Mission 3030-01: Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030 Pilot Skill: 2-4

Okay boys, listen up! After what the Feds' did to them, the Capellans are looking for any advantage they can get, and that means sending us to the desert planet of Carbonis. If you ask any of the locals, there's nothing here but rocks and sand, but according to our new employers there's a distant chance this planet once housed an SLDF fort that's now buried underground. Luckily for us, we don't have to do the digging, that's up to the archeology team who's digsite we're headed to now. We won't have much time to settle in though. A few hours after we entered the system, our new friends radioed ahead to say they'd detected some local pirates snooping around. If we're going to fulfill our contract, we'll have to get there quickly.

Something doesn't add up though. According to the Mercenary Review Board's records, another merc company called the 'Blades of Death' was hired to protect the same digsite, and now they're nowhere to be found. From what I've heard, those guys are bad news, and that leader of theirs Jeren Reinesblatt has quite the reputation. I'd not want to be on the other end of his custom Banshee's hatchet.

Anyways, we can figure all of that out later. Right now, we have a job to do, and that means protecting this digsite. So keep your eyes peeled, and get the job done!

Map: WWE2018 Terrain Set



Recommended Maps: 1: Thumbnail Overview

Setup: Players start anywhere in the pit (-1 or -2 terrain) of the digsite map and the enemies enter anywhere on the opposite map edges.

Special Rules

Fragile Equipment: There are 8 buildings on the map. The 2x1 buildings are medium buildings with a CF of 40 and the rest of the buildings are heavy with a CF of 90. The CF 40 buildings can only take 40 points of damage before they are unusable and the CF 90 buildings can only take 90 damage before they are unusable.

I can't get paid if I'm dead: The enemy Opfor are obviously pirates and they do not have a deathwish. They will try to defend themselves by shooting the players if they have a shot of 9 or better. The enemy Opfor is under the forced withdraw rules.

OPFOR

Name	#	Variant	Reference	BV	Cost
Name	#	Vallalit	Reference	(4/5)	Cost
Longbow	1	LGB-0W	3039 pg 503	1337	8,647,670
Orion	1	ON1-K	3039 pg 235	1429	6,674,500
Stalker	1	STK-3H	SW pg 251	1624	7,648,825
Hunchback	1	HBK-4J	3039 pg 208	1143	3,560,874
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Warhammer	1	WHM-6R	3039 pg 493	1299	6,070,983
Banshee	1	BNC-3E	3039 pg	1422	9,530,852

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

5000-5500 (5533 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5)

5500-6000 (6127 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

6000-6500 (6584 Total)

Longbow LGB-0W (4/5), Orion ON1-K (3/4), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

6500-7000 (7075 Total)

Longbow LGB-0W (3/4), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

7000-7500 (7532 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

7500-8000 (8088 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (3/4)

8000-8500 (8552 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4)

8500-9000 (9021 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (4/5)

9000-9500 (9613 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4)

9500-10000 (10015 Total)

Longbow LGB-0W (4/5), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (4/5), Banshee BNC-3E (4/5)

10000-10500 (10578 Total)

Longbow LGB-0W (3/4), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (4/5)

10500-11000 (11035 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (4/5)

11000-11500 (11490 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

11500-12000 (12091 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

12000-12500 (12572 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

12500-13000 (13039 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

13000-13500 (13623 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (2/3), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

13500-14000 (13941 Total)

Longbow LGB-0W (2/3), Orion ON1-K (2/3), Stalker STK-3H (2/3), Hunchback HBK-4J (3/4), Javelin JVN-10N (2/3), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

14000-14500 (14650 Total)

Longbow LGB-0W (2/3), Orion ON1-K (2/3), Stalker STK-3H (2/3), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (2/3)

Mission Objectives: Protect as many digsight buildings as possible.

