

BATTLETECH™

MISSIONS



Mission 3028-05: Follow the Leader
Abandoned Mining Site, Mandala foothills, Shaula
September 12, 3028
Pilot Skill: 3-4

Okay boys, listen up!

Steiner HQ sends their thanks for saving the bridge and keeping their supply lines open to the front. Unfortunately for us, our work isn't done just yet. It seems that the Lyrans have been having trouble with random Snakes popping up in all sorts of places that they aren't welcome, and they think the ones you scared away from the bridge may be part of a bigger unit that's been moving around in their backfield. So your job is simple - follow the Kuritans back to their base and, as our bosses euphamistically put it, "Reduce their ability to conduct combat operations". While you're at it, see what you can learn from the base. If you're lucky, maybe you'll even figure out how they're moving around.

Be careful, though. The Snakes have likely been using that base for at least a few days. There's a good chance that they'll have the place wired to explode.

Map: This mission takes place in an old abandoned mining camp. Use the 2018 World Wide Event Map set, or construct a similar "mining Camp" map with broken terrain and at least six relatively small (2-4 hex) buildings.



Recommended Maps:
1: WWE 2018

Setup: All but one of the Kuritan 'mechs should set up on the bottom right mapsheet. Declare one Kuritan 'mech as "The Sentry". That 'mech may act normally on the first turn. During the end phase of each turn, each remaining Kuritan unit may attempt to power up by making a standard Piloting Skill roll. On success they may act normally the next turn. Mechs that have not powered up yet are considered Immobile and Shut Down.

PC 'mechs will enter from the top edge of the map.

Optional: For a quicker game, PC 'mechs can enter from the left edge of the bottom left mapsheet.

Special Rules

We're on the clock, here!: The Kuritans know our heroes are coming, and they've rigged the base to explode, but our heroes don't know exactly when it'll happen. Starting in the end phase of turn 6, roll 2d6 for each building that hasn't detonated yet. On a roll of 12+ that

building explodes. Any unit in any hex of the building (either on top or inside) takes 40 points of damage in 5 point clusters. Roll two 5 point locations on each of the Front, Back, Left and Right location charts. Any unit adjacent to the building takes 20 points of damage in 5 point clusters (roll on the appropriate facing chart). Any unit that is two hexes away from the building takes 10 points of damage in 5 point clusters. The Target number goes down by one for each round after the 6th - i.e. on the 7th turn the roll is 11+, and so forth.

Construction sites: The buildings are all Medium, level 1, CF 40.

So what are you up to, anyway?: The Heroes need to get intelligence out of these buildings before they blow up. A 'mech may declare that it's scanning a building during the fire phase. To successfully scan the building, the player must roll a TN or higher equal to their Pilot Skill, plus all movement modifiers (there is no immobile or large target bonuses), plus a range modifier - +0 at 0/1 hexes, +2 at 2 hexes, +4 at 3 hexes. If the unit also makes a weapon attack that turn, then either the building or the other target must be declared as a secondary target with the usual penalties. "Scanning Equipment" increases the range to 3, 6 and 9, and eliminates the secondary target penalty.

Which building is that?: (Semi-Secret. Players don't get to know all of this) There are a total of six different buildings to scan. When a building is successfully scanned, roll a d6. If the player rolls a number that has already been rolled, roll again. If the player rolls a 1-5 they have found information about the Kuritan base. If they roll a 6 they find secret tunnels (see next rule). Do not tell the players anything about the rolls other than which ones they have found so far. If the players successfully identify all 6 buildings, then additional scanning doesn't yield any additional information (You can tell them this after they've found the last building). Note that the first six buildings scanned will provide all of the relevant information. If there are more than six buildings on the map, the heroes won't need to scan the remainder.

Um, Boss? There's a hole here: (Secret - Don't tell players) One of the buildings conceals the entrance to the secret tunnel network that the Kuritans have been using the move about. If the players roll a 6 they find that building and immediately know what it is and why it's important. Additionally: If any player 'mech enters a building hex, identify which building it is using the method above. If it is building #6 (i.e. the tunnel entrance) then that building has a two level basement and the PC unit immediately falls in. Otherwise, the building does not have a basement.

Go to ground: (Secret - Don't tell players) Kuritan forces are fanatical and will fight to the death until the buildings have all detonated. Once the buildings have all been destroyed, the Kurita forces will attempt to retreat off any board edge. Kurita units that are eligible for Forced Withdrawal can escape, but do not count against the PCs for the win condition.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Archer	ARC-2K	3039 pg 486	1356	6,170,773
Assassin	ASN-21	3039 pg 176	749	3,765,813
Awesome	AWS-8T	3039 pg 241	1593	6,598,170
Blackjack	BJ-1	3039 pg 193	949	3,147,225
Centurion	CN9-A	3039 pg 202	945	3,491,500
Hunchback	HBK-5SP	3039 pg 212	1043	3,446,874
Hussar	HSR-350-D	3039 pg 414	731	2,602,340
Kintaro	KTO-18	3039 pg 421	1187	4,704,457
Orion	ON1-V	3039 pg 236	1298	6,774,250
Panther	PNT-9R	3039 pg 175	769	2,485,710

