when you do find 'em, they're likely to want to mix it up rather than just run past you, so use that to your advantage.

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

Map: This mission takes in rolling foot hills. Use four maps from the Grasslands Map Set to create a 2x2 map sheet area for play. If unavailable, pretty much any terrain broken up with hills and scattered woods will be fine. When using standard Mapsheets, make sure to break up the corridor that runs up the center of the map with additional terrain (hills and/or trees).



Recommended Maps:

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

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

Special Rules

For the Dragon!: All OPFOR 'mech pilots have the Bushido PSA.

Might as well Jump (Secret - don't tell players in advance): On turn four, a Maxim Hover APC with 1 platoon of Jump Infantry enters the board. It's objective is to move as fast as possible past the Player's home edge sticking to the flat terrain as much as possible to deliver the infantry behind the lines to act as artillery spotters. It will not fire unless a Player's unit is directly in its path. If it is destroyed or otherwise immobilized the Jump Infantry will dismount if possible and disengage and move at best speed towards the player's edge. The Infantry will surrender if the APC is destroyed/immobilized and there is a non-crippled PC 'mech within three hexes. When the Hover APC enters, read the following to the players:

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

This will unlock the additional bonus objective. Do not tell the PCs about it before the APC appears.

Rules of Engagement (GM Only): Enemy OPFOR is made up of Militia units desperate to prove their honor to the Dragon. Because of this, they won't simply run past the PCs, but will instead attempt to engage them before making a break for the far side. No Combine pilot will attempt to leave on the PCs home edge until it has declared Bushido against a PC and either destroyed or reduced his speed to less than half of its initial value. The Combine pilot may ignore this rule if his Bushido target moves (and stays) out of his line of sight or out of his max range for three turns (they do not need to be consecutive) after Bushido is declared. Feel free to roleplay accordingly: "The Kurita Pilot radios that you are an honorless dog, not fit for his time",

that sort of thing, but don't let the PCs know the exact mechanics.

Enhanced Bushido (GM Only): The Combine pilots are so desperate to prove their honor that none of them will declare a PC 'mech that is already the target of a different Combine pilot's Bushido ability. Combine pilots that attempt attacks against PCs that are not their Bushido target - regardless of whether or not they've declared Bushido yet or not, suffer a +1 penalty. This means that if a pilot has declared Bushido against a target, he'll have a +2 penalty to attacks against other PCs, and at the beginning, some Combine pilots may not have an available Bushido target, and will make *all* attacks with a +1 penalty.

Non-Mech OPFOR: For balance purposes, consider pairing multiple non-'mech units as a single "Unit" for initiative purposes, or pair up non-'mech units with 'mechs to avoid using the low-BV units as initiative sinks.

OPFOR

OFFOR					
Name	#	Variant	Reference	BV	Cost
				(4/5)	
Grand Dragon	1	DRG-1G	3039 pg 220	1300	5,212,800
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Jenner	1	JR7-D	3039 pg 172	875	3,198,375
Ostscout	1	OTT-7J	3039 pg 455	596	3,416,760
Panther	1	PNT-9R	3039 pg 175	769	2,485,710
Shadow Hawk	1	SHD-2K	3039 pg 466	1147	4,544,807
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194
Warrior	2	H-7A	3039 pg 43	292	N/A
J. Edgar Light Hover Tank	2	ICE	3039 pg. 52	433	N/A
Commando Infantry	1		3085 TCE pg.	44	N/A
,			279		
Maxim Heavy Hover Transport	1		3039 pg. 109	764	N/A

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

3000-3500 (3437 Total)

Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (4/5), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5), Warrior H-7A (4/5)

3500-4000 (3919 Total)

Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5)

4000-4500 (4282 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (4/5), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5)

4500-5000 (5052 Total)

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

5000-5500 (5433 Total)

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

5500-6000 (5825 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Shadow Hawk SHD-2K (3/4), Jenner JR7-D (4/5), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5)

6000-6500 (6308 Total)

Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (3/4), Shadow Hawk SHD-2K (3/4), Jenner JR7-D (4/5), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5), Warrior H-7A (4/5)

6500-7000 (6796 Total)

Wolverine WVR-6K (3/4), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), Jenner JR7-D (3/4), Maxim Heavy Hover Transport (4/5), Commando Infantry (4/5)

7000-7500 (7405 Total)

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

7500-8000 (7838 Total)

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

8000-8500 (8427 Total)

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

8500-9000 (9009 Total)

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

9000-9500 (9410 Total)

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

9500-10000 (10089 Total)

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

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

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No more than one enemy 'mech advances off of the Players' home edge (Success)	350,000	250,000	100,000
No Enemy 'mechs advance off the Players' home edge (Bonus Objective)	+100,000	+100,000	+100,000
One or more enemy 'mechs escape off of the Players' home edge (Failure)	150,000	100,000	50,000

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective)	+100,000	+100,000	+100,000

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

Additional Rewards

Missing Spotters □□□

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

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

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



.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Grand Dragon DRG-1G

Movement Points: Tonnage: 60

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

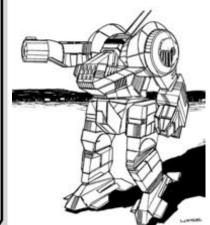
				-		-		
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE] 1	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	LT	3	5 ÎDEÎ	-	3	6	9
1	LRM 10	CT	4 1	/Msl,C5/1	0 6	7	14	21
				[M,C,S]				

Cost: 5,212,800 CBills **BV**: 1300

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

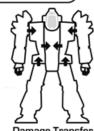
Head

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

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



Damage Transfer Diagram

Right Arm

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

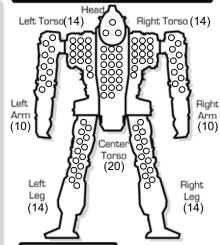
 - 6. Roll Again

Right Torso

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

Right Leg

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



INTERNAL STRUCTURE DIAGRAM

HEAT DATA

Heat Sinks: Heat. **Effects** 12 (12) Level³ 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 0 23 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ ŏ 20 -4 Movement Points 0000 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

Heat

Scale

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Javelin JVN-10N

Movement Points: Tonnage: 30

Walking: 6

Running: 9

Tech Base: Inner Sphere (Intro) Era: Star League

Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty Type SRM 6 Loc Ht Dmg Min Sht Med Lng

4 2/Msl,C2/6 - 3 [M,C,S] 3

SRM 6 4 2/MsI,C2/6 IM.C.S1

Cost: 2,400,840 CBills

BV: 594

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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

Left Torso Rear Torso Rear (2)

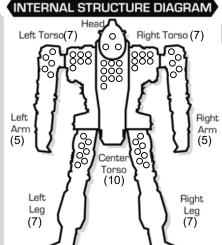
Left Arm

Left

Leg

(8)

(6)



00

ARMOR DIAGRAM

Head (6)

888

Center

Torso

(8)

Center

Torso

00

Rear(2)

Right Torso

Right Arm

Right

Leg

(8)

Right

(2)

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18*

17

16

15*

14

13

12

11

10*

9 8* 7

6

5*

4

3

2

1

(6)

(8)

Left Torso

(8)

HEAT DATA

		•
leat evel* 30 28	Effects Shutdown Ammo Exp. avoid on 8+	Heat Sinks: 10 (10) Single
26 25 22 22 20 18 17 15 14 10 85	Shutdown, avoid on 104 -5 Movement Points +4 Modifier to Fire 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	0000000000

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

 - 6. JumpJets

Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

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

 - 6. Roll Again

Right Torso

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

Right Leg

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



LETECH

'MECH RECORD SHEET

MECH DATA

Type: Jenner JR7-D

Movement Points:

Jumping: 5

Tonnage: 35

Walking: 7 Tech Base: Inner Sphere (Intro) Running: 11 Era: Succession Wars

Weapons & Equipment Inventory

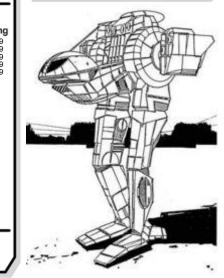
•••	apono & Equipii			,,,,,		Line	,co,	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 ÎDEÎ	-	3	6	9
1	SRM 4	CT	3 :	2/MsI,C2/4	- ا	3	6	9
				[M,C,S]				

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

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

 - Gyro
- **Fusion Engine** 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - JumpJets
 - SRM 4 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. **Medium Laser**
- Medium Laser
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 4. Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

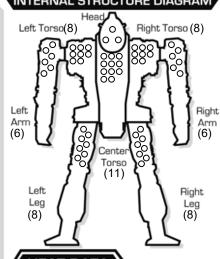
- 1. JumpJets
- JumpJets
- SRM 4 Ammo (25) 1-3 4. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: Heat. **Effects** 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 25 00 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

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

Heat Scale

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

20, 19 18 17' 16

15* 14 13* 12

11 10* 9 8* 7

2 1



.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Ostscout OTT-7J

Movement Points: Tonnage: 35

Tech Base: Inner Sphere Walking: 8 Era: Succession Wars Running: 12

Jumping: 8

Weapons & Equipment Inventory (hexes)

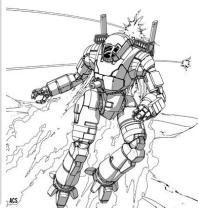
Loc Ht Dmg Min Sht Med Lng Qty Type Medium Laser

5 [DE] 3

WARRIOR DATA

Gunnery Skill:

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



Piloting Skill: Center Left Arm Torso (6)(12)Left Center Leg Torso (8)Rear(4) 00 00 Left Torso Rear (2) INTERNAL STRUCTURE DIAGRAM

CRITICAL HIT TABLE

Left Arm

Cost: 3,416,760 CBills

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

Left Torso

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

Left Leg

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

Head

BV: 596

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

Center Torso

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

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

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



Diagram

Hip

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

Right Arm

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

 - 6. Roll Again

Right Torso

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

Right Leg

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

Left Torso(8) Right Torso (8)

ARMOR DIAGRAM

Head (6)

888

Right Torso

Right Arm

Right

Leg

(8)

Right

Torso Rear

(2)

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18*

17'

16

15*

14

13*

12

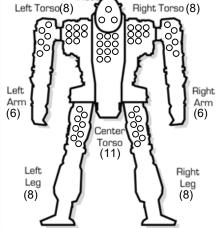
(6)

(9)

Left Torso

(9)

00000



HE	AT DATA \	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	10 (10)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	. 0

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

20 -4 Movement Points 19 Ammo Exp. avoid on 4+

00000000 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

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

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

1



ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Tonnage: 35

Tech Base: Inner Sphere (Intro)

Running: 6 Jumping: 4

Era: Star League

Weapons & Equipment Inventory (hexes)

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

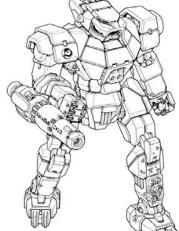
[M,C,S]

BV: 769

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



CRITICAL HIT TABLE

Left Arm

Cost: 2,485,710 CBills

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

Left Torso

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

 - 5. SRM 4 Ammo (25)
 - 6. Roll Again
 - Roll Again
 - Roll Again Roll Again
- 4-6 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

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

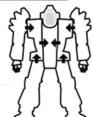
Center Torso

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

Life Support O

- SRM 4
- Roll Again 6.