Award (C-Bills)	Mech	Mech Severely	Mech
	Survived	Damaged	Destroyed
One digsight building is usable	350,000	250,000	100,000
Only three or less digsite buildings are	+100,000	+100,000	+100,000
considered unusable.			
Mission Unsuccessful	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
One digsight building is usable	15	5
Mission Unsuccessful	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Longbow LGB-0W

Movement Points: Tonnage: 85

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

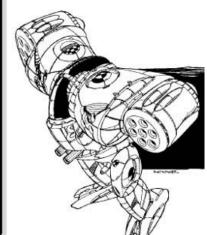
Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
Small Laser	Н	1	3 [DE]	-	1	2	3
LRM 20	LA	6 1	/Msl,C5/2	0 6	7	14	21
			[M,C,S]				
LRM 20	RA	6 1	/MsI,C5/2	0 6	7	14	21
			[M,C,S]				
LRM 5	RT	2	1/MsI,C5/5	5 6	7	14	21
			[M,C,S]				
LRM 5	LT	2	1/MsI,C5/5	5 6	7	14	21
			[M,C,S]				
	Small Laser LRM 20 LRM 20 LRM 5	Small Laser LRM 20 H LA LRM 20 RA LRM 5 RT	Small Laser LRM 20 H LA 61 LRM 20 RA 61 LRM 5 RT 2	Small Laser H 1 3 (DE) LRM 20 LA 61/Msl,C5/2 LRM 20 RA 61/Msl,C5/2 LRM 5 RT 2 1/Msl,C5/2 LRM 5 RT 2 1/Msl,C5/2 LRM 5 LT 2 1/Msl,C5/2	Small Laser LRM 20 H LA 1 3 [DE] 6 1/Msl,C5/20 6 [M.C.S] - LRM 20 RA 6 1/Msl,C5/20 6 [M.C.S] 6 [M.C.S] LRM 5 RT 2 1/Msl,C5/5 6 [M.C.S] 6 [M.C.S] LRM 5 LT 2 1/Msl,C5/5 6 6	Small Laser H 1 3 (DE) - 1 2 (DE) - 1 LRM 20 LA 61/Msl,C5/20 6 7 7 7 7 7 1 7 1 1 3 (DE) - 1 7 1 7 1 1 3 (DE) - 1 7 7 1 1 3 (DE) - 1 7 7 1 1 3 (DE) - 1 7 1 3 1 3 (DE) - 1 7 1 3 1 3 1 3 1 3 1 3 3 1 3 1 3 1 3 3 1 3 3 3 1 3 3 3 1 3 <td>Small Laser LRM 20 H LA 1 3 [DE] 6 1/Msl,C5/20 - 6 7 1 2 14 LRM 20 RA 6 1/Msl,C5/20 6 7 14 LRM 20 RA 6 1/Msl,C5/20 6 7 14 IMC, C, S] RT 2 1/Msl,C5/5 6 7 14 IMC, S] IMC, S] IMC, S] 6 7 14 LRM 5 LT 2 1/Msl,C5/5 6 7 14</td>	Small Laser LRM 20 H LA 1 3 [DE] 6 1/Msl,C5/20 - 6 7 1 2 14 LRM 20 RA 6 1/Msl,C5/20 6 7 14 LRM 20 RA 6 1/Msl,C5/20 6 7 14 IMC, C, S] RT 2 1/Msl,C5/5 6 7 14 IMC, S] IMC, S] IMC, S] 6 7 14 LRM 5 LT 2 1/Msl,C5/5 6 7 14

Cost: 8,647,670 CBills **BV**: 1337

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM Head (9) Left Torso Right Torso (18)(18)000 000 000 000 Center Right Arm (9) Left Arm Torso (9)(21)Right Left Center Leg Leg Torso (18)(18)Rear(10) 000000 88000 Left Right Torso Rear Torso Rear (7) (7)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- LRM 20 1-3 3.
 - LRM 20
 - LRM 20 5.
 - LRM 20 6.
 - 1. LRM 20
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. LRM 5
- 2. LRM 20 Ammo (6)
- 1-3 3. LRM 20 A LRM 20 Ammo (6)
 - - 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**
- Roll Again Roll Again

Head

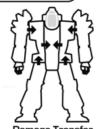
- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **Small Laser**
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - LRM 5 Ammo (24)
 - 6. LRM 5 Ammo (24)
 - Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- _Upper Arm Actuator 2.
- LRM 20
- 1-3 3. LRM 20
 - LRM 20 5.
 - LRM 20 6.

