

# BATTLETECH™

## MISSIONS



**Mission 3028-01: Cover our Landing**  
**Landing Site Beta, Shaula**  
**September 3, 3028**  
**Pilot Skill: 3-4**

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

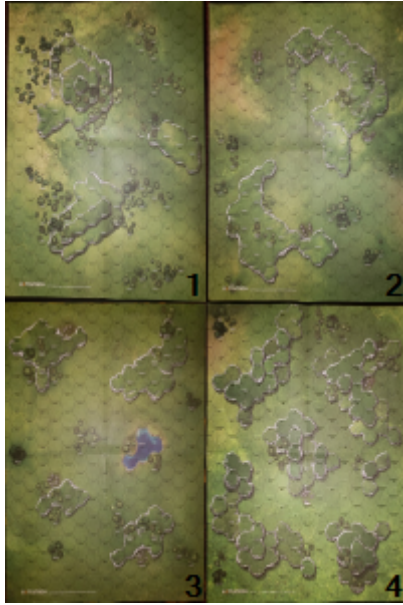
So naturally, you're asking yourself, "What does that have to do with us? We're still working with the Lyrans". Well, it turns out that old Hanse earned his nickname of "The Fox", and planned the whole thing in advance. While he's sending his units to gobble up the Confederation, he's got his new mother-in-law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

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

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

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

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



#### Recommended Maps:

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

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

#### Special Rules

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

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

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

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

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

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

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

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

### OPFOR

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

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

#### 3000-3500 (3437 Total)

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

#### 3500-4000 (3919 Total)

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

#### 4000-4500 (4282 Total)

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

#### 4500-5000 (5052 Total)

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

#### 5000-5500 (5433 Total)

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

#### 5500-6000 (5825 Total)

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

**6000-6500 (6308 Total)**

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

**6500-7000 (6796 Total)**

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

**7000-7500 (7405 Total)**

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

**7500-8000 (7838 Total)**

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

**8000-8500 (8427 Total)**

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

**8500-9000 (9009 Total)**

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

**9000-9500 (9410 Total)**

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

**9500-10000 (10089 Total)**

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

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

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



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

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

## Additional Rewards

### Missing Spotters ☐☐☐

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

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

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Grand Dragon DRG-1G

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

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

Cost: 5,212,800 CBills

BV: 1300

### WARRIOR DATA

Name:

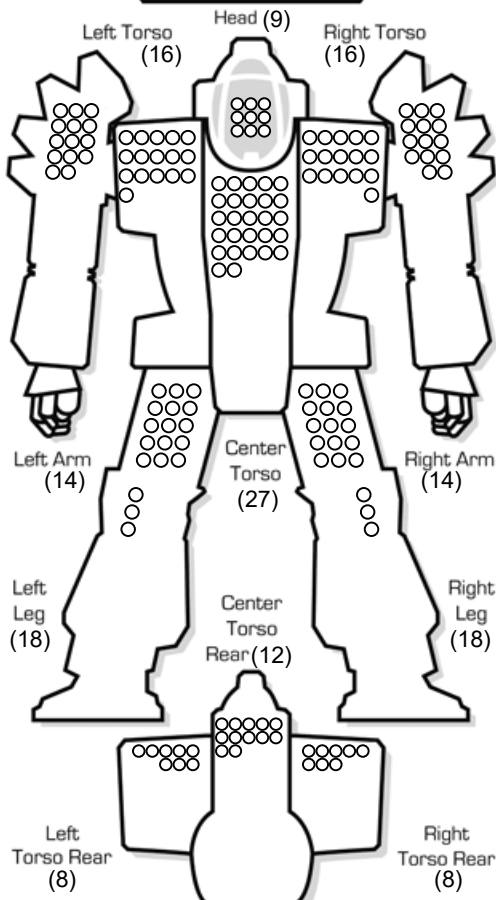
Gunnery Skill:

Piloting Skill:

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 4-6 Gyro
- Gyro
- Gyro

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

#### Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 3. Fusion Engine
- LRM 10
- LRM 10

#### Right Torso

- Medium Laser
- Roll Again
- Roll Again
- 1-3 4. Roll Again
- Roll Again
- Roll Again

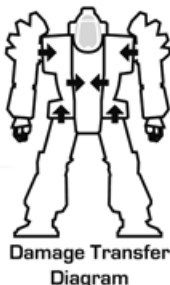
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

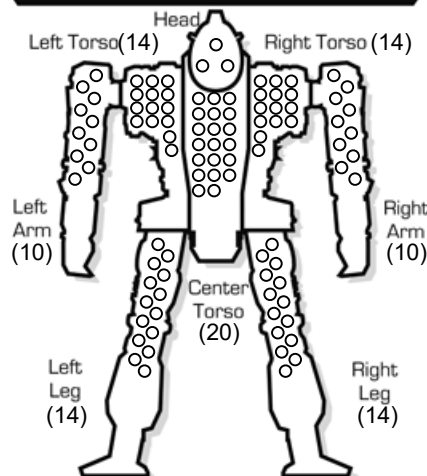
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (12) 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        |

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

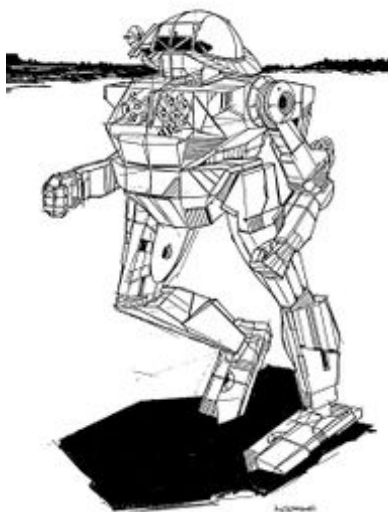
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