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

3000-3500 (3194 Total)

Centurion CN9-A (4/5), Panther PNT-9R (4/5), Hussar HSR-350-D (4/5), Assassin ASN-21 (4/5)

3500-4000 (3742 Total)

Centurion CN9-A (3/4), Panther PNT-9R (3/4), Hussar HSR-350-D (4/5), Assassin ASN-21 (4/5)

4000-4500 (4216 Total)

Centurion CN9-A (3/4), Panther PNT-9R (3/4), Hussar HSR-350-D (3/4), Assassin ASN-21 (3/4)

4500-5000 (4749 Total)

Centurion CN9-A (3/4), Panther PNT-9R (4/5), Hussar HSR-350-D (4/5), Assassin ASN-21 (4/5), Blackjack BJ-1 (3/4)

5000-5500 (5229 Total)

Centurion CN9-A (3/4), Panther PNT-9R (3/4), Hussar HSR-350-D (3/4), Assassin ASN-21 (4/5), Blackjack BJ-1 (3/4)

5500-6000 (5732 Total)

Centurion CN9-A (4/5), Blackjack BJ-1 (4/5), Archer ARC-2K (4/5), Orion ON1-V (3/4), Panther PNT-9R (4/5)

6000-6500 (6280 Total)

Centurion CN9-A (3/4), Blackjack BJ-1 (4/5), Archer ARC-2K (4/5), Orion ON1-V (3/4), Panther PNT-9R (3/4)

6500-7000 (6808 Total)

Centurion CN9-A (3/4), Archer ARC-2K (3/4), Orion ON1-V (3/4), Panther PNT-9R (3/4), Hunchback HBK-5SP (4/5)

7000-7500 (7462 Total)

Archer ARC-2K (3/4), Orion ON1-V (3/4), Panther PNT-9R (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4)

7500-8000 (7948 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Hussar HSR-350-D (3/4)

8000-8500 (8550 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4)

8500-9000 (8919 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (4/5), Assassin ASN-21 (4/5)

9000-9500 (9495 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4), Centurion CN9-A (4/5)

9500-10000 (10130 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (4/5), Centurion CN9-A (4/5), Panther PNT-9R (3/4)

10000-10500 (10510 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4), Centurion CN9-A (4/5), Panther PNT-9R (3/4)

10500-11000 (10995 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4), Centurion CN9-A (4/5), Panther PNT-9R (4/5), Hussar HSR-350-D (4/5)

11000-11500 (11543 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (3/4), Centurion CN9-A (3/4), Panther PNT-9R (3/4), Hussar HSR-350-D (4/5)

11500-12000 (12100 Total)

Awesome AWS-8T (3/4), Orion ON1-V (3/4), Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Kintaro KTO-18 (4/5), Centurion CN9-A (3/4), Panther PNT-9R (4/5), Hussar HSR-350-D (3/4), Blackjack BJ-1 (4/5)

Mission Objectives: Destroy the Combine forces. At most one Combine 'mech may escape off of the map in good order.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Mission Successful: No more than one Combine 'mech escapes off of the board in good order	350,000	250,000	100,000
Bonus Objective: Each building scanned (each)	+20,000	+20,000	+20,000
Mission Unsuccessful: More than one Combine 'mech escapes off of the board in good order.	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Mission Successful: No more than one Combine 'mech escapes off of the board in good order	15	5
Mission Unsuccessful: More than one Combine 'mech escapes off of the board in good order.	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Scanning Whiz ☐☐☐☐☐ You have gotten really good at working your 'mechs scanners to gain intel on the enemy. You may check off one or more boxes to add that many to a scanning roll. You may do this *after* the roll is made. This should start with a number of unchecked boxes equal to the number of buildings #1-5 that were successfully scanned during this mission.

Where does this lead?: On a mission where the PCs start the first turn by entering the map through a specific mapsheet, you may cross off this reward to enter from any mapsheet edge. Cross off this reward if you did not successfully scan building #6 during this mission.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

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)

