FREAKS COME OUT AT NIGHT

SITUATION

Nasew, North Nanturo
Vega, The Republic of the Sphere
18 August 3136

Vega was free from the scourge of the Warlords, but not everyone was happy that the Ghost Bears were sticking around, even if they were trying to rebuild the shattered planet. Many of the opposition chose to work within the system, forming political parties and helping create an interim government in the hopes that the sooner Vega got back on its feet the sooner the Bears would go back from whence they came. Others, however, chose a more direct and violent approach. Just weeks after the last of the Warlords and their collaborators had been executed, the first of what would soon become many attacks on Ghost Bear forces occurred. By mid 3136, these attacks were coming about once a month.

On 18 August, scattered reports of anti-Clan vandalism and violence in the remains of what was once the Financial District of Nasew drew a contingent from the Ghost Bear Paramilitary Police, who decided they could handle whatever the local troublemakers could throw at them without calling in forces from Omega Galaxy. When they arrived, they found the area deserted but soon realized they were not alone.

GAME SETUP

Recommended Terrain: Light Urban or Heavy Urban (see p. 263, *TW*)
Set up two mapsheets with their long edges adjoining.

To represent the damage done to the city during the preceeding years of chaos, replace all building hexes as follows: Light and Medium buildings become Rubble hexes, Heavy buildings become Ultra Rubble hexes (see p. 39, *TO*), and Hardened buildings become Light buildings.

The Defender selects one edge of the map to be his or her home map edge; the Attacker's home edge is the opposite end of the map. The Attacker sets up his forces before the start of play while the Defender's forces enter the map from their home edge on Turn 1.

Squad Deployment rules can be used for this track (see p. 27, *TO*).

Attacker

Recommended Forces: Ghost Bear Paramilitary Police

The paramilitary police force from East Central District consists of points of Clan Mechanized Infantry troopers (see p. 209, *Technical Readout: 3085*). For every two points of Mechanized Infantry fielded, the paramilitary police may deploy a point of troops in Constable pacification suits.

The Attacker's troops are of Veteran skill level.

"Littlegate Road, clear."
"Nothing on Bulsara."
"All right, Epsilon Squad proceed east to Normandie. Link up with Theta at Grantham."
"Roger that, Alpha One. Proceeding to Normandie."
"Alpha One, this is Beta Four. I've got movement at ten o'clock high. Requesting backup at Hollingford and K—"
"Beta Four? Say again, Four."
"..."
"Beta One, what's your status? Do you have eyes on Four?"
"..."
"Beta One, respond."
"—ounded! Four's down, Two's dead. Maybe eight, nine hostiles at multiple attack vectors. Send us some stravag *backup, now! Looks like our—"*
"One! Freebirth! Epsilon, get your asses to Hollingford and Kane right now. Theta, circle around the Eldred Ave side, see if you can't flush out our hostiles."
"Roger, Alpha One."
"Roger that."
"Alpha One, this is Beta Three. One's dead, AP round to the forehead. Listen, we really need those Constables, sooner rather than later. I've got two combat-mod Dig Lords converging on my pos and it would really help to have that extra firepower."
"Constables are on the way, Three. Sit tight."

Defender

Recommended Forces: Anti-Clan insurgents

The Defender's forces consist of Motorized Heavy Infantry (see p. 209, *Technical Readout: 3085*). For every one point of infantry deployed by the Attacker, the Defender may field one infantry platoon. For every point of Constable pacification suits the Attacker deploys, the Defender may field two infantry platoons.

Half of the Defender's forces may be set up using Hidden Units rules.

The Defender's troops are of Regular skill level.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

[+50] In the dark of night: The battle takes place in Moonless Night conditions (see p. 58, *TO*).

[+100] Rebuilding takes time: Due to the damage done to Vega during the years of chaos, much of Nasew is in bad shape. Each player may select one hex per unit fielded and apply either Fire, Smoke or Hazardous Liquid Pools terrain modifications (see pp. 43-49, *TO*).

OBJECTIVES

1.) Exterminate the vermin. Destroy at least 75% of the opposing force. **(Reward: 300)**

2.) Take 'em to the box! (Attacker only) For each insurgent infantry trooper captured for interrogation back at the stationhouse. Capture is achieved when there is only one trooper remaining alive in a squad and an Attacker infantry squad (either Clan Mechanized Infantry or Constable armor) ends a turn in the same hex as the surviving trooper. **(Reward: 50)**

3.) Trial by fire. (Defender only) The *Dig Lord* pilot must survive the track and achieve at least two unit kills. **(Reward: 50)**

SPECIAL RULES

The following rules are in effect for this track:

Aid the Resistance

If they can hold out long enough, the Defender will receive help from other insurgents in Nasew. During the Movement Phase of Turn 4, a combat-modified *Dig Lord* MiningMech may enter the map board from the Defender's home edge. The *Dig Lord* pilot is of Green skill level.