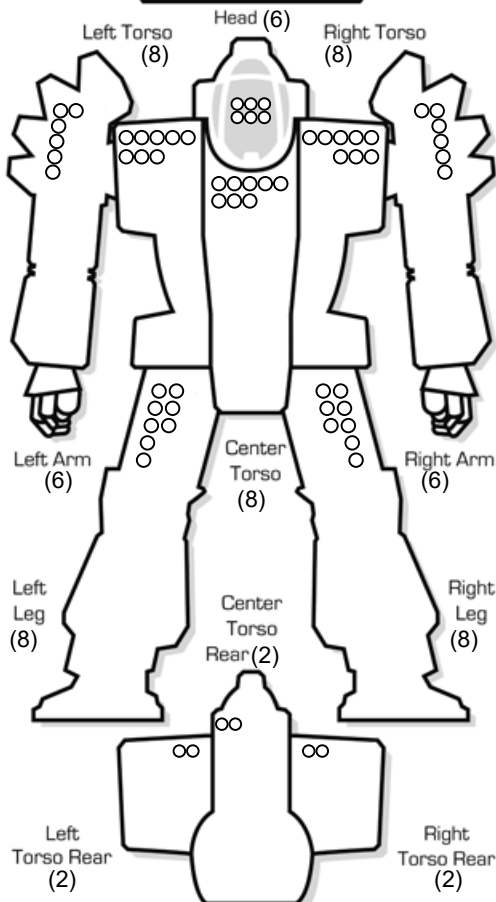
| Qty | Type  | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|-------|-----|----|------------|-----|-----|-----|-----|
| 1   | SRM 6 | LT  | 4  | 2/Msl,C2/6 | -   | 3   | 6   | 9   |
|     |       |     |    | [M,C,S]    |     |     |     |     |
| 1   | SRM 6 | RT  | 4  | 2/Msl,C2/6 | -   | 3   | 6   | 9   |
|     |       |     |    | [M,C,S]    |     |     |     |     |

Cost: 2,400,840 CBills

BV: 594



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- Heat Sink
- SRM 6
- SRM 6
- SRM 6 Ammo (15)
- Roll Again
- Roll Again

1-3

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- SRM 6 Ammo (15)
- Roll Again

1-3

4-6

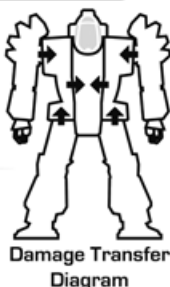
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

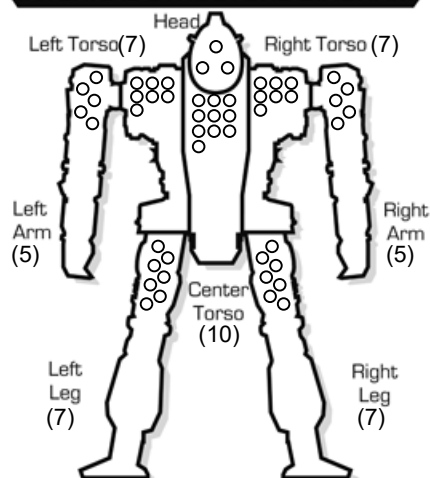
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (10)<br>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   |

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-D

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

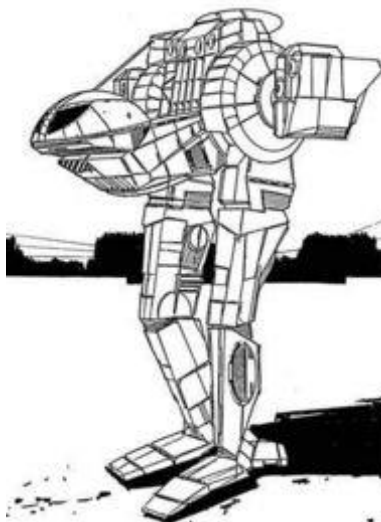
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



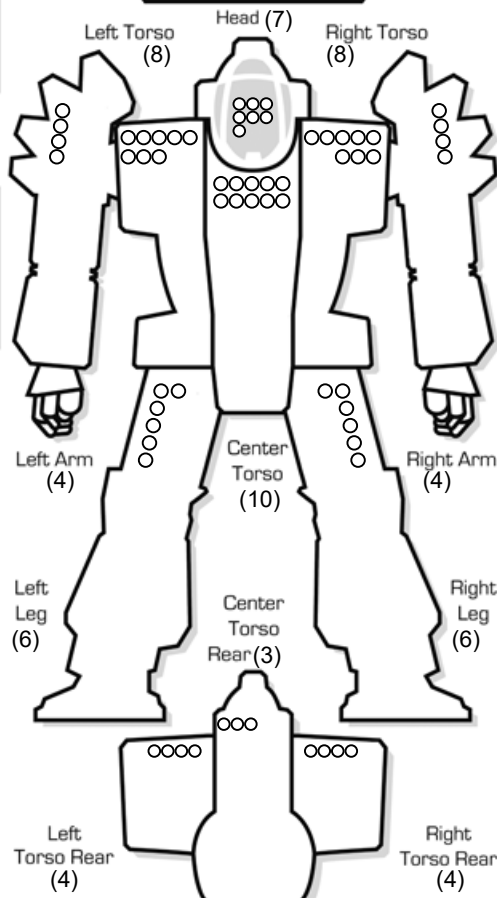
### Weapons & Equipment Inventory (hexes)