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Damage Transfer Diagram

Right Arm

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

 - 6. Roll Again

- Right Torso
- 1. 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
 - Hip
 - 3.
 - 4. **Foot Actuator** JumpJets

Right Leg

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

Left Right Torso Rear Torso Rear (5)

00000

ARMOR DIAGRAM

Head (9)

Center

Torso

(14)

Center

Torso

00000

Rear(7)

Right Torso

Right Arm

Right

Leg

(12)

(5)

Heat

Scale

30

29

28

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

13*

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0

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0000

(10)

(10)

Left Torso

Left Arm

Left

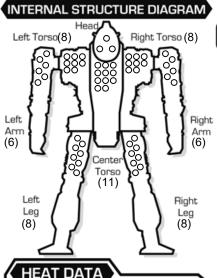
Leg

(12)

(10)

(10)

00000



Heat Sinks: Heat. **Effects** 13 (13) Level³ Shutdown Single

30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 25

- 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+
- -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+
- +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+
- +2 Modifier to Fire -2 Movement Points
 - +1 Modifier to Fire -1 Movement Points



.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-2K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

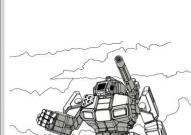
(Intro) Running: 8

Era: Succession Wars Jumping: 3

Weapons & Equipment Inventory (hexes)

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

[M,C,S]

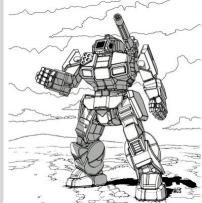


Cost: 4,544,807 CBills **BV**: 1147

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



(18)(18)O 000 000 000 000 000 Center Left Arm Right Arm Torso (16)(16)0 (23)Right Left Center Leg Leg Torso (16)(16)Rear(8) 000000 80000 Left Right Torso Rear Torso Rear (6) (6)Heat

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

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

 - 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

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

 - 6. Roll Again

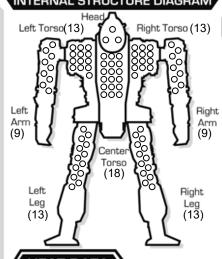
Right Torso

- 1. Heat Sink
- 2. JumpJets
- LRM 5
- 1-3 3. LRM 5 Ammo (24) 5.
 - Roll Again 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again
- 3. Roll Again
- 4-6 _{4.} Roll Again
- Roll Again
- 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat.

Effects Level³ Shutdown 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire

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

Ammo Exp. avoid on 4+ Shutdown, avoid on 6+

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

13 +2 Modifier to Fire

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

1

Scale

30

29

28

27

26*

25*

24

23*

22

21

20,

19

18

17'

16

15*

17 (17)

Single

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-6K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

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



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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

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

Cost: 4,514,194 CBills **BV**: 1248

Left Arm

CRITICAL HIT TABLE

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine** 4.
 - **Heat Sink**
 - Roll Again 6.
 - Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

Right Torso

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

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

Right Leg

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

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ARMOR DIAGRAM

Head (9)

Center

Torso

(25)

Center

Torso

Rear(10)

80000

Right Torso

Right Arm

Right

Leg

(26)

Right

Torso Rear

(6)

30

29

28

27

26*

25*

24

23*

22*

21

20,

19

18

17'

16

15*

14

13*

12

11

10*

9

8*

7

(18)

(20)

Left Torso

8

Left Arm

Left

Leg

(26)

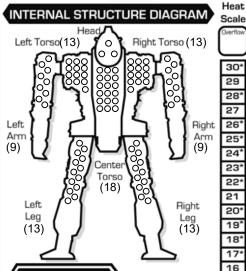
Left

Torso Rear

(6)

(18)

(20)



HEAT DATA

Heat Sinks: Heat. **Effects** 14 (14) Level³ 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+ 0 -4 Movement Points Ammo Exp. avoid on 4+ 0000 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



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

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

BV: 292

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

Cost:

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

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

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

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

Rear Armor (6)

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower 0

1-2 3

TYPES OF PHYSICAL ATTACK ALLOWED

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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



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

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

BV: 292

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

Cost:

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

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

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

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

Rear Armor (6)

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower 0

1-2 3

TYPES OF PHYSICAL ATTACK ALLOWED

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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



ARMOR DIAGRAM

Front Armor (26)

