

BATTLETECH™

MISSIONS



Mission 3030-01: Digsite Dilemma
Carbonis, Duchy of Orloff, Free Worlds League
May 20, 3030
Pilot Skill: 2-4

Okay boys, listen up! After what the Feds' did to them, the Capellans are looking for any advantage they can get, and that means sending us to the desert planet of Carbonis. If you ask any of the locals, there's nothing here but rocks and sand, but according to our new employers there's a distant chance this planet once housed an SLDF fort that's now buried underground. Luckily for us, we don't have to do the digging, that's up to the archeology team who's digsite we're headed to now. We won't have much time to settle in though. A few hours after we entered the system, our new friends radioed ahead to say they'd detected some local pirates snooping around. If we're going to fulfill our contract, we'll have to get there quickly.

Something doesn't add up though. According to the Mercenary Review Board's records, another merc company called the 'Blades of Death' was hired to protect the same digsite, and now they're nowhere to be found. From what I've heard, those guys are bad news, and that leader of theirs Jeren Reinesblatt has quite the reputation. I'd not want to be on the other end of his custom Banshee's hatchet.

Anyways, we can figure all of that out later. Right now, we have a job to do, and that means protecting this digsite. So keep your eyes peeled, and get the job done!

Map: WWE2018 Terrain Set



Recommended Maps:

1: Thumbnail Overview

Setup: Players start anywhere in the pit (-1 or -2 terrain) of the digsite map and the enemies enter anywhere on the opposite map edges.

Special Rules

Fragile Equipment: There are 8 buildings on the map. The 2x1 buildings are medium buildings with a CF of 40 and the rest of the buildings are heavy with a CF of 90. The CF 40 buildings can only take 40 points of damage before they are unusable and the CF 90 buildings can only take 90 damage before they are unusable.

I can't get paid if I'm dead: The enemy Opfor are obviously pirates and they do not have a deathwish. They will try to defend themselves by shooting the players if they have a shot of 9 or better. The enemy Opfor is under the forced withdraw rules.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Longbow	1	LGB-0W	3039 pg 503	1337	8,647,670
Orion	1	ON1-K	3039 pg 235	1429	6,674,500
Stalker	1	STK-3H	SW pg 251	1624	7,648,825
Hunchback	1	HBK-4J	3039 pg 208	1143	3,560,874
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Warhammer	1	WHM-6R	3039 pg 493	1299	6,070,983
Banshee	1	BNC-3E	3039 pg	1422	9,530,852

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

5000-5500 (5533 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5)

5500-6000 (6127 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

6000-6500 (6584 Total)

Longbow LGB-0W (4/5), Orion ON1-K (3/4), Stalker STK-3H (4/5), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

6500-7000 (7075 Total)

Longbow LGB-0W (3/4), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

7000-7500 (7532 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (4/5)

7500-8000 (8088 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (3/4)

8000-8500 (8552 Total)

Longbow LGB-0W (4/5), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4)

8500-9000 (9021 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (4/5)

9000-9500 (9613 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4)

9500-10000 (10015 Total)

Longbow LGB-0W (4/5), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (4/5), Javelin JVN-10N (3/4), Warhammer WHM-6R (4/5), Banshee BNC-3E (4/5)

10000-10500 (10578 Total)

Longbow LGB-0W (3/4), Orion ON1-K (4/5), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (4/5)

10500-11000 (11035 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (4/5)

11000-11500 (11490 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (3/4), Javelin JVN-10N (4/5), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

11500-12000 (12091 Total)

Longbow LGB-0W (3/4), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

12000-12500 (12572 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (3/4), Banshee BNC-3E (3/4)

12500-13000 (13039 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (3/4), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

13000-13500 (13623 Total)

Longbow LGB-0W (2/3), Orion ON1-K (3/4), Stalker STK-3H (2/3), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

13500-14000 (13941 Total)

Longbow LGB-0W (2/3), Orion ON1-K (2/3), Stalker STK-3H (2/3), Hunchback HBK-4J (3/4), Javelin JVN-10N (2/3), Warhammer WHM-6R (2/3), Banshee BNC-3E (3/4)

14000-14500 (14650 Total)

Longbow LGB-0W (2/3), Orion ON1-K (2/3), Stalker STK-3H (2/3), Hunchback HBK-4J (2/3), Javelin JVN-10N (3/4), Warhammer WHM-6R (2/3), Banshee BNC-3E (2/3)

