BATTLETECH™
MISSIONS

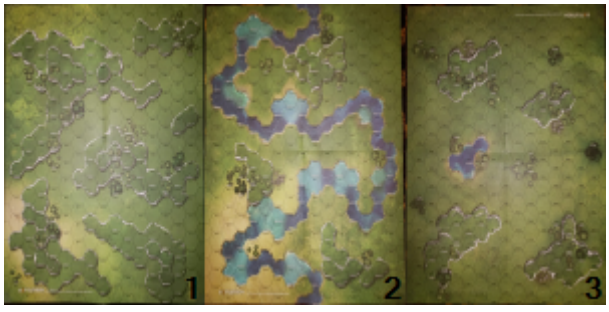
Mission 3025-03: Pirate Hunting
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 7, 3025
Pilot Skill: 4-5

Hey boys, listen up! So we've had some luck defending both the Shelby Drop-Port and a suspiciously important supply depot outside of town. Even better, we appear to have the pirates on the run. We're fairly confident that they have a base, or perhaps a dropship somewhere in the wilds outside of Shelby City, but we're not at all certain as to where.

Right now, we've got bigger issues, however, There's roughly a lance of pirates making a run for the wilds. We need you to run them down and make sure they don't bother Memphis anymore - regardless of any weird shenanigans that Lord Stephenson might be up to. I expect you'll catch up with them here at what I'm calling Grid Point Alpha.

If possible, you should let one of them "escape" - but make sure it's someone at least one of you can outrun. We'd like to shadow them back to their dropship and ask them nicely to stand down. Otherwise, If they get away, we're just going to see them again in a few months when they can put together another lance of mechwarriors with their own 'mechs and little interest in following society's rules.

Map: This is a chase scenario. The map should be long and relatively skinny. There should be a river cutting across the middle of the map.



Recommended Maps:
1: 2018_05 Front Rolling Hills 2
2: Streams
3: 2018_01 Front Open Terrain 3

Setup: The Pirates begin the game 8 hexes away from the right side of the map. The left side of the map forms the Pirates' "Home Edge". Any pirates that make it off the left side of the map are considered to have escaped. The PCs enter the right side of the map on turn 1.

Special Rules

RUN AWAY! The Pirates are simply attempting to get away with their 'mechs and/or vehicles intact. Any 'mech that makes it off the far side of the map from their starting edge is considered to have escaped.

I love the smell of Napalm in the morning: Any pirate 'mechs with SRMs can have Inferno

ammo for at most one of their tons of ammunition.

Stick Together!: The Pirates don't want to get separated. No pirate 'mech should get more than 8 hexes farther away from their starting edge than the slowest (non-crippled) 'mech in their formation. If a pirate 'mech has its speed reduced below 2, the other pirates will be happy to abandon them, however.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Hermes II	1	HER-2S	3039 pg 186	784	3,165,680
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Hunchback	1	HBK-4G	3039 pg 207	1041	3,467,874
Commando	1	COM-2D	3039 pg 158	541	1,891,250
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000
Blackjack	1	BJ-1	3039 pg 193	949	3,147,225
Clint	1	CLNT-2-4T	3039 pg 182	619	3,143,280

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

2000-2500 (2444 Total)
Hunchback HBK-4G (4/5), Hermes II HER-2S (4/5), Clint CLNT-2-4T (4/5)

2500-3000 (2770 Total)
Hunchback HBK-4G (4/5), Hermes II HER-2S (4/5), Centurion CN9-A (4/5)

3000-3500 (3389 Total)
Hunchback HBK-4G (4/5), Hermes II HER-2S (4/5), Centurion CN9-A (4/5), Clint CLNT-2-4T (4/5)

3500-4000 (3856 Total)
Hunchback HBK-4G (4/5), Centurion CN9-A (3/4), Blackjack BJ-1 (4/5), Clint CLNT-2-4T (4/5)

4000-4500 (4397 Total)
Hunchback HBK-4G (4/5), Centurion CN9-A (3/4), Blackjack BJ-1 (4/5), Commando COM-2D (4/5), Clint CLNT-2-4T (4/5)

4500-5000 (4891 Total)
Hunchback HBK-4G (4/5), Centurion CN9-A (3/4), Blackjack BJ-1 (4/5), Hermes II HER-2S (3/4), Clint CLNT-2-4T (4/5)

