# ERRAKS COME

### **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.

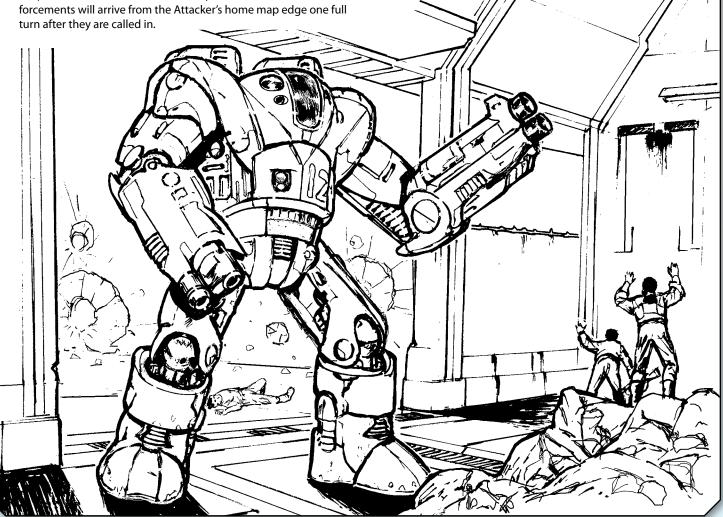
### **Forced Withdrawal**

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.



# ATTLETECH



### **BATTLE ARMOR RECORD SHEET**

	_	
BATTLE ARMOR: SQUAD/POINT	1 000000	LEG ATTACKS TAB
Type: Constable [LMG] Era: Dark Age	07 %	BATTLE ARMOR BAS
Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3	2 000000	TROOPERS ACTIVE M 4-6
Weapons & Equip. Dmg Min Sht Med L	ng <b>3</b> • 00000	3 2
Battle Claw (2)   E	4 000000	1
Heavy Grenade Launcher 1 [DB,S] — 1 2 Heavy Grenade Launcher 1 [DB,S] — 1 2	3	CIA/ADM ATTACKS TA
Searchlight	<b>5 6 0 0 0 0 0 0</b>	SWARM ATTACKS TA
Mechanized: Swarm: Leg: AP:	Cost: BV: 171/24	BATTLE ARMOR BAS TROOPERS ACTIVE M
BATTLE ARMOR: SQUAD/POINT		4–6 1–3
Type: Constable [LMG] Era: Dark Age	1 000000	
Gunnery Skill: Anti-'Mech Skill:	2 🖟 👲 00000	SWARM ATTACK MODIFIE
Ground MP: 3 Jump:3 Weapons & Equip. Dmg Min Sht Med L		ATTACKING ENEMY FRIENDLY MECH BATTLE ARMOR ARMOR TROO
Battle Claw (2) [E] — — — : Cutting Torch [E] — — :		TROOPERS ACTIVE 1 2 3
Cutting Torch   [E]	4 000000	5 +0 +0 +0
Searchlight[E] — _ —	5 00000	4 +0 +0 +1 3 +0 +1 +2
Mechanized: Swarm: Leg: AP:	Cost: BV: 171/24	2 +1 +2 +3 1 +2 +3 +4
BATTLE ARMOR: SQUAD/POINT		BATTLE ARMOR EQUIPMENT
Type: Constable [LMG] Era: Dark Age	1 000000	Claws with magnets
Gunnery Skill: Anti-'Mech Skill:	2 👰 •00000	SITUATION*
Ground MP: 3 Jump:3 Weapons & Equip. Dmg Min Sht Med L		'Mech prone 'Mech or vehicle immobile
Battle Claw (2) [E] — — — :  Cutting Torch [E] — — :	ng 3 € 00000	Vehicle
Cutting Torch [E] — — ·  Heavy Grenade Launcher 1 [DB,S] — 1 2	4 000000	*Modifiers are cumulative
	5 00000	SWARM ATTACKS HIT LOCAT
Mechanized: Swarm: Leg: AP: (	Cost: BV: 171/24	2D6 BIPEDAL FO
BATTLE ARMOR: SQUAD/POINT		ROLL LOCATION L 2 Head
Type: Constable [LMG] Era: Dark Age	1 000000	3 Rear Center Torso From Rear Right Torso Rear
Gunnery Skill: Anti-'Mech Skill:	2 🖓 •00000	5 Front Right Torso Rea 6 Right Arm Fron
Ground MP: 3 Jump: 3	(4) (c) 10	7 Front Center Torso Front 8 Left Arm Fro
Weapons & Equip.         Dmg         Min Sht         Med L           Battle Claw (2)         [E]         —         —         —           Cutting Torch         [E]         —	ng 3 000000	9 Front Left Torso Rear
Cutting Torch (F) — — —	4 000000	11 Rear Center Torso Fro
1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 00000	IE Head
Mechanized: Swarm: Leg: AP:		TRANSPORT POSITIONS
PATTI E ARMOR SOLIAR (POINT	Cost: BV: 171/24	TROOPER 'MECH NUMBER LOCATION
BATTLE ARMOR: SQUAD/POINT	1 000000	1 Right Torso 2 Left Torso
Type: Constable [LMG] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	( % )	3 Right Torso (rear) 4 Left Torso (rear)
Ground MP: 3 Jump: 3	2 000000	5 Center Torso (rear) 6 Center Torso
Weapons & Equip. Dmg Min Sht Med L Battle Claw (2) [E] — — —	ng 3 👰 💁 💮 00000	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION*
Cutting Torch   [E]	4 000000	1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2)
	4 000000	3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)
Searchlight [E] — — — Mechanized: Swarm: Leg: AP: (	5 000000	5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)
	- 474 (0.4	<b>■ 3</b> and 5 4 and 5 6 and 5 1