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

Cost: 3,198,375 CBills

BV: 875

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

#### Right Torso

- JumpJets
- JumpJets
- SRM 4 Ammo (25)
- Roll Again
- Roll Again
- Roll Again

1-3

#### Left Torso

- JumpJets
- JumpJets
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

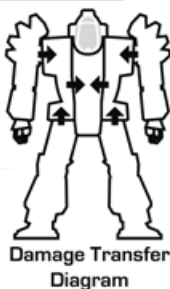
4-6

#### Left Leg

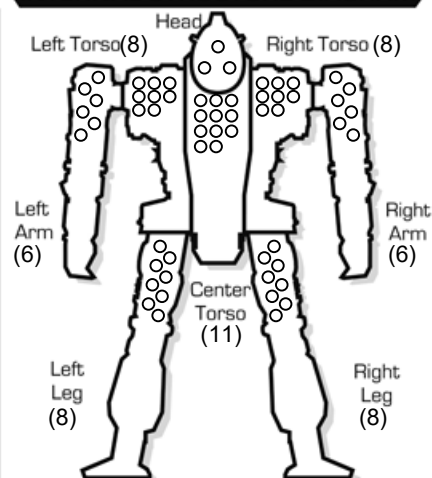
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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:    |
|-------------|------------------------|----------------|
| 30          | Shutdown               | 10 (10) Single |
| 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     | ○              |

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Ots scout OTT-7J

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 35

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

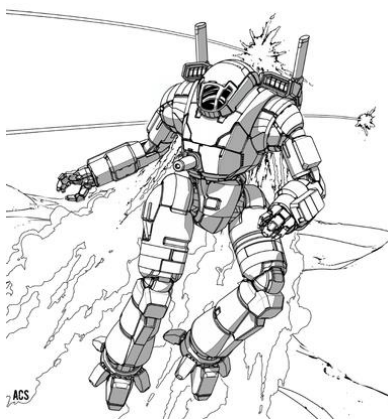
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

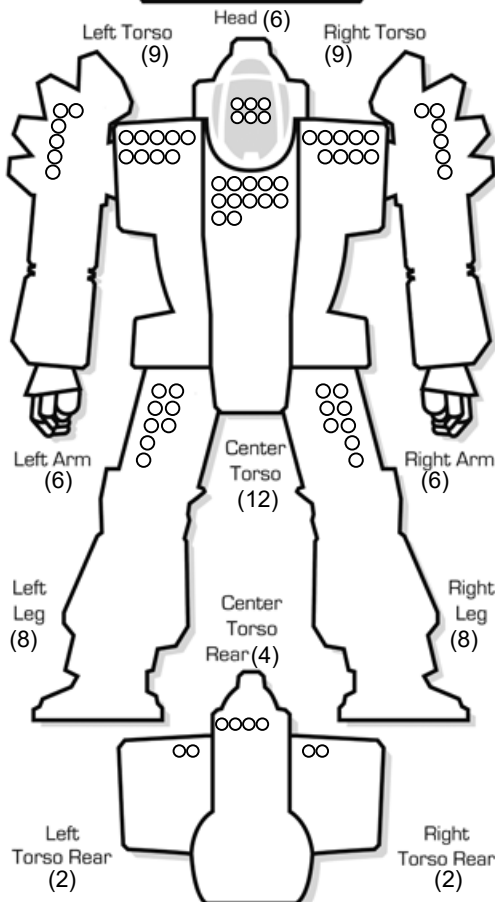
| Qty | Type         | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Medium Laser | CT  | 3  | 5 [DE] | -   | 3   | 6   | 9   |

Cost: 3,416,760 CBills

BV: 596



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Left Torso

- JumpJets
- JumpJets
- JumpJets
- JumpJets
- Roll Again
- Roll Again

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- JumpJets
- JumpJets
- JumpJets
- JumpJets
- Roll Again
- Roll Again

1-3

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Left Leg

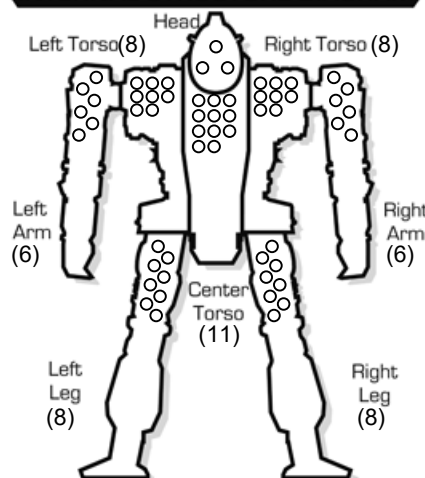
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

1-3

4-6



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:    |
|-------------|------------------------|----------------|
| 30          | Shutdown               | 10 (10) Single |
| 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   |

# CLASSIC BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Panther PNT-9R**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **4**

Tonnage: **35**

Tech Base: Inner Sphere  
(Intro)

Era: Star League

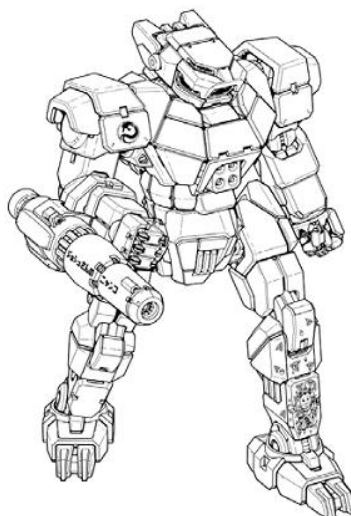
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