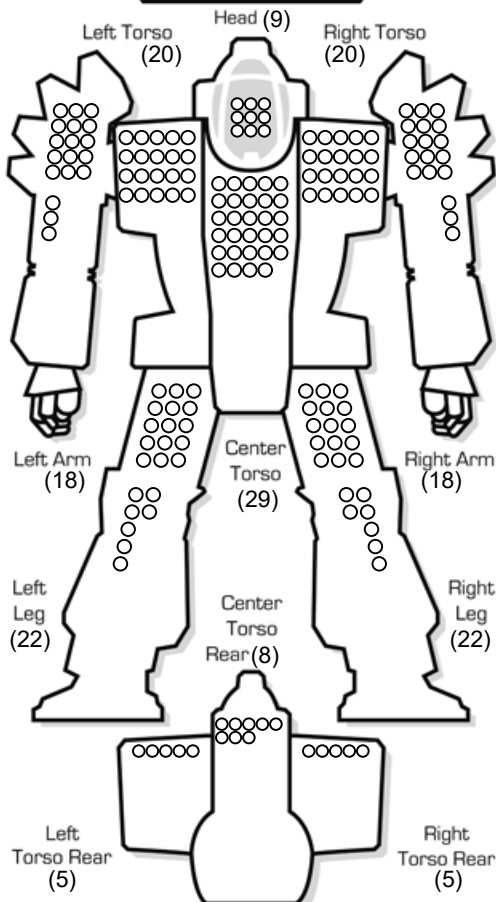
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	LT	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				
1	LRM 15	RT	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				

Cost: 6,170,773 CBills

BV: 1356



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- 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

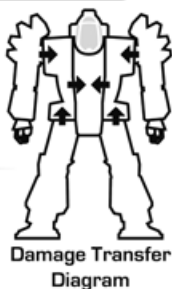
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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

Right Torso

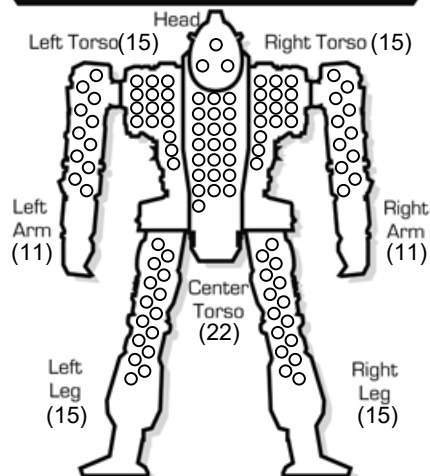
- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (12) 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Assassin ASN-21

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 40

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

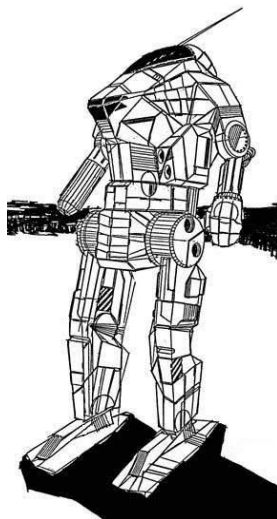
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

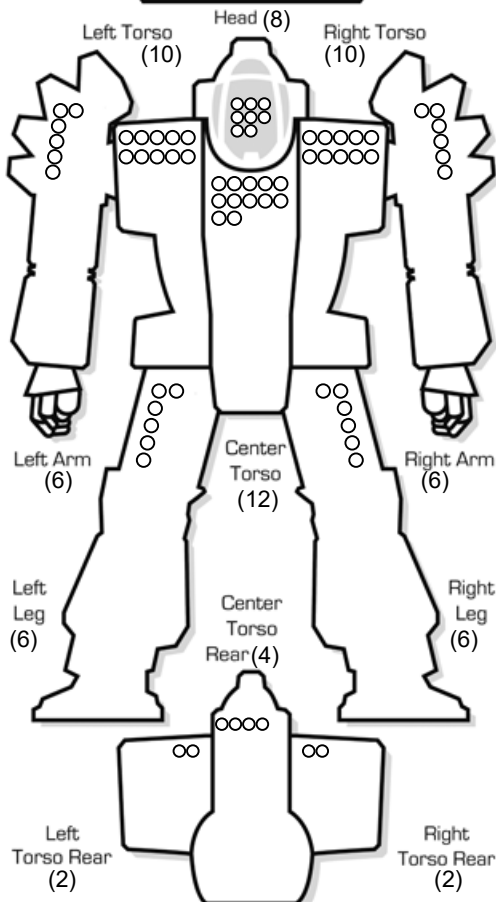
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/MSI,C5/5	6	7	14	21
				[M,C,S]				
1	SRM 2	LT	2	2/MSI,C2/2	-	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5[DE]	-	3	6	9

Cost: 3,765,813 CBills

BV: 749



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- JumpJets
- JumpJets
- JumpJets
- SRM 2
- SRM 2 Ammo (50)
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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



Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

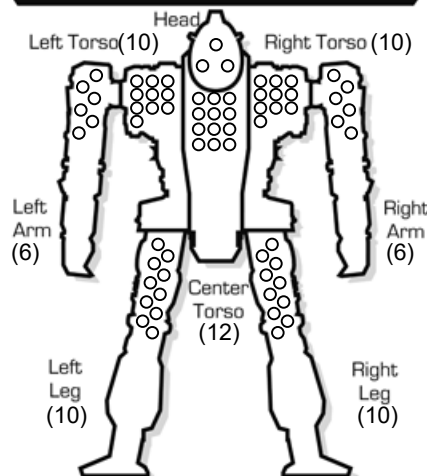
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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
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7
6
5*
4
3
2
1
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8T**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **80**