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	BASE TO-HIT	
ROOPERS ACTIVE	MODIFIER	
4–6	+2	
1–3	+5	

### **SWARM ATTACK MODIFIERS TABLE** ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR TROOPERS ACTIVE **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 +0 +1 +2 +3 +4 +5 3 +2 +3 +4 +5 +6 +2 +3 +4 +5 +6 +7

Claws with magnets	-1
SITUATION*	
'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

### SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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	'MECH	VEHICLE			
NUMBER	LOCATION	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)				

Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) 2 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) Rear (Unit 1/Unit 2)

# BATTLETECH



### **BATTLE ARMOR RECORD SHEET**

	NAR PRODUCE OF THE STREET OF T	
BATTLE ARMOR: SQUAD/POINT		LEG ATT
	1 000000	
Type: Constable [SRM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:		BATTLE ARMO
Ground MP: 3 Jump: 3	2 00000	4–6
Weapons & Equip. Dmg Min Sht Med	Lng 3 🖓 •00000	3 2
Bettle Clew (2)   E	= 6, 49	1
Cutting Torch	<b>4 0</b> 00000	
Searchlight	9 5 00000	SWARM A
Mechanized: Swarm: Leg: AP:	S (87.8)	BATTLE ARMO
	Cost: BV: 226/32	TROOPERS ACT
BATTLE ARMOR: SQUAD/POINT	2	4–6 1–3
Type: Constable [SRM] Era: Dark Age	1 000000	
Gunnery Skill: Anti-'Mech Skill:	2 000000	SWARM ATTAC
Ground MP: 3 Jump: 3		ATTACKING ENEMY F
Weapons & Equip. Dmg Min Sht Med  Battle Claw (2) [E] — — —	<u>Lng</u> 3 € 00000	BATTLE ARMOR TROOPERS ACTIVE
Cutting Torch E E — — E Heavy Grenade Launcher 1 [DB,S] — 1 2	3 <b>4 0</b> 00000	6 -
Heavy Grenade Launcher 1 DBS1 - 1 2	3 0 0	5 - 4 -
SRM 1 (Body) 2/Msi [M,C,S] — 3 6	<sup>9</sup> <b>5</b> • • • • • • • • • • • • • • • • • • •	3
Mechanized: Swarm: Leg: AP:	Cost: BV: 226/32	2 :
PATTIE ADMOD SQUAD (DOING		
BATTLE ARMOR: SQUAD/POINT	1 000000	BATTLE ARMOR E
Type: Constable [SRM] Era: Dark Age		11
Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3	2 000000	SITUATION* 'Mech prone
Weapons & Equip. Dmg Min Sht Med	Lng 3 000000	'Mech or vehicle im
Battle Claw [2] [E] — — — Cutting Torch [E] — — —		Vehicle
Cutting Torch	3 <b>4 0</b> 00000	*Modifiers are cumulative
Searchlight [E] — — SM1 (Body)	9	/ COMPANY DE L'ANGE
Mechanized: Swarm: Leg: AP:	5 000000	SWARM ATTACK
	Cost: BV: 226/32	2D6 BIPEDA
BATTLE ARMOR: SQUAD/POINT		ROLL LOCATION Head
Type: Constable [SRM] Era: Dark Age	1 000000	3 Rear Center 4 Rear Right
Gunnery Skill: Anti-'Mech Skill:	2 000000	5 Front Right
Ground MP: 3 Jump:3	2 000000	7 Front Cente
Weapons & Equip.         Dmg         Min Sht         Med           Battle Claw (2)         [E]         —         —	Lng 3 000000	8 Left Ar 9 Front Left
Cutting Torch [E] — — — Cutting Torch [E] — — —		10 Rear Left 11 Rear Center
Heavy Grenade Launcher 1 [DBS] — 1 2 Heavy Grenade Launcher 1 [DBS] — 1 2 Searchlight [E] — —	4 00000	12 Head
SRM 1 (Body) 2/Msl [M,C,S] — 3 6 Ammo 0 0 0 0	<sup>9</sup> <b>5 6 0</b> 0000	
Mechanized: Swarm: Leg: AP:	· O	TRANSPORT
	Cost: BV: 226/32	TROOPER 'M
BATTLE ARMOR: SQUAD/POINT	5	NUMBER LOC 1 Righ
Type: Constable [SRM] Era: Dark Age	1 000000	2 Left 3 Right To
Gunnery Skill: Anti-'Mech Skill:	2 👸 🧙 00000	4 Left To 5 Center 1
Ground MP: 3 Jump: 3		6 Cent
Weapons & Equip.   Dmg   Min Sht   Med	Lng 3 € 00000	TROOPER LARGE NUMBER VEHICLE
Cutting Torch	<u>-</u> 4 🔊 • 00000	1 Right Side ( 2 Right Side (
Heavý Grenade Launcher 1 [DB,S] — 1 2 Searchlight [E] — —	3 0	3 Left Side (l 4 Left Side (l
		5 Rear (Un 6 Rear (Un
🕻 Mechanized: 🚺 Swarm: 🚺 Leg: 🚺 AP:	$\cup$	