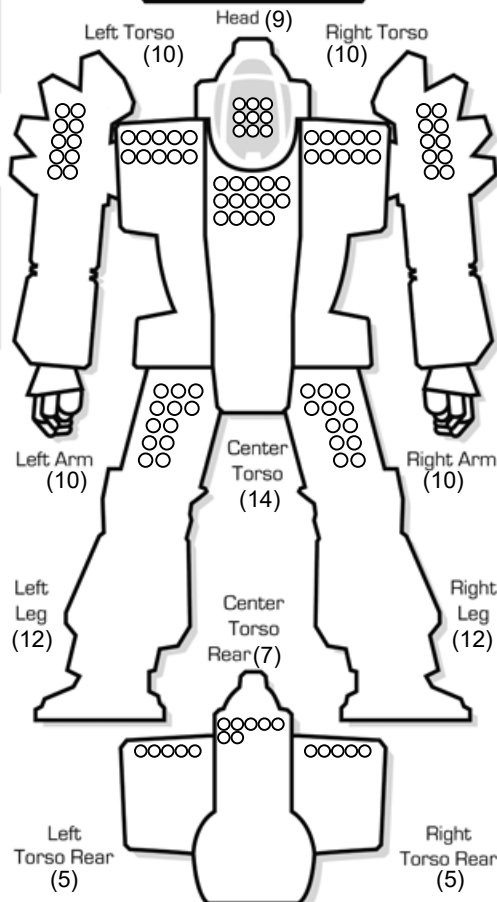
### Weapons & Equipment Inventory (hexes)

| Qty | Type  | Loc | Ht | Dmg                 | Min | Sht | Med | Lng |
|-----|-------|-----|----|---------------------|-----|-----|-----|-----|
| 1   | PPC   | RA  | 10 | 10 [DE]             | 3   | 6   | 12  | 18  |
| 1   | SRM 4 | CT  | 3  | 2/Msl, C2/4 [M.C.S] | -   | 3   | 6   | 9   |

Cost: 2,485,710 CBills

BV: 769

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4 Ammo (25)
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

4-6

#### Right Torso

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

4-6

#### Right Leg

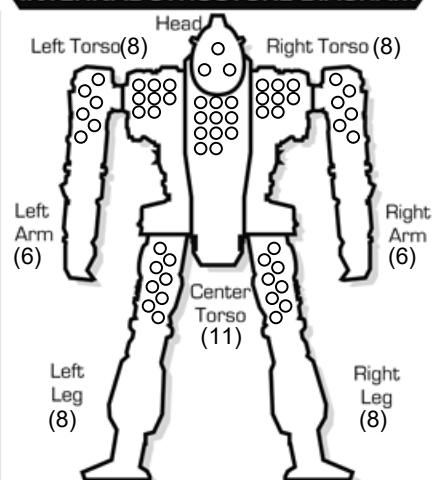
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 13 (13) 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   |



# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Shadow Hawk SHD-2K

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Tonnage: 55

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type  | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|-------|-----|----|-------------|-----|-----|-----|-----|
| 1   | PPC   | LT  | 10 | 10 [DE]     | 3   | 6   | 12  | 18  |
| 1   | LRM 5 | RT  | 2  | 1/Msl, C5/5 | 6   | 7   | 14  | 21  |
|     |       |     |    | [M.C.S]     |     |     |     |     |

Cost: 4,544,807 CBills

BV: 1147

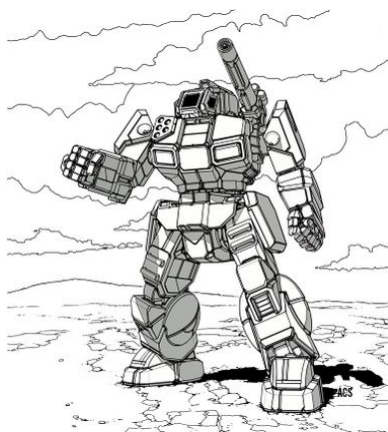
### WARRIOR DATA

Name:

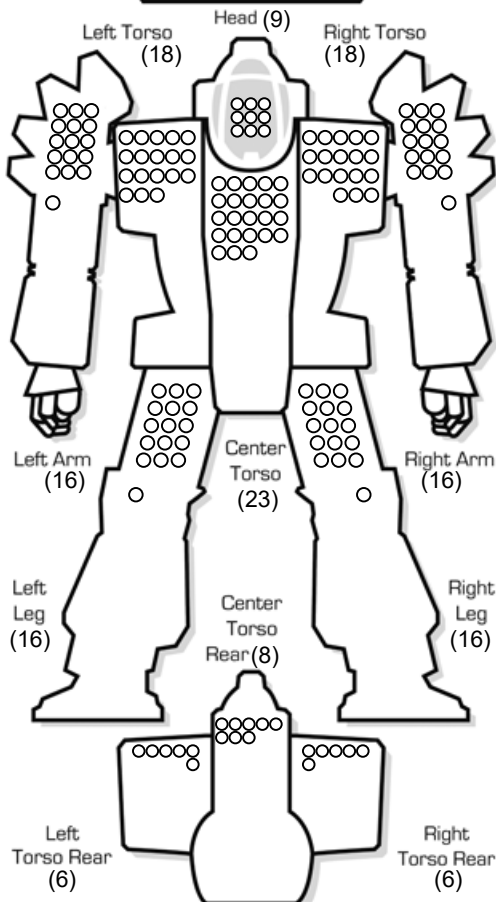
Gunnery Skill:

Piloting Skill:

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Left Torso

- Heat Sink
- JumpJets
- PPC
- PPC
- PPC
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- JumpJets
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- Heat Sink
- JumpJets
- LRM 5
- LRM 5 Ammo (24)
- Roll Again
- Roll Again