5000-5500 (5341 Total)
Hunchback HBK-4G (4/5), Centurion CN9-A (4/5), Blackjack BJ-1 (4/5), Hermes II HER-2S (3/4), Rifleman RFL-3N (3/4)

5500-6000 (5725 Total)
Hunchback HBK-4G (3/4), Centurion CN9-A (3/4), Blackjack BJ-1 (4/5), Hermes II HER-2S (4/5), Rifleman RFL-3N (3/4)

6000-6500 (6280 Total)
Hunchback HBK-4G (3/4), Centurion CN9-A (3/4), Blackjack BJ-1 (3/4), Hermes II HER-2S (3/4), Rifleman RFL-3N (3/4)

6500-7000 (6899 Total)

Hunchback HBK-4G (3/4), Centurion CN9-A (3/4), Blackjack BJ-1 (3/4), Hermes II HER-2S (3/4), Clint CLNT-2-4T (4/5), Rifleman RFL-3N (3/4)

Mission Objectives: The PCs have been tasked with stopping the pirates, but if possible, allowing one pirate 'mech to escape - assuming the PCs have a 'mech fast enough to keep up with it to trail it back to their base. If more that one 'mech escapes off of the far end of map, or if one 'mech escapes that is faster than the fastest PC 'mech at the end of the game, then the PCs lose.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No more than one slow pirate 'mech escapes (Players Win)	350,000	250,000	100,000
One slow pirate 'mech escapes (Bonus Objective)	+100,000	+100,000	+100,000
More than one, or a fast pirate 'mech escapes (Players Lose)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No more than one slow pirate 'mech escapes (Players Win)	15	5
More than one, or a fast pirate 'mech escapes (Players Lose)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Did... Did he just run in there?: (One-Time Bonus) ❑❑❑
You can't do that... Can you?

Mark off one of these boxes to allow your 'mech to enter depth 1 water hexes while running for this turn only. You must still make PSRs as usual.

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hermes II HER-2S

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	LA	3	2 [DE,H,AI]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/5	RT	1	5 [DB,S]	3	6	12	18

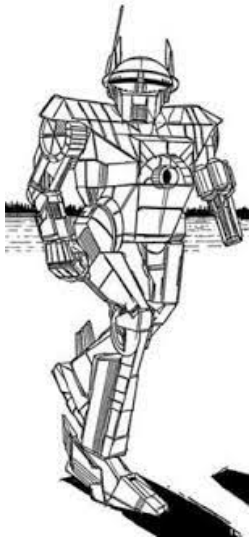
Cost: 3,165,680 CBills **BV:** 784

WARRIOR DATA

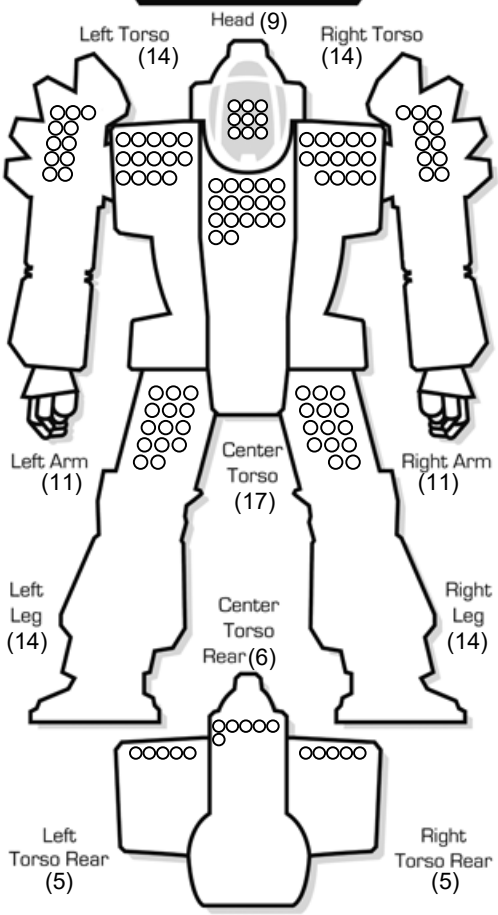
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Flamer 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 Torso