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

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*		
2-5	No effect		
6-7	Minor damage	+1 modifier to all Driving Sk	dll Rolls
8-9	Moderate dam Driving Skill Ro	age; -1 Cruising MP, +2 mod lls	difier to all
10–11		only half Cruising MP (round all Driving Skill Rolls	d fractions up),
12+	Major damage: Vehicle is immo	no movement for the rest oblie.	of the game.
Attack Direction	Modifier:	Vehicle Type Modifiers:	:
Hit from rear	+1	Tracked, Naval	+0

Wheeled

WIGE

Hovercraft, Hydrofoil

+2

+3

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and nolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

+2

Hit from the sides

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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



ARMOR DIAGRAM

Front Armor (26)

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

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*		
2-5	No effect		
6-7	Minor damage	+1 modifier to all Driving Sk	dll Rolls
8-9	Moderate dam Driving Skill Ro	age; -1 Cruising MP, +2 mod lls	difier to all
10–11		only half Cruising MP (round all Driving Skill Rolls	d fractions up),
12+	Major damage: Vehicle is immo	no movement for the rest oblie.	of the game.
Attack Direction	Modifier:	Vehicle Type Modifiers:	:
Hit from rear	+1	Tracked, Naval	+0

Wheeled

WIGE

Hovercraft, Hydrofoil

+2

+3

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and nolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

+2

Hit from the sides

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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





COMMANDO RECORD SHEET

COMMANDO PLATO	ואר	1																												$\overline{}$
COMMANDO PLATO												Arr	nor	Ty	pe: S	Sne	ak S	Suit	(Ca	amo	/E	CM.	/IR)			Div	/iso	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
Gunnery Skill:	ě.	ġ.	ě.	ġ.	ġ.	ě.	ġ.	ġ.	ğ.	ě.	ġ.	ě.	ġ.	ě.	ě.	ě.	ě.	.	*	Ž.	.	Č.	ě.	ě.	ě.	ě.	ě.	.	.	ě.
Anti-'Mech Skill:	A	A	Α	A	A	Λ	Λ	Λ	Α	A	Λ	A	A	Λ	A	Λ	Λ	$\boldsymbol{\Lambda}$												
Max Weapon Damage*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	2	2	2	2	1	1	1	1	1	0	0
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attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon		inge inge l	Modi	fier	0	1	2		} 	4	5	6	7	8		9 ·	10 —	11	12	13	1	4 ′	15	16	17	18	19	9 2	0 2	21
expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP.	ı	•	un Ty		J/A								Amm	o:N/	Δ	Dis	sposa	able \	Nean	on:N	/Δ							Amn	o:Nz	_ Ι
Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light			-		on:N	/A							Amm	,			•		•	on:N	•							Amn	-	- 1
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Experience:	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Gunnery Skill:	ġ.	ğ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ğ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	Ž.	ġ.	ġ.	Ž.	4	ġ.	Ž.	Č.	ġ.	ġ.	Ž.	¢
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Max Weapon Damage*	_	-	-	_	-	_	_	-	_	_	_	<u> </u>	_	_	_	_	3	3	3	2	2	2	2	1	1	1	1	1	0	0
COMMANDO PLATOON 2 Experience:		is alwa	ıys apı	olied in	2-poi	nt Dai	nage \	/alue	groupi	ngs		RAI	IGE	N H	EXES) (TO	-HIT	MOD	IFIER	2)		_				-			_	
o-hit modifier to attackers if platoon			Vlodifi	er	0	1	2	3		4	5	<u>6</u>	7	8		-	10 —	11 —	12 —	13 —	14	4 1	5 -	16 —	17 —	18 —	19	2	0 2	:1
attackers if platoon expends 2 MP	Fie	ld Gu	ın Typ	e: N	/A								Amm	o:N/	Α	Di	sposa	able \	Veap	on:N	/A						1	٩mm	o:N/	А
to-hit modifiers at short/medium/long	Dis	sposa	ble V	/eap	on:N,	/A							Amm	o:N/	A	Di	sposa	able \	Veap	on:N	/A						-	٩mm	o:N/	A
Active Dechee Demolition equipment	BV:	: 44	1	-	Trai	nsp	ort	Wt	: 4	1 to	ns	П	Vlov	em	ent	MI	P:	3		Тур	e: .	Jum	gr							_
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COMMANDO PLATO	אונ	J										Arr	nor	Ty	pe:S	Sne	ak S	Suit	(Ca	amo	/E0	CM,	/IR)			Div	isor	: 1
xperience:	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
Gunnery Skill:	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ġ.	ě.	ġ.	ě.	ġ.	ġ.	ġ.	ġ.	ġ.	ě.	è.	ė.	ġ.	ė.	Č.	ė.	ě.	ě.	Č.	ė.	ě.	Č.
Anti-'Mech Skill:	A	Λ	A	A	A	Л	A	A	A	A	A	A	Л	Л	A	A	Λ	N	Λ	Л	Λ	$\boldsymbol{\Lambda}$	\mathbf{N}	Λ	Λ	\mathbf{N}	Λ	N	Λ
Vlax Weapon Damage*	_	-	-	-	_	_	_	_	-	-	_	-	-	-	_	-	3	3	3	2	2	2	2	1	1	1	1	1	0
Votes: +3 to-hit modifier to	*Damage is always applied in 2-point Damage Value grouping							ngs	-	RAI	NGE	IN H	EXES	S (TO	-HIT	MOD	IFIEF	<u></u>											
ttackers if platoon doesn't move, +2 o-hit modifier to attackers if platoon xpends 1 MP, +1 to-hit modifier to		nge nge l	Modi	fier	0	1	2	-		4	5	<u>6</u>	7	8		9	10	11 —	12 —	13 —	14	4 1 	5	16 —	17 —	18 —	19	2	0 2
ttackers if platoon expends 2 MP. Jon-infantry units suffer +1/+1/+2	Fie	ld Gu	ın Ty	pe: N	I/A								Amm	o:N/	Ά	Di	sposa	able \	Veap	on:N	/A						1	٩mm	o:N/
o-hit modifiers at short/medium/long anges. Invisible to Standard/Light	Dis	sposa	able \	Neap	on:N	/A							Amm	o:N/	Ά	Di	sposa	able \	Veap	on:N	/A						1	٩mm	o:N/
ativa Dachae Damalitian equipment	BV:	: 44	1		Tra	nsp	ort	Wi	t: ∠	1 to	ns		Vlov	/em	ent	M	P:	3		Typ	e: .	Jum	gr						