 - 1. LRM 20 2. Roll Again
- Roll Again 3.
- 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

Right Torso

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

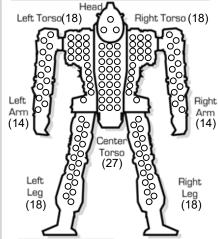
 - Roll Again 5. 6. Roll Again
 - Roll Again 1.
 - 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- Roll Again
 - 6. Roll Again

Right Leg

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

Left Torso(18) 0

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+ -5 Movement Points 26 00 25 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 0 Shutdown, avoid on 8+ Õ -4 Movement Points 0000 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

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

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

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Heat

Scale

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.ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Orion ON1-K

Movement Points: Tonnage: 75

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6 Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10 [DB,S]	-	5	10	15
1 1 1	Medium Laser Medium Laser LRM 15	RA LA LT	3 3 5 1	5 [DE] 5 [DE] /Msi,C5/1 [M,C,S]	- 5 6	3 3 7	6 6 14	9 9 21
1	SRM 4	LT	3 2	2/MsI,C2/4 [M,C,S]	4 -	3	6	9

Cost: 6,674,500 CBills **BV**: 1429

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM Head (9) Left Torso Right Torso (22) $(2\overline{2})$ Center Right Arm (24) Left Arm Torso (24)(36)Right Left Center Leg Leg Torso (32)(32)Rear(10) 88888 Left Right Torso Rear Torso Rear (10)(10)Heat

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. ILRM 15
- LRM 15
- 1-3 3. LRM 15 4. SRM 4
 - 5. LRM 15 Ammo (8)
 - LRM 15 Ammo (8)
 - SRM 4 Ammo (25)
 - 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. Roll Again
- 5. Sensors Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
- **Fusion Engine**
- 1-3 3. Fusio
 - 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

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

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

 - 6. Roll Again

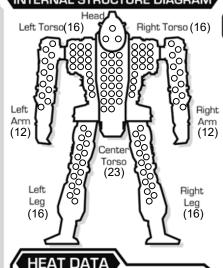
Right Torso

- Autocannon/10
- Autocannon/10
- 1-3 3. Autocannon/10
 - Autocannon/10
 - 5 Autocannon/10
 - 6. Autocannon/10
- Autocannon/10 1. AC/10 Ammo (10)
- 3. AC/10 Ammo (10)
- 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 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+ 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
- 8* 7 6 5* 4 3 2 1

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Scale

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ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Stalker STK-3H

Movement Points: Tonnage: 85

Walking: 3 Tech Base: Inner Sphere

(Intro) Running: 5 Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

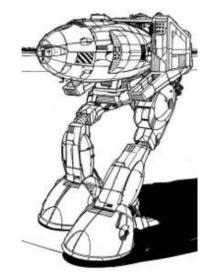
Qty	Туре	Loc	Ht Dmg Min Sht Med I	Lng
1	SRM 6	RT	4 2/Msl,C2/6 - 3 6 [M,C,S]	9
1	SRM 6	LT	4 2/Msl,C2/6 - 3 6 [M,C,S]	9
1	LRM 20	RA	6 1/Msl,C5/20 6 7 14 [M,C,S]	21
1	LRM 20	LA	6 1/Msl,C5/20 6 7 14 [M,C,S]	21
1	Medium Laser	RA	3 5 [DE] - 3 6	9
1	Medium Laser Medium Laser	RA LA	3 5 [DE] - 3 6 3 5 [DE] -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