1-3	1. Heat Sink 2. AC/5 Ammo (20) 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

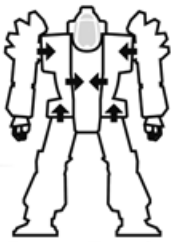
Head

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

Center Torso

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

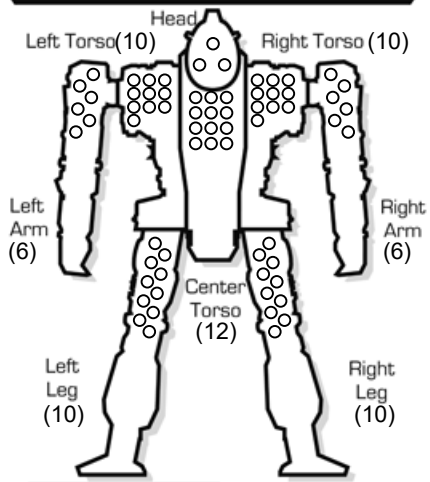
Right Torso

1-3	1. Autocannon/5 2. Autocannon/5 3. Autocannon/5 4. Autocannon/5 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



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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

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

Tonnage: 50
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl.C5/10 [M,C,S]	6	7	14	21

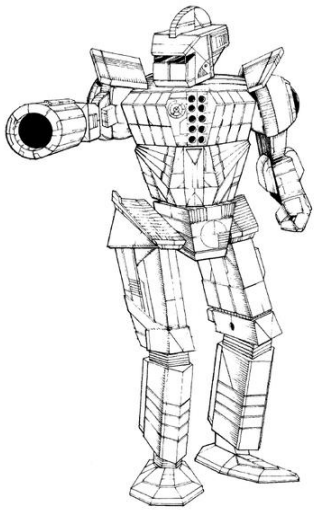
Cost: 3,491,499 CBills **BV:** 945

WARRIOR DATA

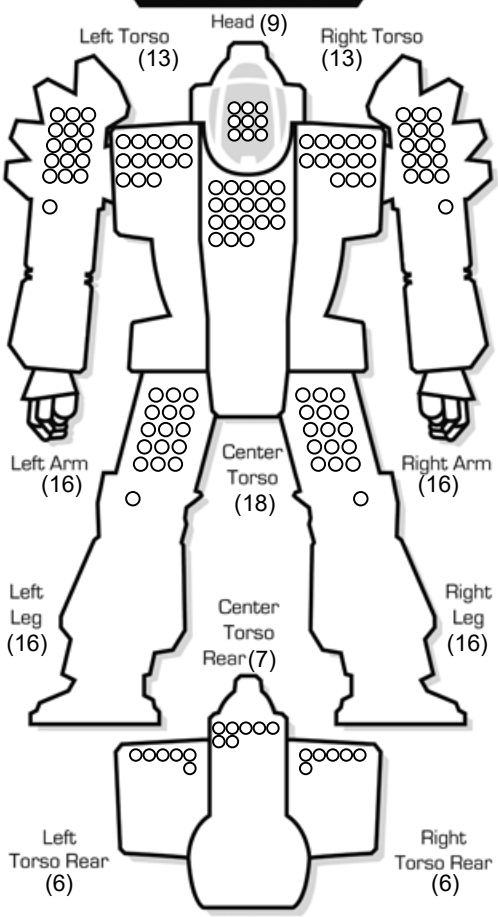
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

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

4-6

Left Torso
1. Heat Sink
2. LRM 10
3. LRM 10
4. LRM 10 Ammo (12)
5. LRM 10 Ammo (12)
6. Roll Again

1-3

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

4-6

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

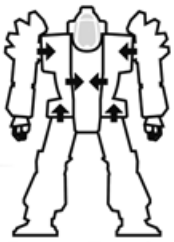
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

4-6

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1-3

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Heat Sink
2. AC/10 Ammo (10)
3. AC/10 Ammo (10)
4. Roll Again
5. Roll Again
6. Roll Again