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)

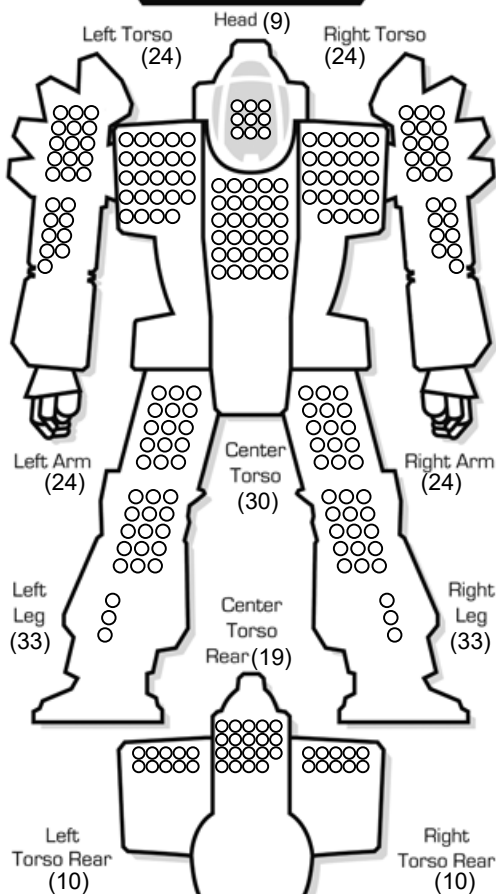
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				
1	LRM 15	RT	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				

Cost: 6,598,170 CBills

BV: 1593



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15
- LRM 15

- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Large Laser
- Large Laser

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

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15

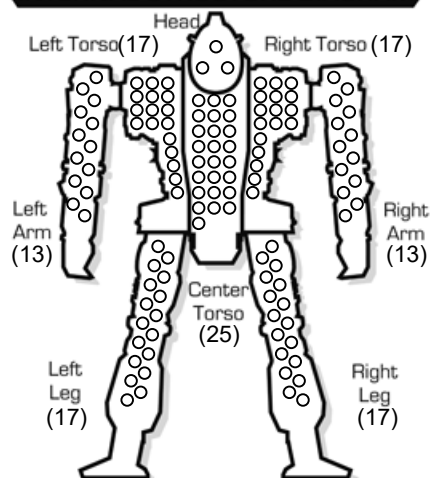
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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: 23 (23) 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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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4
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Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
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20*	
19*	
18*	
17*	
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15*	
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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

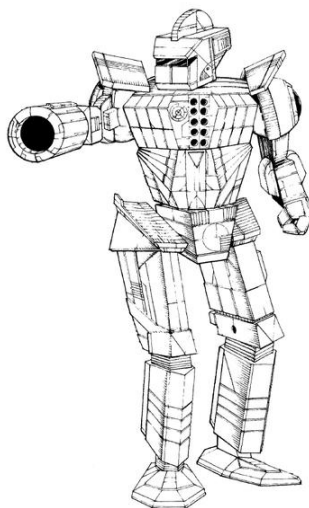
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



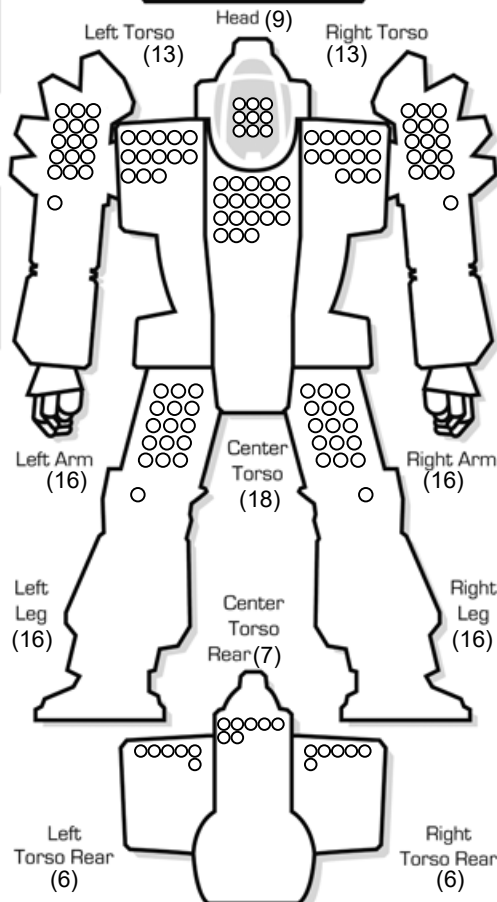
Weapons & Equipment Inventory (hexes)

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

Cost: 3,491,499 CBills

BV: 945

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

- Heat Sink
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- 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
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10