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

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

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



Diagram

Right Arm

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

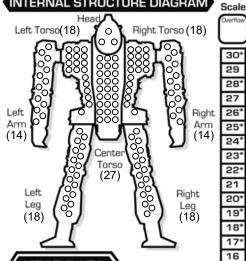
Right Torso

- 1. Heat Sink
- 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
- Roll Again
 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat. Effects 20 (20) 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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'MECH RECORD SHEET

MECH DATA

Type: Hunchback HBK-4J

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 0

Weapons & Equipment Inventory (hexes)

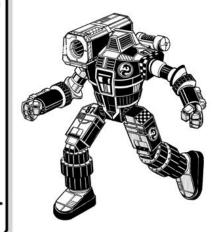
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Small Laser	Н	1	3 [DE]	-	1	2	3
1	Medium Laser	LA	3	5 ÎDEÎ	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9 9 9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	LRM 10	RT	4 1	/Msl,C5/1	0 6	7	14	21
1	LRM 10	RT	4 1	[M,C,S] /Msl,C5/1	0 6	7	14	21
1	Medium Laser	RT	3	[M,C,S] 5 [DE]		3	6	9
	modium Edoor		•	0 [0-]		•	•	•

Cost: 3,560,874 CBills **BV**: 1143

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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 - **Hand Actuator**
 - 5. Medium Laser
 - 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. Heat Sink
- 2. Heat Sink
- 1-3 3. LRM 10 Ammo (12) 4. LRM 10 Ammo (12)
 - - 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. **Small Laser**
- 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.
- Lower Arm Actuator
- 1-3 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.

 - 6. Roll Again

Right Torso

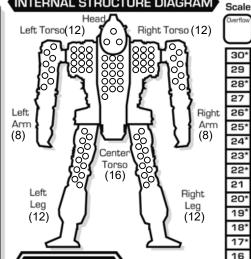
- 1. Medium Laser
- Medium Laser LRM 10
- 1-3 3. LRM 10

 - LRM 10 5
 - 6. **LRM 10**
 - Medium Laser 1. 2. Roll Again
- 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



HE	AI DAIA > • • •	$\overline{}$
leat		Heat Sinks:
.evel*	Effects	14 (14)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	5
26	Shutdown, avoid on 10+	. 00
25	 –5 Movement Points 	00 l
24	+4 Modifier to Fire	00 l
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	<u> </u>
20	4 Movement Points	o l
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	\sim 1

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

-3 Movement Points

Heat

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 Tech Base: Inner Sphere Walking: 6

Era: Succession Wars

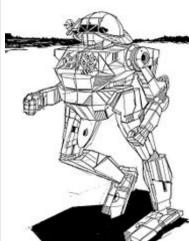
Running: 9

Jumping: 6

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 4 2/Msl,C2/6 -[M,C,S] SRM 6 3 SRM 6 4 2/MsI,C2/6 3

IM.C.S1

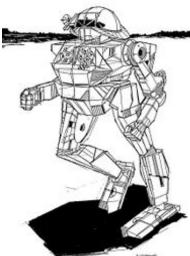


BV: 594 Cost: 2,400,840 CBills

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

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

 - 6. Roll Again

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. SRM 6 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 Foot Actuator**
- 4. JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM

00

ARMOR DIAGRAM

Head (6)

888

Center

Torso

(8)

Center

Torso

00

Rear(2)

Right Torso (8)

Right Arm

Right

Leg

(8)

Right

Torso Rear

(2)

Heat

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

(6)

Left Torso

Left Arm

Left

Leg

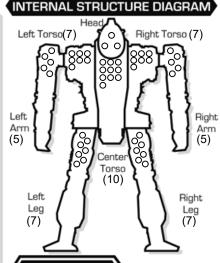
(8)

(6)

Left

Torso Rear

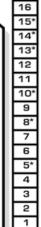
(2)