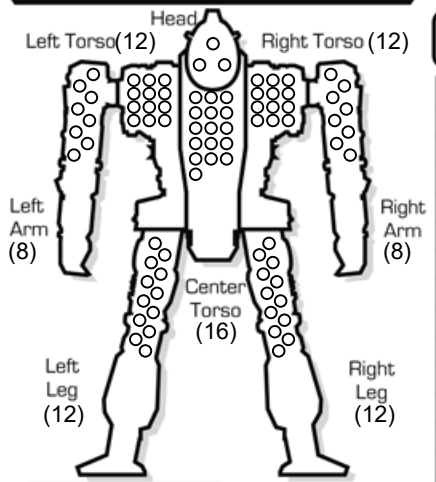
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G

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

Tonnage: 50
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RT	7	20 [DB,S]	-	3	6	9
1	Small Laser	H	1	3 [DE]	-	1	2	3

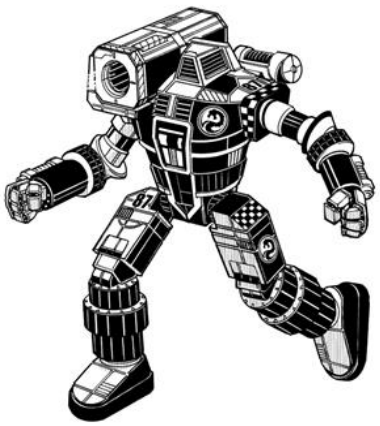
Cost: 3,467,874 CBills **BV:** 1041

WARRIOR DATA

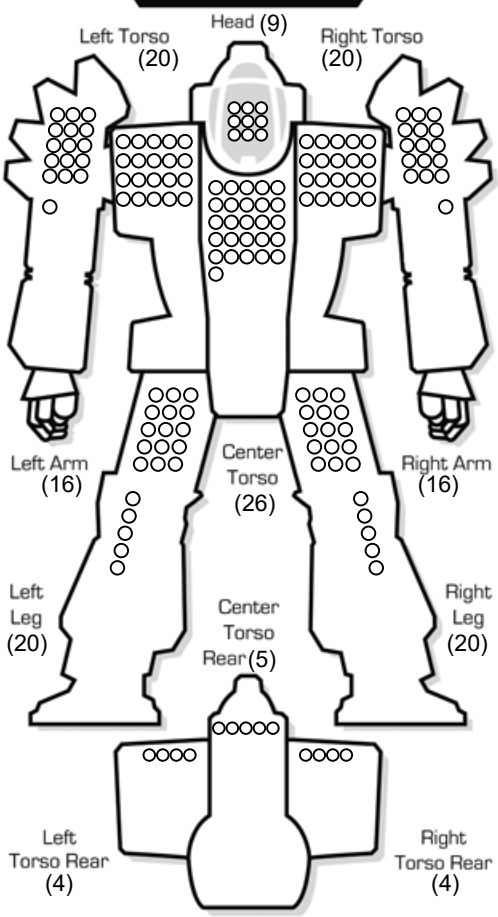
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

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

4-6

Left Torso
1. AC/20 Ammo (5)
2. AC/20 Ammo (5)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

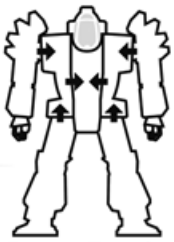
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

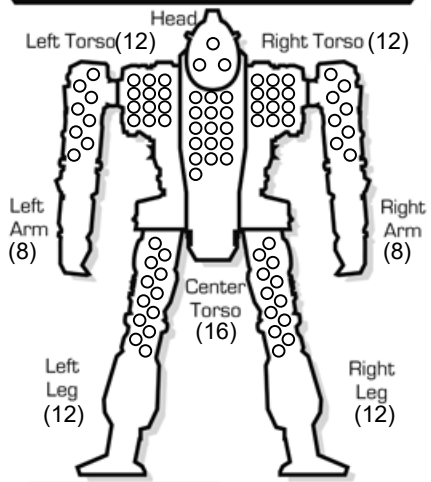
1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Commando COM-2D

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 25
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