1-3

4-6

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again

1-3

4-6

Right Leg

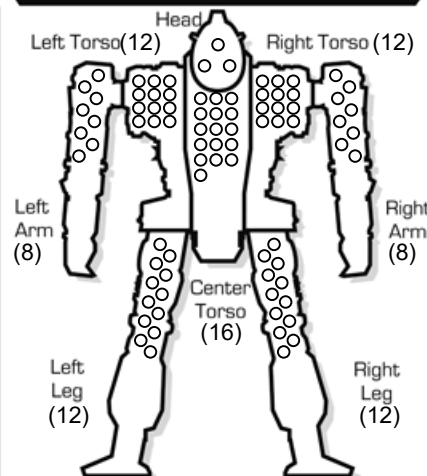
- Heat Sink
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

1-3

4-6



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*
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20*
19*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-5SP

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

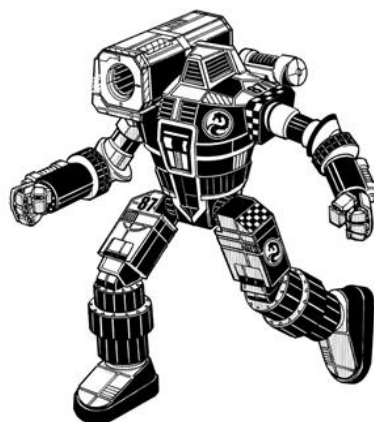
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



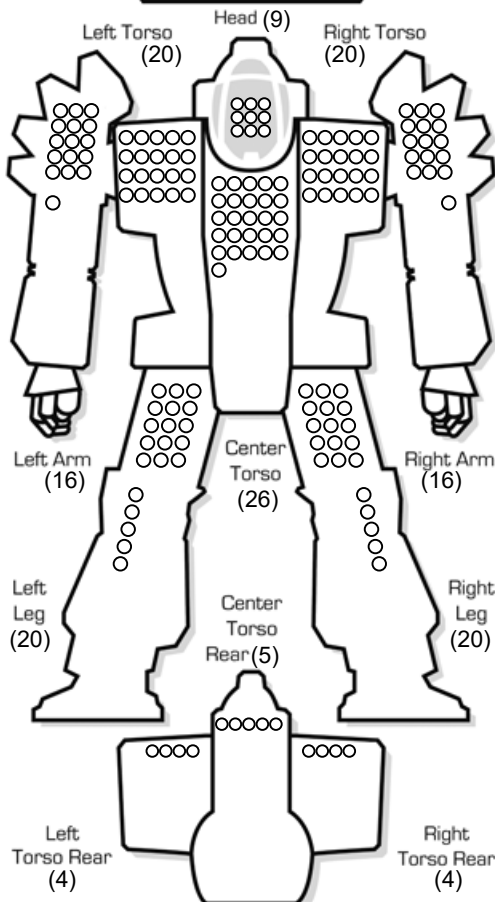
Weapons & Equipment Inventory (hexes)

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	Small Laser	H	1	3 [DE]	-	1	2	3
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: 3,446,874 CBills

BV: 1043

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6

1-3

4-6

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

Right Arm

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

1-3

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Roll Again

1-3

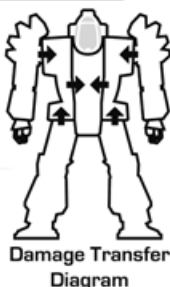
4-6

Left Leg

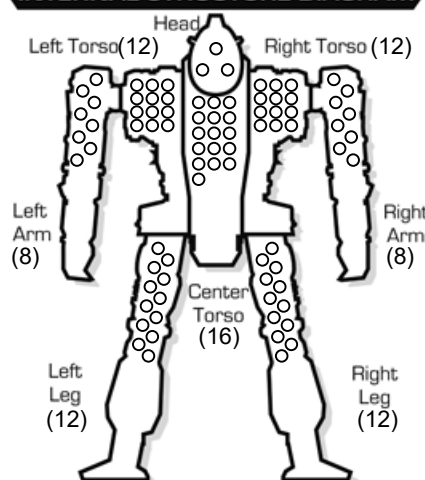
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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:
30	Shutdown	19 (19) 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*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hussar HSR-350-D

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

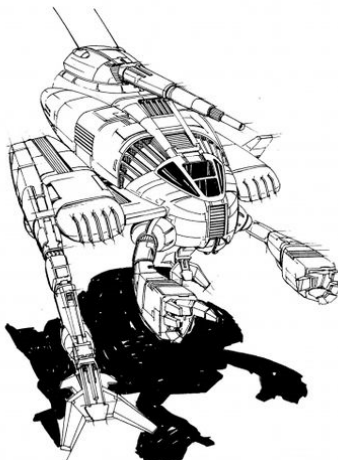
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