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





LETECH

'MECH RECORD SHEET

MECH DATA

Type: Warhammer WHM-6R

Movement Points: Tonnage: 70

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

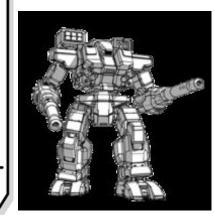
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 DE	3	6	12	18
1	SRM 6	RT	4	2/Msl,C2/6	3 -	3	6	9
				[M,C,S]				
1	Medium Laser	LT	3	5 IDE1	-	3	6	9
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Small Laser	LT	1	3 ÎDEÎ	-	1	2	9 3 3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Machine Gun	LT	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	RT	0	2 [DB,AI]	-	1	2	3

Cost: 6,070,983 CBills BV: 1299

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



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

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Medium Laser
- Small Laser
- 1-3 3. Machine 0 **Machine Gun**
 - - Roll Again 5.
 - 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**
- **Heat Sink**

Head

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

Center Torso

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

 - Gyro **Fusion Engine** 2.
 - **Fusion Engine**
- 4-6 3.
 - **Fusion Engine**
 - Machine Gun Ammo (200)
 - 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
- Heat Sink
 - PPC 5.
 - PPC 6.
 - 1. PPC
 - 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

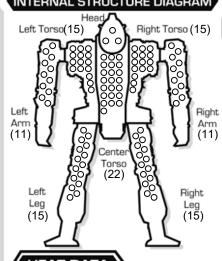
- 1. ISRM 6
- 2. SRM 6
- Medium Laser 1-3 4. Small Laser

 - Machine Gun 5
- 6. SRM 6 Ammo (15)
 - 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** 18 (18) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00

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

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

+3 Modifier to Fire -3 Movement Points

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

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

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Scale

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26*

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23*

22*

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18

17'

16



LETECH

'MECH RECORD SHEET

MECH DATA

Type: Banshee BNC-3E

Movement Points: Tonnage: 95

Walking: 4 Tech Base: Inner Sphere (Intro) Running: 6

Era: Star League Jumping: 0

Weapons & Equipment Inventory (hexes)

						•		
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
	Small Laser Autocannon/5	H LT	1	3 [DE] 5 [DB,S]	3	1 6	2 12	3 18
1	PPC	RT	10	10 [DE]	3	6	12	18

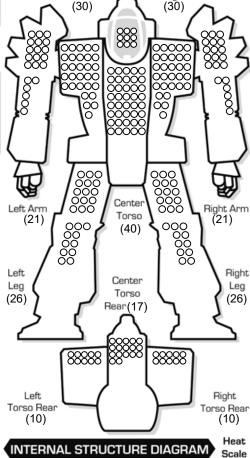
Cost: 9,530,852 CBills **BV**: 1422

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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





ARMOR DIAGRAM Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

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

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

 - 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**
- 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 4. Fusion Engine
 - Roll Again

 - Roll Again 6.

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

1. IPPC

- 5.

 - 6.
- 2. Roll Again

- Roll Again

 - 3. **Lower Leg Actuator**
 - 6.

Right Arm

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

Right Torso

- PPC 2.
- 1-3 3. PPC Roll Again

 - Roll Again Roll Again

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

Right Leg

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

- 5. **Heat Sink**
- Roll Again

INTERNAL STRUCTURE DIAGRAM Left Torso(20) Right Torso (20) 0 Left Right Arm (16)(16)Torso (30)Left Right Leg Leg (20) (20)HEAT DATA

30

29

28

27

26*

25*

24

23*

22*

21

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18

17'

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

Heat Sinks: Heat. **Effects** 16 (16) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 26 00 25 00 24 +4 Modifier to Fire 00 23 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 00 -4 Movement Points ŏŏ Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire Ō -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points