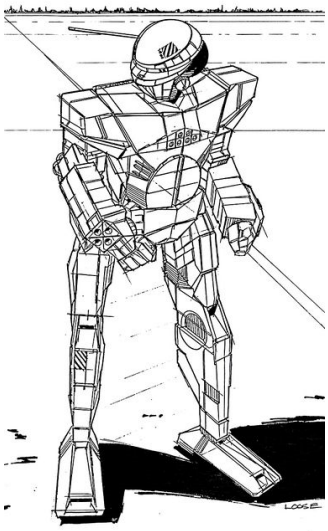
Cost: 1,891,250 CBills **BV:** 541

WARRIOR DATA

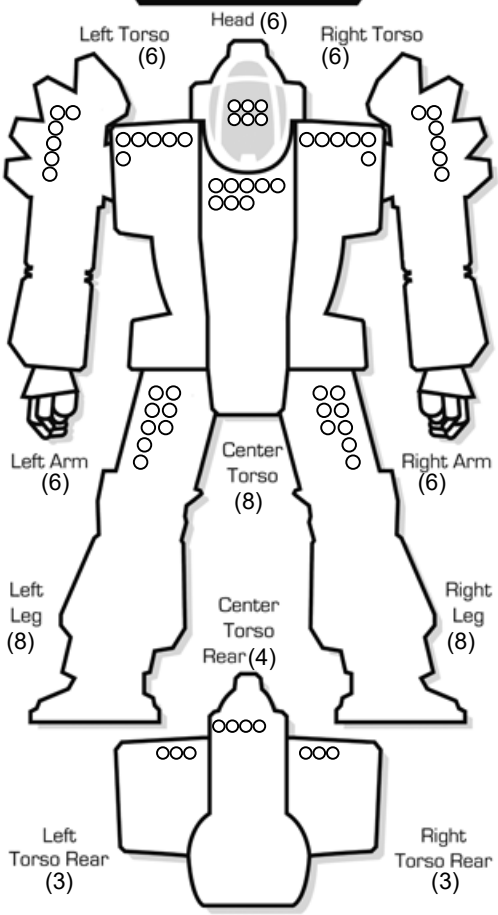
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Medium Laser
	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. Heat Sink
	2. Heat Sink
	3. SRM 6 Ammo (15)
	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

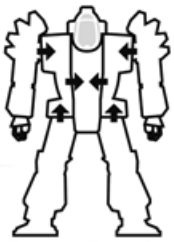
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

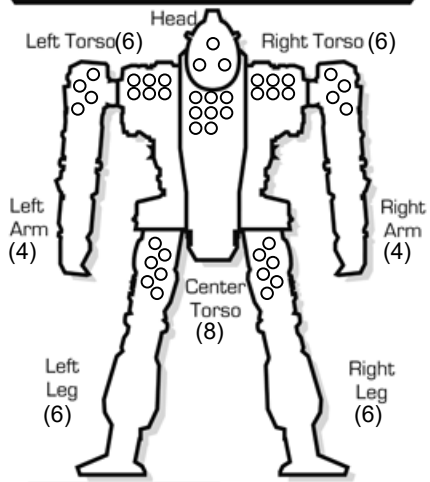
Right Torso

1-3	1. SRM 4 Ammo (25)
	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. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-3N