1-3

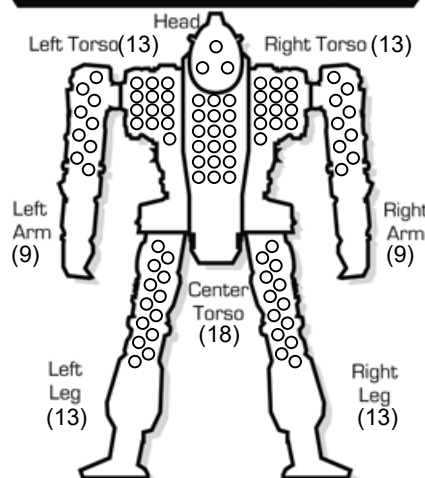
4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 17 (17) 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   |

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wolverine WVR-6K

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------|-----|-----|-----|-----|
| 1   | Large Laser  | RA  | 8  | 8 [DE]     | -   | 5   | 10  | 15  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]     | -   | 3   | 6   | 9   |
| 1   | Small Laser  | RA  | 1  | 3 [DE]     | -   | 1   | 2   | 3   |
| 1   | Medium Laser | H   | 3  | 5 [DE]     | -   | 3   | 6   | 9   |
| 1   | SRM 6        | LT  | 4  | 2/Msl,C2/6 | -   | 3   | 6   | 9   |
|     |              |     |    | [M,C,S]    |     |     |     |     |

Cost: 4,514,194 CBills

BV: 1248

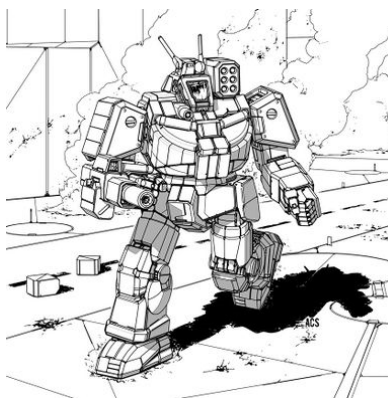
### WARRIOR DATA

Name:

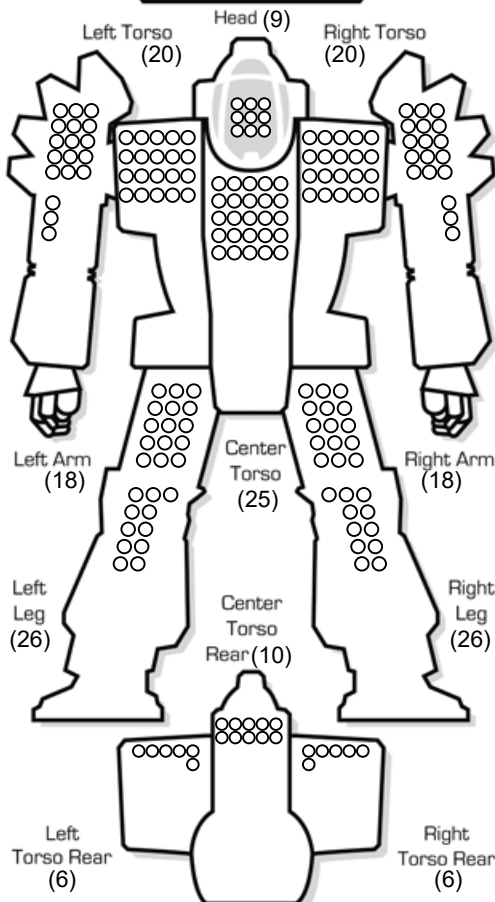
Gunnery Skill:

Piloting Skill:

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Head

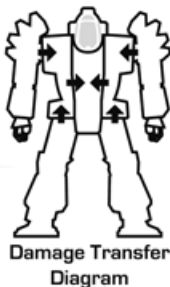
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- Medium Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

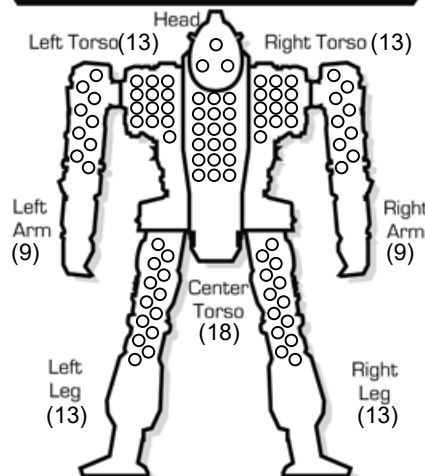
- SRM 6 Ammo (15)
- SRM 6 Ammo (15)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:    |
|-------------|------------------------|----------------|
| 30          | Shutdown               | 14 (14) Single |
| 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   |

# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: Warrior H-7A

Movement Points:

Cruising: 9

Flank: 14

Engine Type: I.C.E.