	MISSI	ONS	5	
Chara	cter Pl	layer		Cert
Digsite Carbo	on: 3030-01 e Dilemma nis, Duchy of Orloff, Free Worlds 0, 3030	s League		
Missio	on Results One digsight building is usable Only three or less digsite buildings an Mission Unsuccessful Opposing 'Mech/Combat Vehicle des		•	,
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot : □ □	Status Pilot Survived Pilot Killed	
C-Bill	Reward	_ XP Rewa	ard	
Salvaç	ged Mechs			
	Longbow LGB-0W (8,647,670 C-B Orion ON1-K (6,674,500 C-Bills) Stalker STK-3H (7,648,825 C-Bills Hunchback HBK-4J (3,560,874 C- Javelin JVN-10N (2,400,840 C-Bill Warhammer WHM-6R (6,070,983 Banshee BNC-3E (9,530,852 C-Bi	s) Bills) ls) C-Bills)		

GM Signature G	ame Date
----------------	----------

With all of the pirates dead, disabled, or dispersed, you stomp your way back over to the digsite just in time to see your dropship coming down to pick you up. After stepping into one of the loading bays, you jump out onto the platform and head down to the digsite. The hot desert air doesn't feel much better than the stuffy inside of your mech's cockpit, but you're nonetheless happy to still be in one piece after a fight like that. You find Sarge exchanging some words with one of the archeologists, but by the time you make it over to him the two have gone their separate ways.

"Okay boys, listen up!" There he goes again...

"Good job dealing with those pirates. After so much experience with people like them in the past I knew you'd make short work of them." Sarge says as he drags the back of his hand across his forehead to wipe away the sweat. "You bought the archeologists enough time so that they could find something useful, and it looks like the Capellans were right." With his other hand, Sarge holds up an archaic data pad. "This is an SLDF shipping manifest, or what's left of it. While it's not much, it could point us towards another location that might have more information."

You hold out your hand, and Sarge gives you the data pad. With the desert sun high overhead, you have to squint to read it, but that doesn't help make sense of the jumbled mess you're looking at. You hand the data pad back to Sarge and marvel at what you just found. A few years ago it would have seemed like a lost cause to chase the Star League, but ever since the Gray Death Legion found that memory core on Helm, things have changed. You look back to Sarge expectantly and he continues.

"If we're going to make heads or tails of this thing, we're going to need more computing power than we have on the dropship. The good news is that according to our radar, there's a communications station nearby that should do the trick. I'd bet those pirates you just wasted used it as a base of operations so it'd likely be empty. The bad news though..." He says, pointing over his shoulder. "...is that the station seems to be that way."

You look behind him and see the massive tangle of footprints leading into the dunes. With the Blades of Death still missing, that could only mean one thing.



	MISSI	ONS	5	
Chara	cter Pl	layer		Cert
Digsite Carbo	on: 3030-01 e Dilemma nis, Duchy of Orloff, Free Worlds 0, 3030	s League		
Missio	on Results One digsight building is usable Only three or less digsite buildings an Mission Unsuccessful Opposing 'Mech/Combat Vehicle des		•	,
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot : □ □	Status Pilot Survived Pilot Killed	
C-Bill	Reward	_ XP Rewa	ard	
Salvaç	ged Mechs			
	Longbow LGB-0W (8,647,670 C-B Orion ON1-K (6,674,500 C-Bills) Stalker STK-3H (7,648,825 C-Bills Hunchback HBK-4J (3,560,874 C- Javelin JVN-10N (2,400,840 C-Bill Warhammer WHM-6R (6,070,983 Banshee BNC-3E (9,530,852 C-Bi	s) Bills) ls) C-Bills)		

GM Signature G	ame Date
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	MISSI	ONS	5	
Chara	cter Pl	layer		Cert
Digsite Carbo	on: 3030-01 e Dilemma nis, Duchy of Orloff, Free Worlds 0, 3030	s League		
Missio	on Results One digsight building is usable Only three or less digsite buildings an Mission Unsuccessful Opposing 'Mech/Combat Vehicle des		•	,
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot : □ □	Status Pilot Survived Pilot Killed	
C-Bill	Reward	_ XP Rewa	ard	
Salvaç	ged Mechs			
	Longbow LGB-0W (8,647,670 C-B Orion ON1-K (6,674,500 C-Bills) Stalker STK-3H (7,648,825 C-Bills Hunchback HBK-4J (3,560,874 C- Javelin JVN-10N (2,400,840 C-Bill Warhammer WHM-6R (6,070,983 Banshee BNC-3E (9,530,852 C-Bi	s) Bills) ls) C-Bills)		