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

Tonnage: 60
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

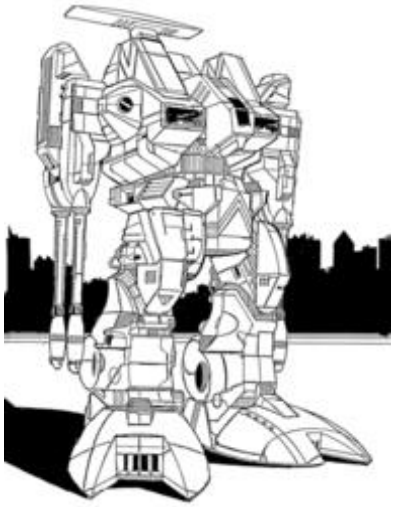
Cost: 4,860,000 CBills **BV:** 1039

WARRIOR DATA

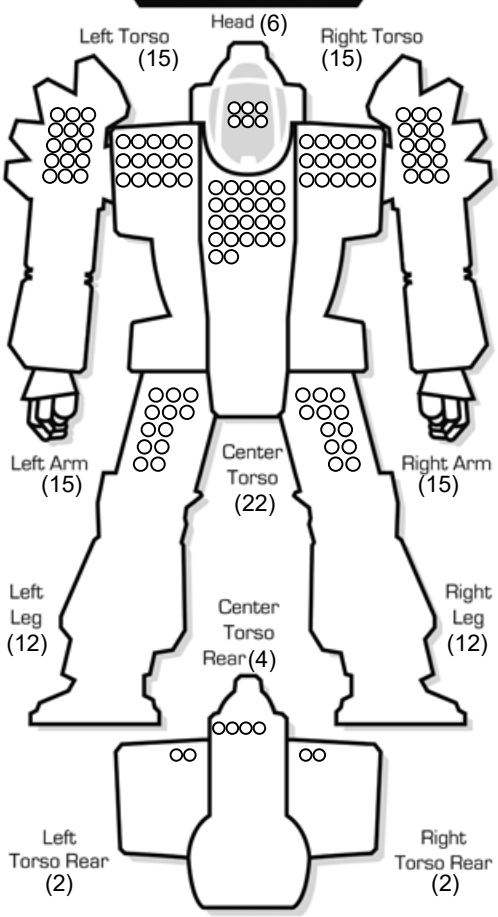
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

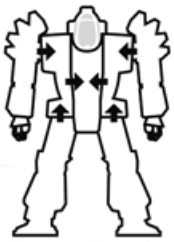
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. AC/5 Ammo (20)
6. Roll Again

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

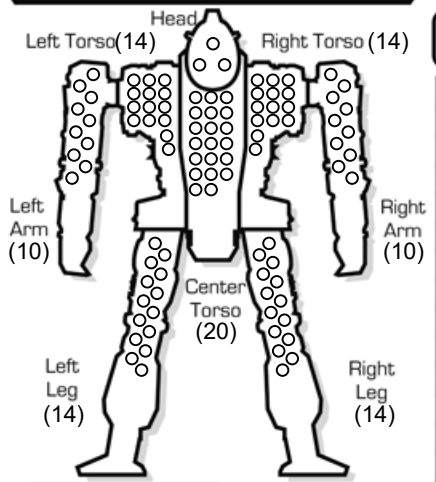
1. Autocannon/5
2. Autocannon/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1

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

Tonnage: 45
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/2	LA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

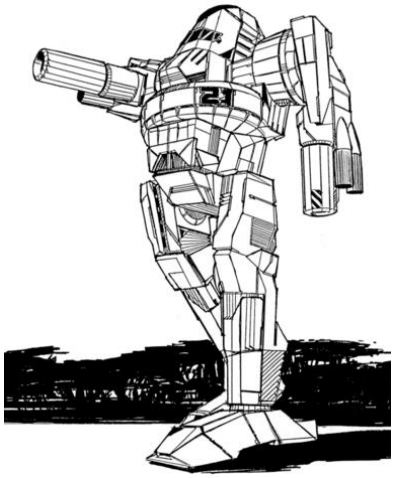
Cost: 3,147,225 CBills **BV:** 949

WARRIOR DATA

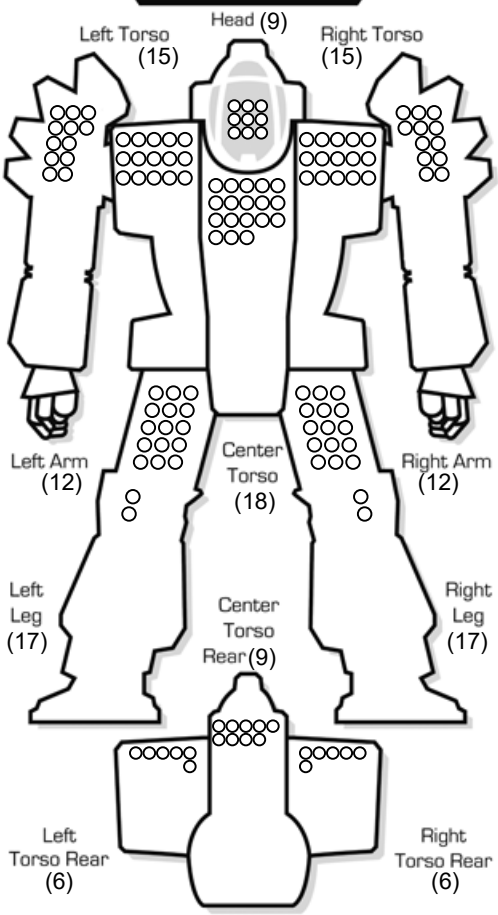
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Medium Laser
	4. Autocannon/2
	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 Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. Medium Laser
	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. JumpJets
6. JumpJets