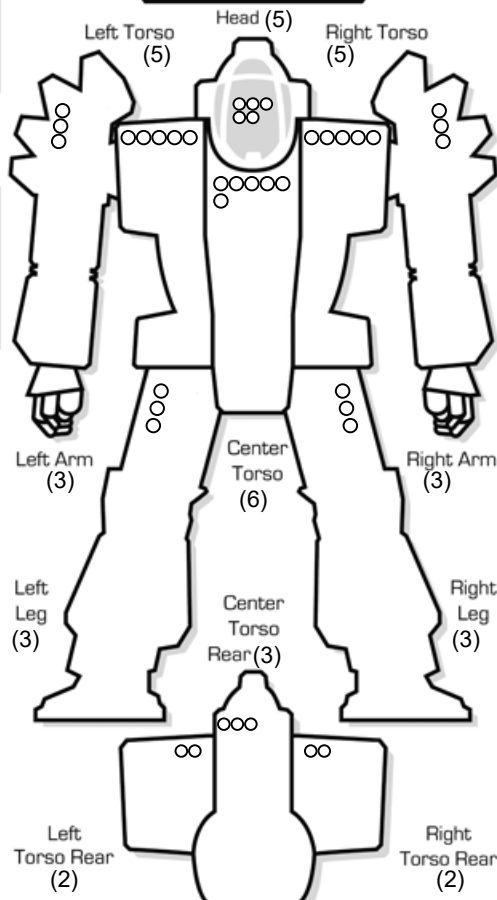
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 2,602,340 CBills

BV: 731



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

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

Right Arm

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

1-3

4-6

Right Torso

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

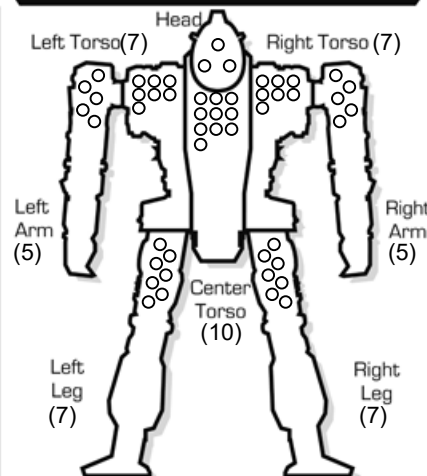
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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*
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22*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kintaro KTO-18

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

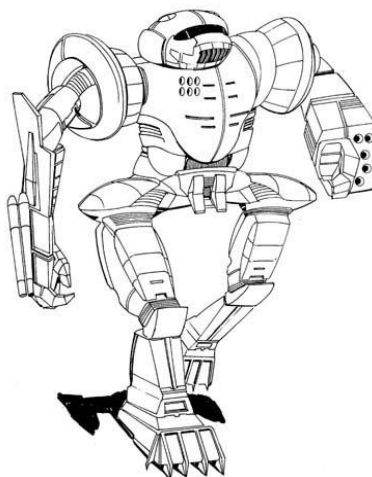
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



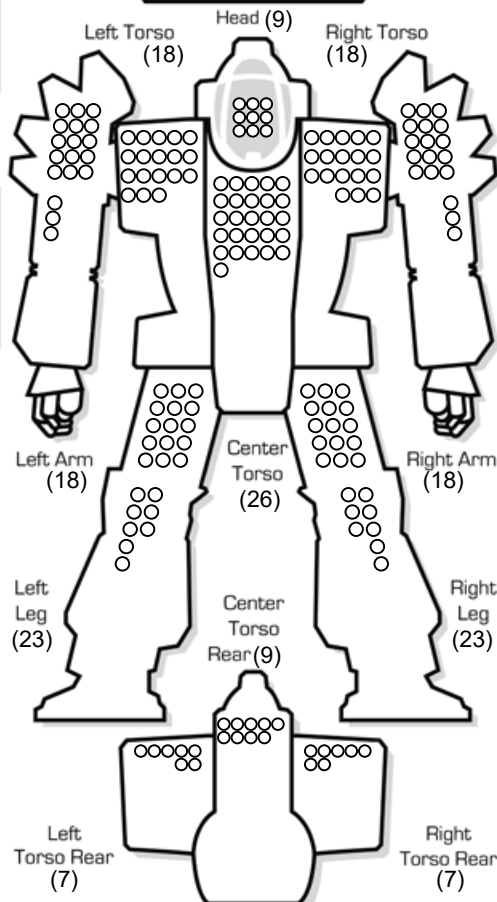
Weapons & Equipment Inventory (hexes)

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

Cost: 4,704,457 CBills

BV: 1187

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

- Medium Laser
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- SRM 6 Ammo (15)
- LRM 5 Ammo (24)
- 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
- Roll Again
- Roll Again

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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