COMMANDO PLATO	NC	4)	Arr	nor	Ту	oe:S	Sne	ak :	Suit	(Ca	amo	/E	CM,	/IR)			Div	risoı	։ 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
Gunnery Skill:	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.	ě.
Anti-'Mech Skill:	A	A	A	A	A	A	A	A	A	A	Λ	Л	A	A	A	A	Л	Λ	Λ	Л	Λ	Λ	Λ	Л	Λ	N	Л	Λ	Λ	$\boldsymbol{\Lambda}$
Max Weapon Damage*	-	-	-	-	_	_	-	_	-	_	_	_	-	_	_	-	3	3	3	2	2	2	2	1	1	1	1	1	0	0
Notes: +3 to-hit modifier to	*Da	mage is always applied in 2-point Damage Value groupings RANGE IN HEXES (TO-HIT MODIFIER)																												
attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon		inge Inge l	Modif	ier	0	1	2	_		4	5 —	6	7	8		9	10 —	11	12	13	1	4 1 	15	16 —	17 —	18	19	9 2	0 2	21
expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2	Fie	eld Gu	ın Ty	oe: N	I/A								Amm	o:N/	Ά	Di	spos	able \	Veap	on:N	/A							Amm	o:N/	Ά
to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Disposable Weapon: N/A Ammo: N/A Disposable Weapon: N/A								Ammo:N/A																						
Active Dechae Demolition equipment	BV:	: 44	1		Tra	nsp	ort	Wt	t: 4	1 to	ns		Vlov	/em	ent	M	P:	3		Тур	e: d	Jum	ηp							_
						÷						, I	Vlον	em/	ent	M	P:	1				-00	•							