Tonnage: 21

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Driving Skill: \_\_\_\_\_

Co-Pilot Hit ☐ +1

Pilot Hit ☐ +2

Modifier to all To-Hit rolls

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\* ☐ +3

Engine Hit ☐

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0

Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

\*Move at Cruising speed only

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Dmg    | Min | Sht | Med | Lng |
|-----|-------------|-----|--------|-----|-----|-----|-----|
| 1   | AC/5        | FR  | 5      | 3   | 6   | 12  | 18  |
|     |             |     | [DB,S] |     |     |     |     |
| 1   | Machine Gun | FR  | 2      | —   | 1   | 2   | 3   |
|     |             |     | [DB,A] |     |     |     |     |

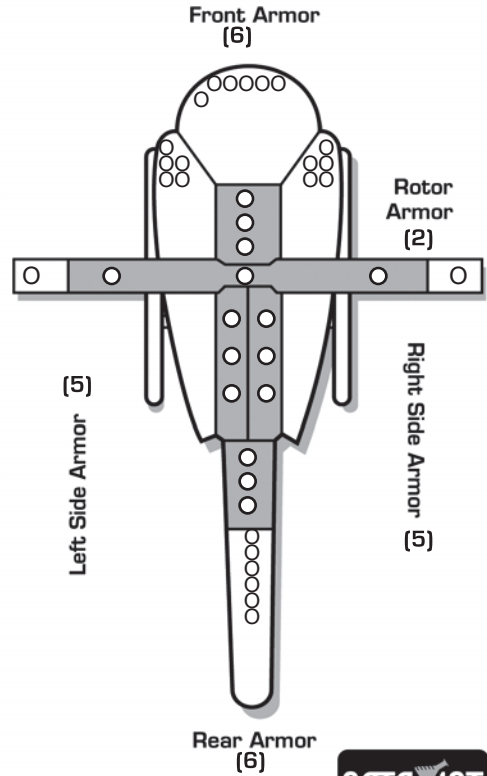
Ammo: [Machine Gun] 100, [AC/5] 20

Cost:

BV: 292



### ARMOR DIAGRAM



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

| Turn      | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-----------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| Elevation |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |

| Turn      | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Elevation |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS

-1 or lower

0

1-2

3

4+

TYPES OF PHYSICAL ATTACK ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons only

None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

\*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

\*\*If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: Warrior H-7A

Movement Points:

Cruising: 9

Flank: 14

Engine Type: I.C.E.

Tonnage: 21

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Driving Skill: \_\_\_\_\_

Co-Pilot Hit ☐ +1

Modifier to all To-Hit rolls

Pilot Hit ☐ +2

Modifier to Driving  
Skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\* ☐ +3

Engine Hit ☐

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0

Stabilizers

Front ☐

Left ☐

Right ☐

Rear ☐

\*Move at Cruising speed only

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Dmg          | Min | Sht | Med | Lng |
|-----|-------------|-----|--------------|-----|-----|-----|-----|
| 1   | AC/5        | FR  | 5<br>[DB,S]  | 3   | 6   | 12  | 18  |
| 1   | Machine Gun | FR  | 2<br>[DB,AI] | —   | 1   | 2   | 3   |

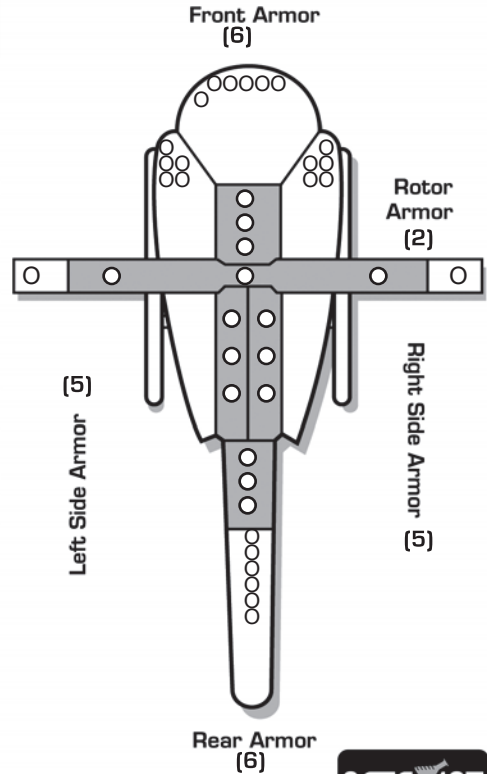
Ammo: [Machine Gun] 100, [AC/5] 20

Cost:

BV: 292



### ARMOR DIAGRAM



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

| Turn      | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-----------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| Elevation |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |

| Turn      | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Elevation |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS

-1 or lower

0

1-2

3

4+

TYPES OF PHYSICAL ATTACK ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons only

None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

\*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

\*\*If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: J. Edgar Light Hover Tank (ICE)

Movement Points: **Cruising:** 8 **Flank:** 12 **Movement Type:** Hover **Engine Type:** I.C.E.

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

#### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Dmg         | Min | Sht | Med | Lng |
|-----|--------------|-----|-------------|-----|-----|-----|-----|
| 1   | Medium Laser | T   | 5 [DE]      | —   | 3   | 6   | 9   |
| 2   | SRM 2        | T   | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Ammo: [SRM 2] 50

Cost: BV: 433

#### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit +1 Driver Hit +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

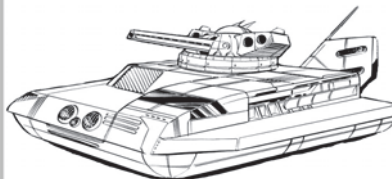
#### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

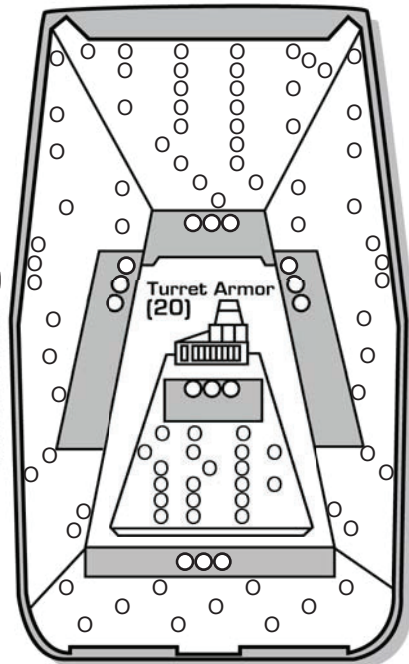
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers  
Front ☐ Left ☐ Right ☐  
Rear ☐ Turret ☐