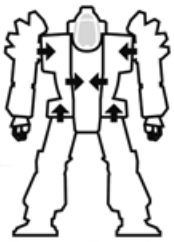
Head

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

Center Torso

1-3	1. Fusion Engine
	2. Fusion Engine
	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. AC/2 Ammo (45)
	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. Medium Laser
	4. Autocannon/2
	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

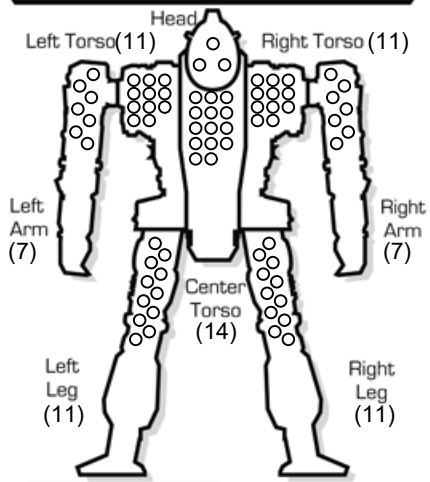
Right Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. Medium Laser
	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. JumpJets
6. JumpJets

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) Single
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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Clint CLNT-2-4T

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24

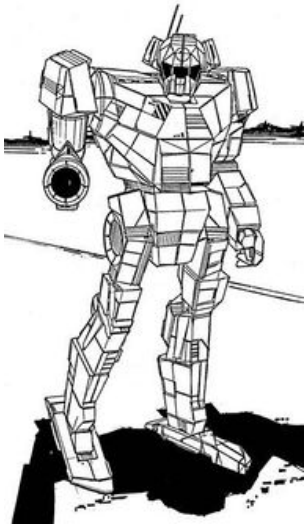
Cost: 3,143,280 CBills **BV:** 619

WARRIOR DATA

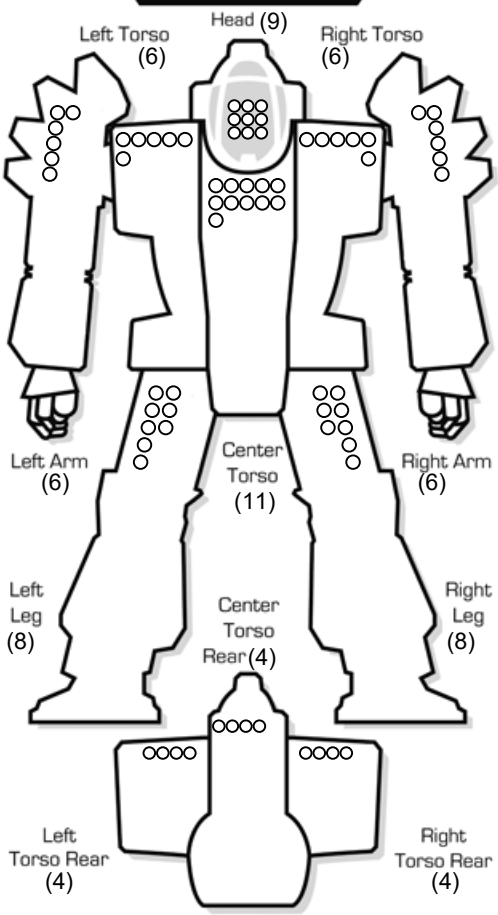
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3	1. Heat Sink
	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

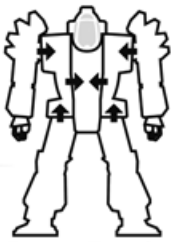
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