ARMOR DIAGRAM

Front Armor (20)

GROUND VEHICLE RECORD SHEET 0 ρ_O **VEHICLE DATA CREW DATA** 0 0 00 O O Type: Maxim Heavy Hover Transport 8 Crew: 0 0 0 Tonnage: 50 Gunnery Skill: **Driving Skill:** 8 Movement Points: 0 0 Cruising: Tech Base: Inner Sphere Commander Hit +1 +2 00 8 Driver Hit (Intro) Flank: 12 0 Modifier to Driving Modifier to all Skill rolls Era: Star League Right Side Armor Skill rolls Movement Type: Hover O 0 (20)Engine Type: I.C.E. Turret Armor (16)**CRITICAL DAMAGE** Armor Weapons & Equipment Inventory (hexes) Qty Type 2 LRM 5 Loc Dmg Min Sht Med Lng Turret Locked Engine Hit 0 1/Msl [M,C,S] Side 6 7 14 21 +1+2+3D Sensor Hits C SRM 2 RS 3 6 9 Motive System Hits +1 +2 +3 (20)M,C1 00000 Stabilizers 008 SRM 2 3 9 LS 6 O Left Right fM.C1 ŏ LRM 5 RR 1/Msl [M,C.S1 6 7 21 0 14 0 Rear Turret Machine Gun 2 3 [DB,AI] 00000 SRM 6 2/Msl [M,C] 3 6 9 ŏ ŏ ŏ Cargo, Infantry (3 tons)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

BV:764

Ammo: (LRM 5) 24, (SRM 2) 50, (Machine Gun) 200

(SRM 6) 15

Cost:

	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 Tront 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 critical 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. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right [see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

Rear Armor

(12)

2D6 Roll	EFFECT*								
2-5	No effect								
6-7	Minor damage; +1 modifier to all Driving Skill Rolls								
8-9	Moderate dama Driving Skill Rol	age; –1 Cruising MP, +2 mo Is	odifier to all						
10-11		only half Cruising MP (rou all Driving Skill Rolls	nd fractions up),						
12+	Major damage; Vehicle is immo	no movement for the rest bile.	of the game.						
Attack Direction I	Modifier:	Vehicle Type Modifier	s:						
Hit from rear	+1	Tracked, Naval	+0						
Hit from the sides	+2	Wheeled	+2						

WIGE

Hovercraft, Hydrofoil

+3

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

		LOCAT	TION 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.





	MISSIO	NS		
Chara	cter Player			Cert
Cover Landiı	on: 3028-01 our Landing ng Site Beta, Shaula mber 3, 3028			
	on Results No more than one enemy 'mech advances No Enemy 'mechs advance off the Players One or more enemy 'mechs escape off of Opposing 'Mech/Combat Vehicle destroye Prevent the artillery spotters from advanci 000 C-Bills)	s' home of the Play and by par	edge (Bonus Objective ers' home edge (Failu ty (Max 5) (+1 XP eac	e) (+100,000 C-Bills) re) h) (x)
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot S	tatus Pilot Survived Pilot Killed	
C-Bill	RewardXF	Rewa	rd	
Salvaç	ged Mechs			
	Grand Dragon DRG-1G (5,212,800 C-E Javelin JVN-10N (2,400,840 C-Bills) Jenner JR7-D (3,198,375 C-Bills) Ostscout OTT-7J (3,416,760 C-Bills) Panther PNT-9R (2,485,710 C-Bills) Shadow Hawk SHD-2K (4,544,807 C-E Wolverine WVR-6K (4,514,194 C-Bills)	Bills)		
Additi	onal Rewards			

Missing Spotters □□□

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

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Mission: 3028-01 Debrief Cover our Landing Landing Site Beta, Shaula September 3, 3028

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GM Report	
Mission 3028-01 - Cover our	Landing

3	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

	Grand Dragon DRG-1G (5,212,800 C-Bills)
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- Javelin JVN-10N (2,400,840 C-Bills)
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