Send Some Backup

Beginning with the End Phase of Turn 5, the Attacker has the option of calling in some heavier firepower for backup. This backup can consist of either two PM6 *Peacemaker* PoliceMechs (see *Jihad Turning Points: Atreus*) or two CPK-65 *Copper* SecurityMechs (see p. 222, *Technical Readout: Vehicle Annex*) or one of each. These reinforcements will arrive from the Attacker's home map edge one full turn after they are called in.

Being forced to call in reinforcements has a negative effect on the morale of the Attacker's troops, however, and once backup has been requested, the Attacker suffers a –2 Initiative penalty for the rest of the track.
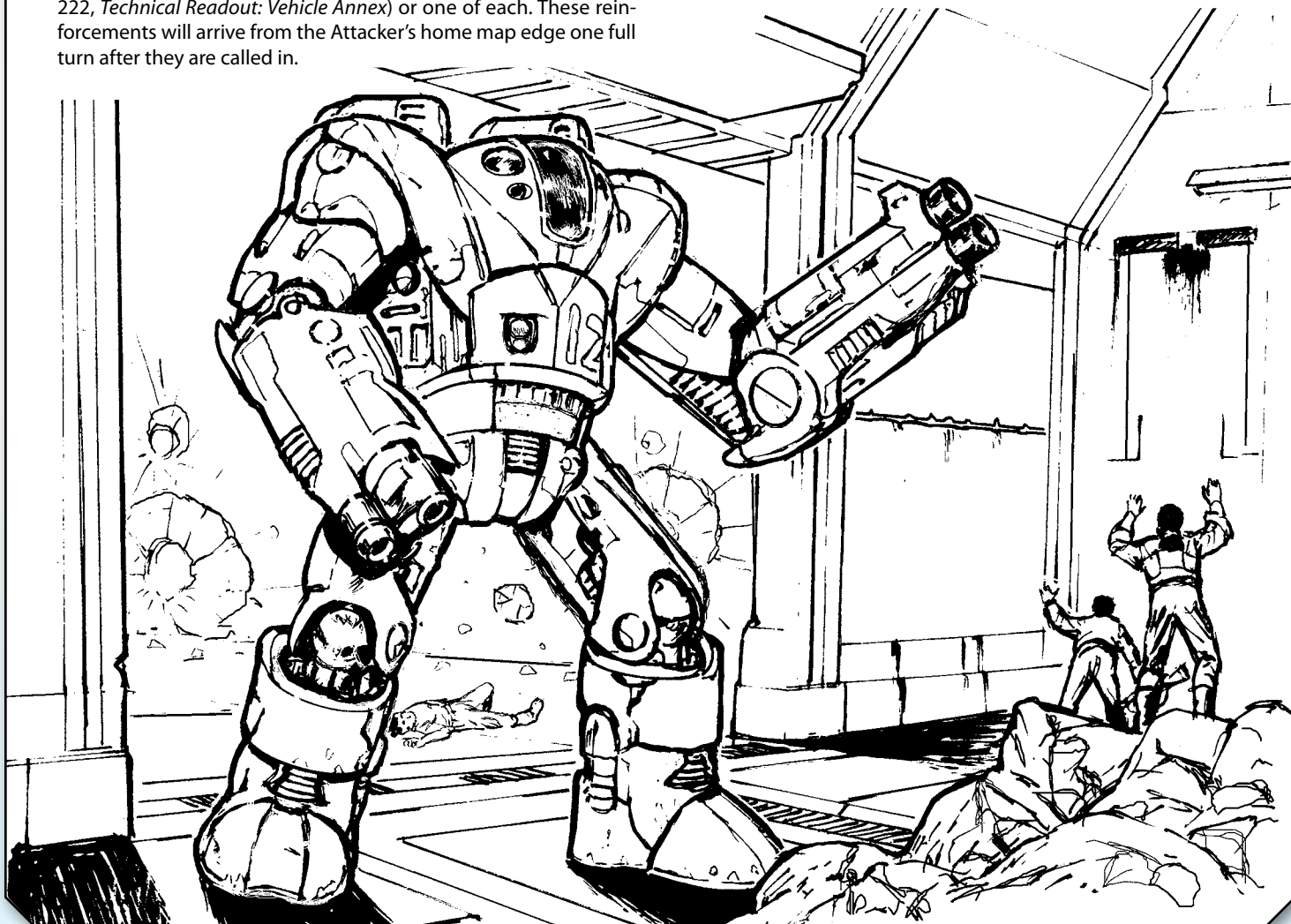
Forced Withdrawal

Neither side is subject to Forced Withdrawal rules (see p. 258, *TW*) unless they have lost 75% or more of their forces.