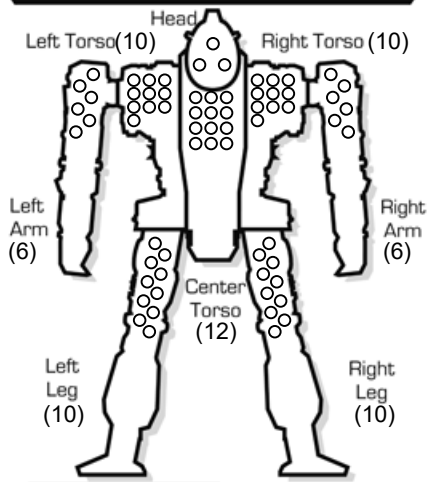
Right Torso

1-3	1. AC/2 Ammo (45)
	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



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

HEAT DATA

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

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BATTLETECH™
MISSIONS

Character _____ **Player** _____ **Cert** _____

Mission: 3025-03
Pirate Hunting
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 7, 3025

Mission Results
- ❑ No more than one slow pirate 'mech escapes (Players Win)
- ❑ One slow pirate 'mech escapes (Bonus Objective) (+100,000 C-Bills)
- ❑ More than one, or a fast pirate 'mech escapes (Players Lose)
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
- ❑ Mech Destroyed

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

- ❑ Hermes II HER-2S (3,165,680 C-Bills)
- ❑ Centurion CN9-A (3,491,500 C-Bills)
- ❑ Hunchback HBK-4G (3,467,874 C-Bills)
- ❑ Commando COM-2D (1,891,250 C-Bills)
- ❑ Rifleman RFL-3N (4,860,000 C-Bills)
- ❑ Blackjack BJ-1 (3,147,225 C-Bills)
- ❑ Clint CLNT-2-4T (3,143,280 C-Bills)

Additional Rewards

Did... Did he just run in there?: (One-Time Bonus) ❑❑❑
You can't do that... Can you?

Mark off one of these boxes to allow your 'mech to enter depth 1 water hexes while running for this turn only. You must still make PSRs as usual.

GM Signature _____ **Game Date** _____

BATTLETECH™
MISSIONS

Mission: 3025-03 Debrief
Pirate Hunting
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 7, 3025

It's pretty rare that the Captain actually comes and joins you guys for beer, even at a high class establishment like the Greasy Myomer, but for some reason he chooses to do so today. He actually seems a little uncomfortable and clearly doesn't want to touch the pseudovinyl seats for fear he might get something on his nicely pressed uniform.

"Okay boys, Listen up" he starts. Man, is he capable of starting a conversation with people without saying that? What if he's talking to his wife? Sensing the fact that everyone is chuckling slightly at his expense, he starts again.

"Look, I just wanted to thank you guys for the job you did today. Lord Stephenson seemed quite happy to know where the pirates are going for some reason. They're heading towards the coast up north. There's a bunch of coves there, so it's not surprising that they might have a dropship hidden there somewhere."

"The weird thing is: He didn't seem all that interested in us chasing them. But our contract is pretty clear here, and there's a bunch of possible salvage available, so we're going after them to finish them. So: finish your beers - we ain't done just yet"

BATTLETECH™
MISSIONS

Character _____ **Player** _____ **Cert** _____

Mission: 3025-03
Pirate Hunting
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 7, 3025

Mission Results
- ❑ No more than one slow pirate 'mech escapes (Players Win)
- ❑ One slow pirate 'mech escapes (Bonus Objective) (+100,000 C-Bills)
- ❑ More than one, or a fast pirate 'mech escapes (Players Lose)
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
- ❑ Mech Destroyed

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

- ❑ Hermes II HER-2S (3,165,680 C-Bills)
- ❑ Centurion CN9-A (3,491,500 C-Bills)
- ❑ Hunchback HBK-4G (3,467,874 C-Bills)
- ❑ Commando COM-2D (1,891,250 C-Bills)
- ❑ Rifleman RFL-3N (4,860,000 C-Bills)
- ❑ Blackjack BJ-1 (3,147,225 C-Bills)
- ❑ Clint CLNT-2-4T (3,143,280 C-Bills)

Additional Rewards

Did... Did he just run in there?: (One-Time Bonus) ❑❑❑
You can't do that... Can you?

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GM Signature _____ **Game Date** _____

BATTLETECH™
MISSIONS

Mission: 3025-03 Debrief
Pirate Hunting
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 7, 3025

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C-Bill Reward _____ **XP Reward** _____

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GM Report
Mission 3025-03 - Pirate Hunting

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						

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