Right Arm

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

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

Right Torso

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

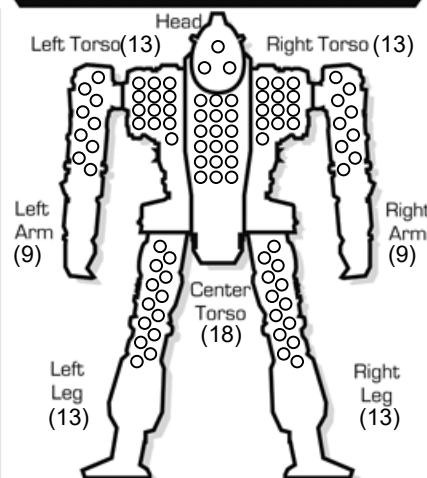
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



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*
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28*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

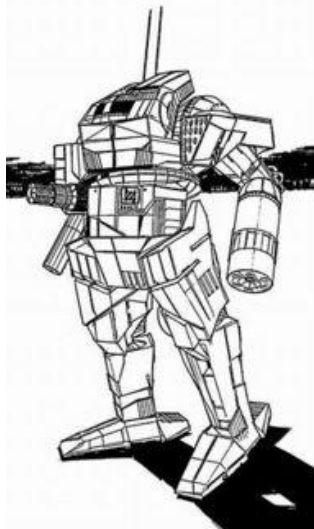
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



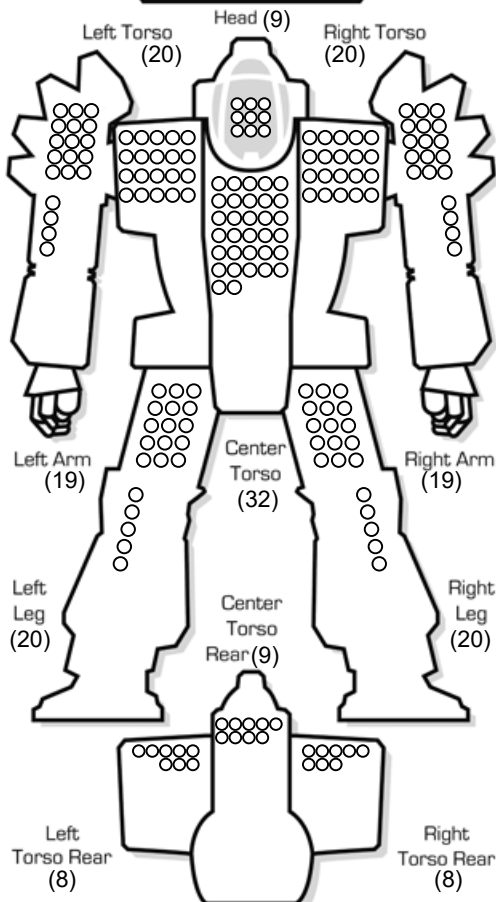
Weapons & Equipment Inventory (hexes)

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

Cost: 6,774,250 CBills

BV: 1298

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

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

Left Torso

- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- SRM 4 Ammo (25)

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

Left Leg

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

Head

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

Center Torso

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

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

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

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

Right Torso

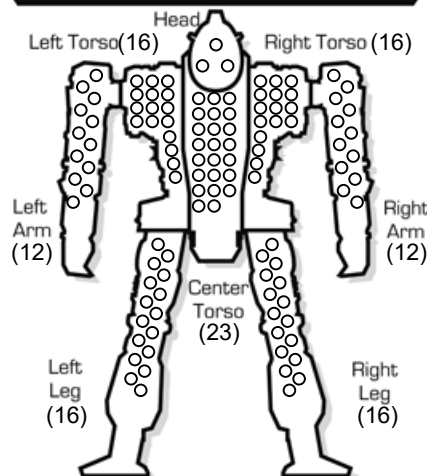
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

- Autocannon/10
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again
- 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: 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*
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28*
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26*
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23*
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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

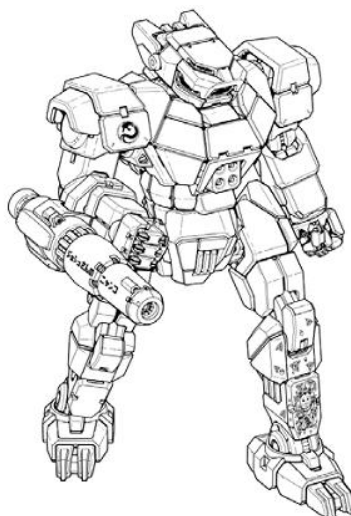
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