In addition, the Defender must make a morale check when Forced Withdrawal rules come into effect. Roll 2D6 against a target number of 5, modified as follows: +1 for every two infantry squads destroyed, +2 if the *Dig Lord* MiningMech has been crippled or destroyed, +3 if the Attacker's backup is on the field. A successful roll means the Defender's forces will remain on the field to fight—and probably die—for their cause.

AFTERMATH

The attack on the Financial District was but one of many such violent acts that kept the Ghost Bear forces active. By the end of 3136, those who saw themselves as freedom fighters against Clan oppression had escalated to laying ambushes for actual Ghost Bear military forces and the native Vegan troops who were being trained by them. Though she could never prove it, Galaxy Commander Bekker suspected that certain individuals within the interim government, notably Speaker of Labor Chance Elba, maintained ties to these terrorist cells and supplied them with money and information to keep up the pressure on the Bears.

BATTLETECH™

BATTLE ARMOR: SQUAD/POINT 1

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: **Anti-'Mech Skill:**

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Light Machine Gun (Body)	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ◉○○○○○
2 ◉○○○○○
3 ◉○○○○○
4 ◉○○○○○
5 ◉○○○○○

Cost: **BV:** 171/24

BATTLE ARMOR: SQUAD/POINT 2

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: **Anti-'Mech Skill:**

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Light Machine Gun (Body)	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ◉○○○○○
2 ◉○○○○○
3 ◉○○○○○
4 ◉○○○○○
5 ◉○○○○○

Cost: **BV:** 171/24

BATTLE ARMOR: SQUAD/POINT 3

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: **Anti-'Mech Skill:**

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Light Machine Gun (Body)	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ◉○○○○○
2 ◉○○○○○
3 ◉○○○○○
4 ◉○○○○○
5 ◉○○○○○

Cost: **BV:** 171/24

BATTLE ARMOR: SQUAD/POINT 4

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: **Anti-'Mech Skill:**

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Light Machine Gun (Body)	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ◉○○○○○
2 ◉○○○○○
3 ◉○○○○○
4 ◉○○○○○
5 ◉○○○○○

Cost: **BV:** 171/24

BATTLE ARMOR: SQUAD/POINT 5

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: **Anti-'Mech Skill:**

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Light Machine Gun (Body)	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ◉○○○○○
2 ◉○○○○○
3 ◉○○○○○
4 ◉○○○○○
5 ◉○○○○○

Cost: **BV:** 171/24

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets −1

SITUATION*

'Mech prone −2
'Mech or vehicle immobile −4
Vehicle −2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR: SQUAD/POINT 1

Type: Constable [SRM]   **Era:** Dark Age
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3   **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	9	9
SRM 1 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0 0 0					

1 ○○○○○ 2 ○○○○○ 3 ○○○○○ 4 ○○○○○ 5 ○○○○○

Mechanized: ☑   **Swarm:** ☑   **Leg:** ☑   **AP:** ☐
Cost: BV: 226/32

BATTLE ARMOR: SQUAD/POINT 2

Type: Constable [SRM]   **Era:** Dark Age
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3   **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	9	9
SRM 1 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0 0 0					

1 ○○○○○ 2 ○○○○○ 3 ○○○○○ 4 ○○○○○ 5 ○○○○○

Mechanized: ☑   **Swarm:** ☑   **Leg:** ☑   **AP:** ☐
Cost: BV: 226/32

BATTLE ARMOR: SQUAD/POINT 3

Type: Constable [SRM]   **Era:** Dark Age
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3   **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	9	9
SRM 1 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0 0 0					

1 ○○○○○ 2 ○○○○○ 3 ○○○○○ 4 ○○○○○ 5 ○○○○○

Mechanized: ☑   **Swarm:** ☑   **Leg:** ☑   **AP:** ☐
Cost: BV: 226/32

BATTLE ARMOR: SQUAD/POINT 4

Type: Constable [SRM]   **Era:** Dark Age
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3   **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	9	9
SRM 1 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0 0 0					

1 ○○○○○ 2 ○○○○○ 3 ○○○○○ 4 ○○○○○ 5 ○○○○○

Mechanized: ☑   **Swarm:** ☑   **Leg:** ☑   **AP:** ☐
Cost: BV: 226/32

BATTLE ARMOR: SQUAD/POINT 5

Type: Constable [SRM]   **Era:** Dark Age
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3   **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Cutting Torch	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Heavy Grenade Launcher	1 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	9	9
SRM 1 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0 0 0					