(16)  
Left Side Armor



Right Side Armor (16)

Rear Armor (10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

#### Attack Direction Modifier:

|                    |    |
|--------------------|----|
| Hit from rear      | +1 |
| Hit from the sides | +2 |

#### Vehicle Type Modifiers:

|                       |    |
|-----------------------|----|
| Tracked, Naval        | +0 |
| Wheeled               | +2 |
| Hovercraft, Hydrofoil | +3 |
| WIGE                  | +4 |

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: J. Edgar Light Hover Tank (ICE)

Movement Points: **Cruising:** 8 **Flank:** 12 **Movement Type:** Hover **Engine Type:** I.C.E.

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

#### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Dmg         | Min | Sht | Med | Lng |
|-----|--------------|-----|-------------|-----|-----|-----|-----|
| 1   | Medium Laser | T   | 5 [DE]      | —   | 3   | 6   | 9   |
| 2   | SRM 2        | T   | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Ammo: [SRM 2] 50

Cost: BV: 433

#### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit +1 Driver Hit +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

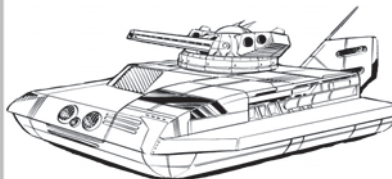
#### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

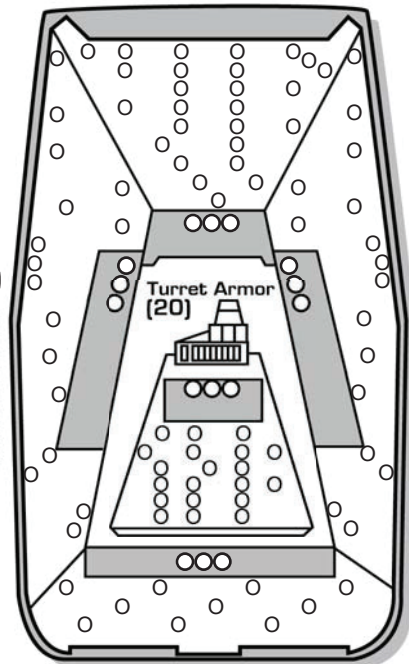
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers  
Front ☐ Left ☐ Right ☐  
Rear ☐ Turret ☐



(16)  
Left Side Armor



Right Side Armor (16)

Rear Armor (10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers:  |
|----------------------------|--------------------------|
| Hit from rear              | Tracked, Naval +0        |
| Hit from the sides         | Wheeled +2               |
|                            | Hovercraft, Hydrofoil +3 |
|                            | WIGE +4                  |

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™



## COMMANDO RECORD SHEET

### COMMANDO PLATOON 1

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\*

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|
| 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 |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
| —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 3  | 3  | 3  | 2  | 2  | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

\*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

|                |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |
|----------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
| Range          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |

|                       |          |                       |          |
|-----------------------|----------|-----------------------|----------|
| Field Gun Type: N/A   | Ammo:N/A | Disposable Weapon:N/A | Ammo:N/A |
| Disposable Weapon:N/A | Ammo:N/A | Disposable Weapon:N/A | Ammo:N/A |

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

### COMMANDO PLATOON 2

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\*

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|
| 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 |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
| —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 3  | 3  | 3  | 2  | 2  | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

\*Damage is always applied in 2-point Damage Value groupings

|                                  |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |  |
|----------------------------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|--|
| RANGE IN HEXES (TO-HIT MODIFIER) |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |  |
| Range                            | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |  |
| Range Modifier                   | 0 | — | — | — | — | — | — | — | — | — | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |  |

Field Gun Type: N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

### COMMANDO PLATOON 3

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\*

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|
| 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 |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |
| —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 3  | 3  | 3  | 2  | 2  | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

\*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

|                |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |
|----------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
| Range          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |

Field Gun Type: N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

Disposable Weapon:N/A

Ammo:N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

### COMMANDO PLATOON 4

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\*

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 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 |   |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |
| —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 3  | 3  | 3  | 2  | 2  | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

\*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

|                |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |
|----------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
| Range          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |

|                       |          |                       |          |
|-----------------------|----------|-----------------------|----------|
| Field Gun Type: N/A   | Ammo:N/A | Disposable Weapon:N/A | Ammo:N/A |
| Disposable Weapon:N/A | Ammo:N/A | Disposable Weapon:N/A | Ammo:N/A |

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot



# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Maxim Heavy Hover Transport

Movement Points:

Cruising: 8

Flank: 12

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

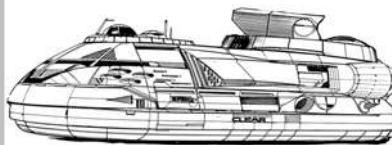
Front ☐

Left ☐

Right ☐

Rear ☐

Turret ☐



### ARMOR DIAGRAM

Front Armor  
(20)

(20)

Left Side Armor

Turret Armor  
(16)

Right Side Armor  
(20)

Rear Armor  
(12)



| Qty | Type        | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|-------------|-----|------------------|-----|-----|-----|-----|
| 2   | LRM 5       | FR  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | SRM 2       | RS  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 1   | SRM 2       | LS  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 1   | LRM 5       | RR  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 3   | Machine Gun | T   | 2<br>[DB,AI]     | —   | 1   | 2   | 3   |
| 1   | SRM 6       | T   | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |