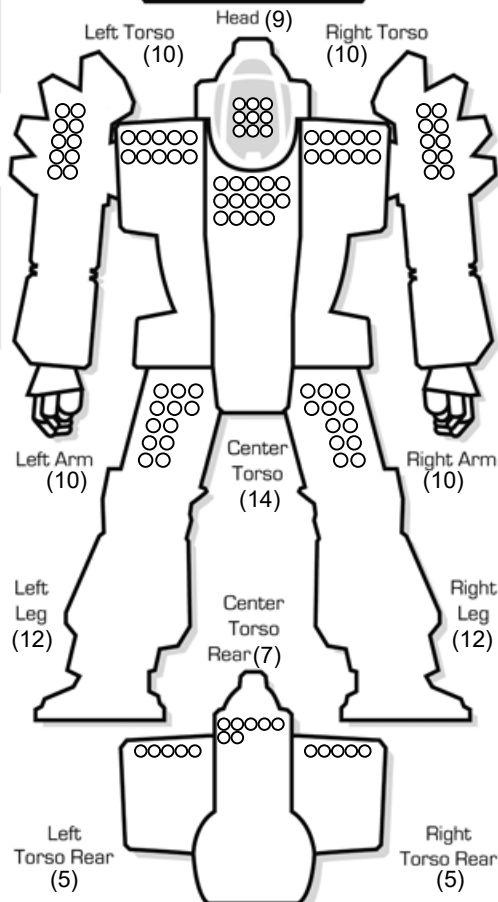
Weapons & Equipment Inventory (hexes)

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

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

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

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

Left 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

Left Leg

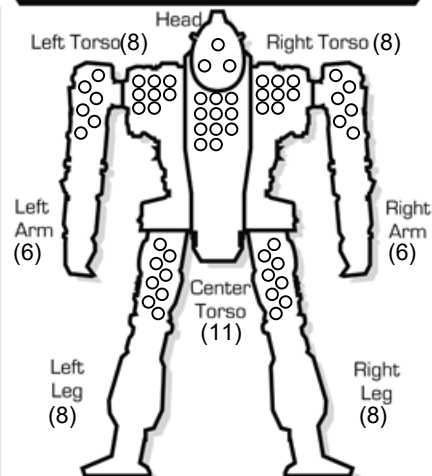
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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*
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BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3028-05

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

September 12, 3028

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- ☐ Assassin ASN-21 (3,765,813 C-Bills)
- ☐ Awesome AWS-8T (6,598,170 C-Bills)
- ☐ Blackjack BJ-1 (3,147,225 C-Bills)
- ☐ Centurion CN9-A (3,491,500 C-Bills)
- ☐ Hunchback HBK-5SP (3,446,874 C-Bills)
- ☐ Hussar HSR-350-D (2,602,340 C-Bills)
- ☐ Kintaro KTO-18 (4,704,457 C-Bills)
- ☐ Orion ON1-V (6,774,250 C-Bills)
- ☐ Panther PNT-9R (2,485,710 C-Bills)

Additional Rewards

Scanning Whiz ☐☐☐☐☐ You have gotten really good at working your 'mechs scanners to gain intel on the enemy. You may check off one or more boxes to add that many to a scanning roll. You may do this *after* the roll is made. This should start with a number of unchecked boxes equal to the number of buildings #1-5 that were successfully scanned during this mission.

Where does this lead?: On a mission where the PCs start the first turn by entering the map through a specific mapsheet, you may cross off this reward to enter from any mapsheet edge. Cross off this reward if you did not successfully scan building #6 during this mission.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3028-05 Debrief

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

September 12, 3028

Before the dust has finished settling on your assault on the Combine camp, a convoy of vehicles rolls up. This includes a hoverjeep with Lucius, Scotty, and some of the intelligence boys, who immediately go to work picking through piles of rubble and running these strange little scanners over them. Behind them are the usual assortments of field repair vehicles, including the mobile gantry and the usual J-27 ammo trucks, and at least two trucks full of infantry on loan from the LAAF. Taking up the rear are a couple of industrial 'mechs with mining and excavations tools for arms.

As soon as he's dismounted, Lucius gestures for you all to dismount and climb down for an impromptu debrief right there at the feet of your 'mechs.

"Okay boys, listen up! First off, Lyrans Command wants to thank you all for finding these guys and taking out this advance base. It's going to take a while to piece together the intel you've gathered, but unfortunately, we ain't got a while. The Lyrans are currently prepping for a final push on Shaula city, and while they're telegraphing that they need us to capture a Combine fort just southeast of the city. Grab a donut and an energy drink from the commissary trucks while Scotty patches up and rearms your rides. You're heading back out in just over two hours. Dismissed!"

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3028-05

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

September 12, 3028

Mission Results

- ☐ Mission Successful: No more than one Combine 'mech escapes off of the board in good order (350,000/250,000/100,000 C-Bills, 15/5 XP)
- ☐ Bonus Objective: Each building scanned (+20,000 C-Bills each) (x_____)
- ☐ Mission Unsuccessful: More than one Combine 'mech escapes off of the board in good order. (150,000/100,000/50,000 C-Bills, 8/3 XP)
- ☐ 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

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GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3028-05 Debrief

Follow the Leader

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GM Report
Mission 3028-05 - Follow the Leader

Date: _____

GM: _____

Venue _____

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

Salvaged Mechs

- | | |
|--|---|
| <input type="checkbox"/> Archer ARC-2K (6,170,773 C-Bills) | <input type="checkbox"/> Panther PNT-9R (2,485,710 C-Bills) |
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