1 ○○○○○ 2 ○○○○○ 3 ○○○○○ 4 ○○○○○ 5 ○○○○○

Mechanized: ☑   **Swarm:** ☑   **Leg:** ☑   **AP:** ☐
Cost: BV: 226/32

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT
Claws with magnets   −1

SITUATION*
'Mech prone	−2
'Mech or vehicle immobile	−4
Vehicle	−2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

'MECH RECORD SHEET
[Industrial]

'MECH DATA

Type: **Copper CPK-65 SecurityMech**

Movement Points:		
Walking:	4	
Running:	6	
Jumping:	0	

Tonnage: 25
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Searchlight	RT	—	[E]	—	—	—	170
1	Searchlight	LT	—	[E]	—	—	—	170
2	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	SRM 2	LA	2	2/Msl [M,C,S]	—	3	6	9

Cost:

BV: 325

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Head (6)
Left Torso (8)
Right Torso (8)
Left Arm [7]
Center Torso [10]
Right Arm [7]
Left Leg [10]
Center Torso Rear (6)
Right Leg [10]
Left Torso Rear (4)
Right Torso Rear (4)
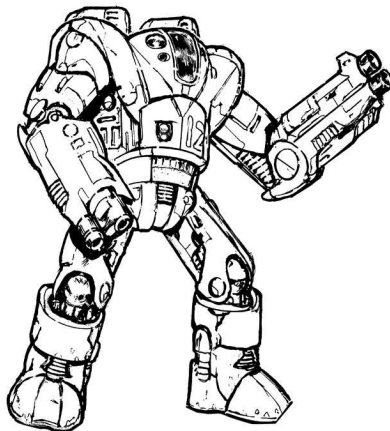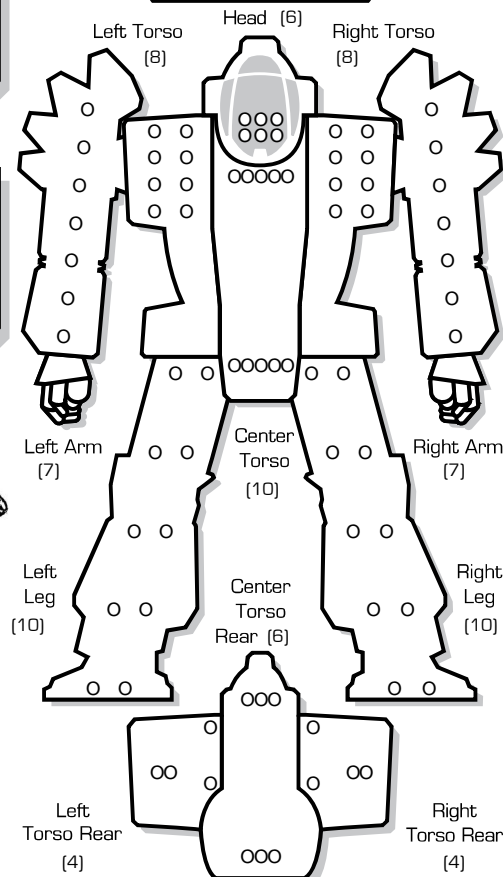
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

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

Left Torso
1-3
1. Searchlight
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1-3
1. Fuel Cell Engine
2. Fuel Cell Engine
3. Fuel Cell Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fuel Cell Engine
3. Fuel Cell Engine
4. Fuel Cell Engine
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Machine Gun
5. Machine Gun
6. Ammo (Machine Gun) 200

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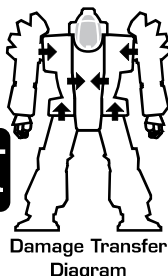2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Searchlight
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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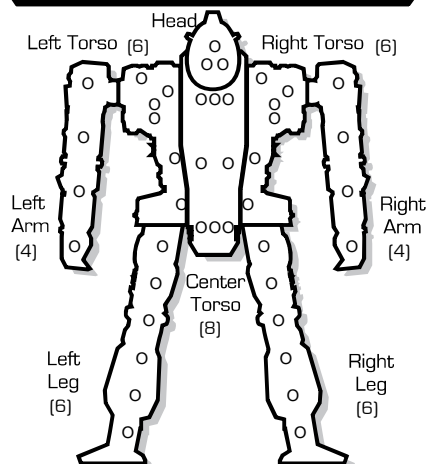3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (6)
Right Torso (6)
Left Arm [4]
Right Arm [4]
Center Torso (8)
Left Leg (6)
Right Leg (6)

HEAT DATA

Heat Sinks: 3 (3) Single
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Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

Heat Scale
Overflow
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 0