GM Signature G	ame Date
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	MISSI	ONS	5	
Chara	cter Pl	layer		Cert
Digsite Carbo	on: 3030-01 e Dilemma nis, Duchy of Orloff, Free Worlds 0, 3030	s League		
Missio	on Results One digsight building is usable Only three or less digsite buildings an Mission Unsuccessful Opposing 'Mech/Combat Vehicle des		•	,
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot : □ □	Status Pilot Survived Pilot Killed	
C-Bill	Reward	_ XP Rewa	ard	
Salvaç	ged Mechs			
	Longbow LGB-0W (8,647,670 C-B Orion ON1-K (6,674,500 C-Bills) Stalker STK-3H (7,648,825 C-Bills Hunchback HBK-4J (3,560,874 C- Javelin JVN-10N (2,400,840 C-Bill Warhammer WHM-6R (6,070,983 Banshee BNC-3E (9,530,852 C-Bi	s) Bills) ls) C-Bills)		

GM Signature G	ame Date
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With all of the pirates dead, disabled, or dispersed, you stomp your way back over to the digsite just in time to see your dropship coming down to pick you up. After stepping into one of the loading bays, you jump out onto the platform and head down to the digsite. The hot desert air doesn't feel much better than the stuffy inside of your mech's cockpit, but you're nonetheless happy to still be in one piece after a fight like that. You find Sarge exchanging some words with one of the archeologists, but by the time you make it over to him the two have gone their separate ways.

"Okay boys, listen up!" There he goes again...

"Good job dealing with those pirates. After so much experience with people like them in the past I knew you'd make short work of them." Sarge says as he drags the back of his hand across his forehead to wipe away the sweat. "You bought the archeologists enough time so that they could find something useful, and it looks like the Capellans were right." With his other hand, Sarge holds up an archaic data pad. "This is an SLDF shipping manifest, or what's left of it. While it's not much, it could point us towards another location that might have more information."

You hold out your hand, and Sarge gives you the data pad. With the desert sun high overhead, you have to squint to read it, but that doesn't help make sense of the jumbled mess you're looking at. You hand the data pad back to Sarge and marvel at what you just found. A few years ago it would have seemed like a lost cause to chase the Star League, but ever since the Gray Death Legion found that memory core on Helm, things have changed. You look back to Sarge expectantly and he continues.

"If we're going to make heads or tails of this thing, we're going to need more computing power than we have on the dropship. The good news is that according to our radar, there's a communications station nearby that should do the trick. I'd bet those pirates you just wasted used it as a base of operations so it'd likely be empty. The bad news though..." He says, pointing over his shoulder. "...is that the station seems to be that way."

You look behind him and see the massive tangle of footprints leading into the dunes. With the Blades of Death still missing, that could only mean one thing.



	MISSI	ONS	5	
Chara	cter Pl	layer		Cert
Digsite Carbo	on: 3030-01 e Dilemma nis, Duchy of Orloff, Free Worlds 0, 3030	s League		
Missio	on Results One digsight building is usable Only three or less digsite buildings an Mission Unsuccessful Opposing 'Mech/Combat Vehicle des		•	,
Mech	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot : □ □	Status Pilot Survived Pilot Killed	
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GM Report Mission 3030-01 - Digsite Dilemma

		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

Bills)
s)
-Bills)
lls)
C-Bills)
ills) É

		PILC	TINO	3/DR	RIVIN	G/AN	/ANTI-'MECH					
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			