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

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

**SWARM ATTACKS TABLE** 

SWARM ATTA	ACK	MOI	DIFIE	RS	TAB	LE
ATTACKING ENEMY BATTLE ARMOR	AF	NDLY RMOR	TROC	PERS	ACT	IVE
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		bile		-4		

# WARM ATTACKS HIT LOCATION TABLE

-2

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	
INANSPONI POSITIONS TABLE	

TROOPER NUMBER 1 2 3 4 5	'MECH LOCATION Right Torso Left Torso Right Torso (rear) Left Torso (rear) Center Torso (rear)	VEHICLE LOCATION Right Side Right Side Left Side Left Side Rear
6	Center Torso	Rear
TROOPER NUMBER 1 2 3 4 5 6	LARGE SUPPORT VEHICLE LOCATION* Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Rear (Unit 1/Unit 2) Rear (Unit 1/Unit 2)	CATA VIST

BV: 226/32

# **NTTLETECH**

(Industrial)

### **'MECH RECORD SHEET**

### 'MECH DATA Type: Copper CPK-65 SecurityMech

Tonnage: 25 Movement Points:

Walking: Tech Base: Inner Sphere Era: Civil War Running: 6

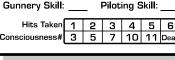
Jumping:

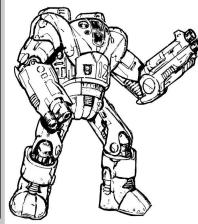
### Weapons & Equipment Inventory (hexes)

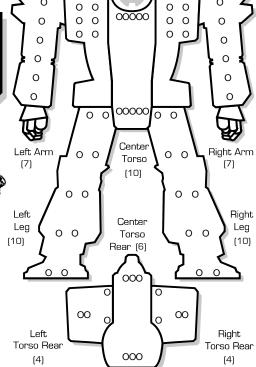
	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Searchlight	RT	_	[E]	_	_	_	170
1	Searchlight	LT	_	ÌΕΊ	_	_	_	170
2	Machine Gun	RA	0	[DB,AI]	_	1	2	3
1	SRM 2	LA	2	2/Msl [M,C,S]	_	3	6	9

### WARRIOR DATA

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5







INTERNAL STRUCTURE DIAGRAM

00

Center

Torso

(8)

0

Right Torso [6]

Left Torso (6)

ARMOR DIAGRAM

Head (6)

Right Torso (8)

0

0

0

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

0

Right

Arm

Right

Leg

(6)

Left Torso

0

0

0

0

Cost:

## CRITICAL HIT TABLE

### Left Arm

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

### Left Torso

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

### Left Leg

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

### Head

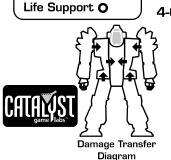
BV:325

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

### Center Torso

- 1. Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine 1-3 4
  - Gyro 5.
  - Gyro 6.
  - Gyro
  - 1. Gyro
- **Fuel Cell Engine**
- Fuel Cell Engine 4-6
  - 4 Fuel Cell Engine
    - Roll Again
    - Roll Again
    - Engine Hits OOO

Gyro Hits OO Sensor Hits OO



- 1. Shoulder
- Machine Gun
- 6. Ammo (Machine Gun) 200
- 1. Roll Again
- **4-6** 3. Roll Again Roll Again
  - - 6. Roll Again

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

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

  - Roll Again 6. Roll Again

### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 5. Roll Again

### Right Arm

- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3 4
  - 5. Machine Gun
- 2. Roll Again
  - 5. Roll Again

### Right Torso

- 1. Searchlight
- 2. Roll Again
- - 6. Roll Again

  - 2. Roll Again

- Foot Actuator
- 6. Roll Again

Left

Arm

[4]

Left.

Leg

**HEAT DATA** Heat Sinks: Heat \_evel\* Effects 3 (3) Shutdown 30 Single Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 0 +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+
- 13 +2 Modifier to Fire -2 Movement Points
- +1 Modifier to Fire -1 Movement Points