Cargo, Infantry (3 tons)

Ammo: (LRM 5) 24, (SRM 2) 50, (Machine Gun) 200  
(SRM 6) 15

Cost: BV: 764

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

#### Attack Direction Modifier:

Hit from rear +1  
Hit from the sides +2

#### Vehicle Type Modifiers:

Tracked, Naval +0  
Wheeled +2  
Hovercraft, Hydrofoil +3  
WIGE +4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## MISSIONS



Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-01**

**Cover our Landing**

**Landing Site Beta, Shaula**

**September 3, 3028**

### Mission Results

- ☐ No more than one enemy 'mech advances off of the Players' home edge (Success)
- ☐ No Enemy 'mechs advance off the Players' home edge (Bonus Objective) (+100,000 C-Bills)
- ☐ One or more enemy 'mechs escape off of the Players' home edge (Failure)
- ☐ Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (+1 XP each) (x\_\_\_\_\_)
- ☐ Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)

### Mech Status

- ☐ Mech Survived
- ☐ Mech Severely Damaged
- ☐ Mech Destroyed

### Pilot Status

- ☐ Pilot Survived
- ☐ Pilot Killed

**C-Bill Reward** \_\_\_\_\_ **XP Reward** \_\_\_\_\_

### Salvaged Mechs

- ☐ Grand Dragon DRG-1G (5,212,800 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Jenner JR7-D (3,198,375 C-Bills)
- ☐ Ostscout OTT-7J (3,416,760 C-Bills)
- ☐ Panther PNT-9R (2,485,710 C-Bills)
- ☐ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ☐ Wolverine WVR-6K (4,514,194 C-Bills)

### Additional Rewards

#### Missing Spotters ☐☐☐

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

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

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

**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_



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

Sarge greets you in the briefing room on the *Grover's Folly* after the mission. Boy, this whole "At War" thing is weird. You're much more used to meeting up after a mission over beers, but this is much more formal. Hopefully the Cappies cave quickly so the Lyrans can stop invading the Combine so they won't invade the Feds while their pants are down because they're invading the Cappies, and you can go back to business as usual. Wow. Who knew wars could be some complicated?

Of course, when in the history of succession wars has a war gone quickly and according to the plans of whoever started it? The third war lasted roughly a hundred and sixty years, so it seems unlikely that the fourth one will be done any time before 3040 or so...Anyway, despite the formal environment, Sarge seems as frank as ever.

"Good job boys, driving off the Snake's reconnaissance efforts. Keeping them at bay has allowed us to complete our landing operations and establish our beachhead here on Shaula. Now that the rest of the invasion force is off loaded we can press on to our next objective. Go grab some shut eye while we patch up your mechs, as this might be the only rest you get for a while. From what the Lyrans tell us, it looks like the next mission is going to be a tough one."

# BATTLETECH™

## MISSIONS



Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-01**

**Cover our Landing**

**Landing Site Beta, Shaula**

**September 3, 3028**

### Mission Results

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- ☐ Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (+1 XP each) (x\_\_\_\_\_)
- ☐ Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)

### Mech Status

- ☐ Mech Survived
- ☐ Mech Severely Damaged
- ☐ Mech Destroyed

### Pilot Status

- ☐ Pilot Survived
- ☐ Pilot Killed

**C-Bill Reward** \_\_\_\_\_ **XP Reward** \_\_\_\_\_

### Salvaged Mechs

- ☐ Grand Dragon DRG-1G (5,212,800 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
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- ☐ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ☐ Wolverine WVR-6K (4,514,194 C-Bills)

### Additional Rewards

#### Missing Spotters ☐☐☐

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**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_





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

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# BATTLETECH™

## MISSIONS



Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-01**

**Cover our Landing**

**Landing Site Beta, Shaula**

**September 3, 3028**

### Mission Results

- ☐ No more than one enemy 'mech advances off of the Players' home edge (Success)
- ☐ No Enemy 'mechs advance off the Players' home edge (Bonus Objective) (+100,000 C-Bills)
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- ☐ Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)

### Mech Status

- ☐ Mech Survived
- ☐ Mech Severely Damaged
- ☐ Mech Destroyed

### Pilot Status

- ☐ Pilot Survived
- ☐ Pilot Killed

**C-Bill Reward** \_\_\_\_\_ **XP Reward** \_\_\_\_\_

### Salvaged Mechs

- ☐ Grand Dragon DRG-1G (5,212,800 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Jenner JR7-D (3,198,375 C-Bills)
- ☐ Ostscout OTT-7J (3,416,760 C-Bills)
- ☐ Panther PNT-9R (2,485,710 C-Bills)
- ☐ Shadow Hawk SHD-2K (4,544,807 C-Bills)
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### Additional Rewards

#### Missing Spotters ☐☐☐

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**C-Bill Reward** \_\_\_\_\_ **XP Reward** \_\_\_\_\_

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**GM Report**  
**Mission 3028-01 - Cover our Landing**

**Date:** \_\_\_\_\_

**GM:** \_\_\_\_\_

**Venue** \_\_\_\_\_

| Player | Player # | Mech (Variant) | Pilot Skill (G/P) | BV | C-Bill<br>Reward | XP<br>Reward |
|--------|----------|----------------|-------------------|----|------------------|--------------|
| 1      |          |                |                   |    |                  |              |
| 2      |          |                |                   |    |                  |              |
| 3      |          |                |                   |    |                  |              |
| 4      |          |                |                   |    |                  |              |
| 5      |          |                |                   |    |                  |              |
| 6      |          |                |                   |    |                  |              |
| 7      |          |                |                   |    |                  |              |
| 8      |          |                |                   |    |                  |              |

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