Mission Objectives: Protect as many digsight buildings as possible.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
One digsight building is usable	350,000	250,000	100,000
Only three or less digsite buildings are considered unusable.	+100,000	+100,000	+100,000
Mission Unsuccessful	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
One digsight building is usable	15	5
Mission Unsuccessful	8	3
Opposing Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-0W

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere
(Intro)

Era: Star League

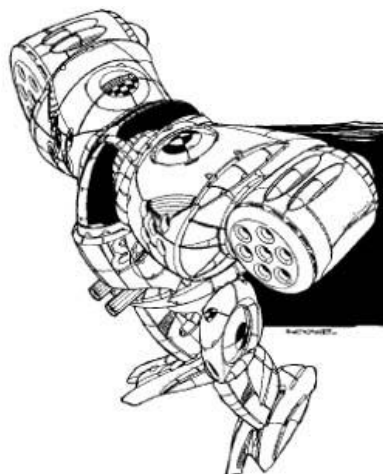
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



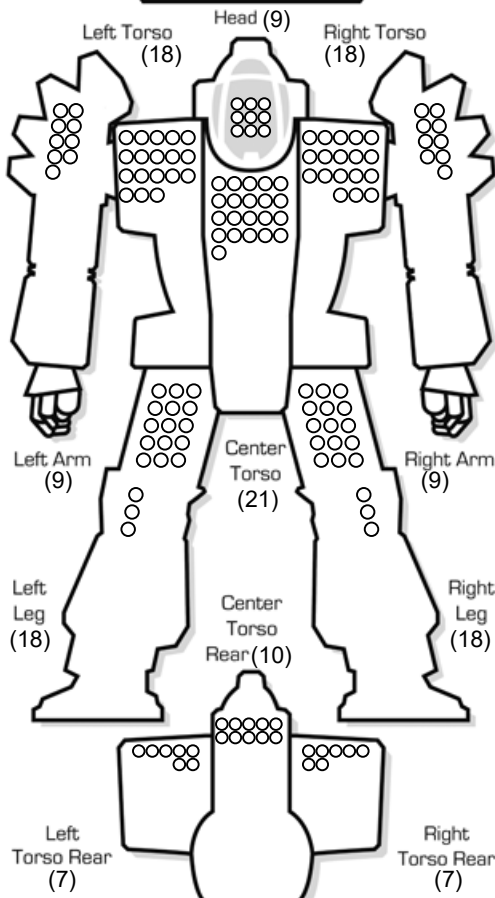
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 20	LA	6	1/Msl,C5/20	6	7	14	21
				[M,C,S]				
1	LRM 20	RA	6	1/Msl,C5/20	6	7	14	21
				[M,C,S]				
1	LRM 5	RT	2	1/Msl,C5/5	6	7	14	21
				[M,C,S]				
1	LRM 5	LT	2	1/Msl,C5/5	6	7	14	21
				[M,C,S]				

Cost: 8,647,670 CBills

BV: 1337

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- LRM 5
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- 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

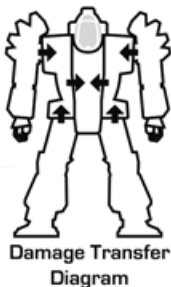
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 5 Ammo (24)
- LRM 5 Ammo (24)

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



Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

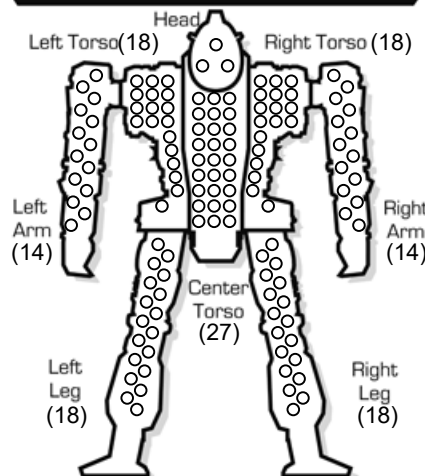
- LRM 5
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

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: Orion ON1-K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Star League

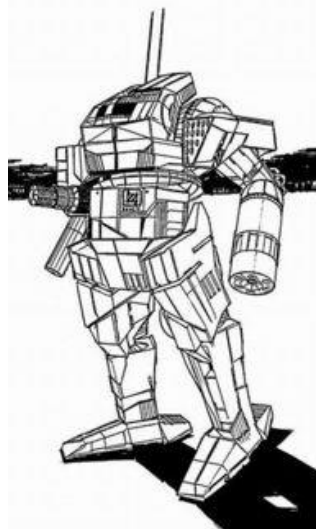
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



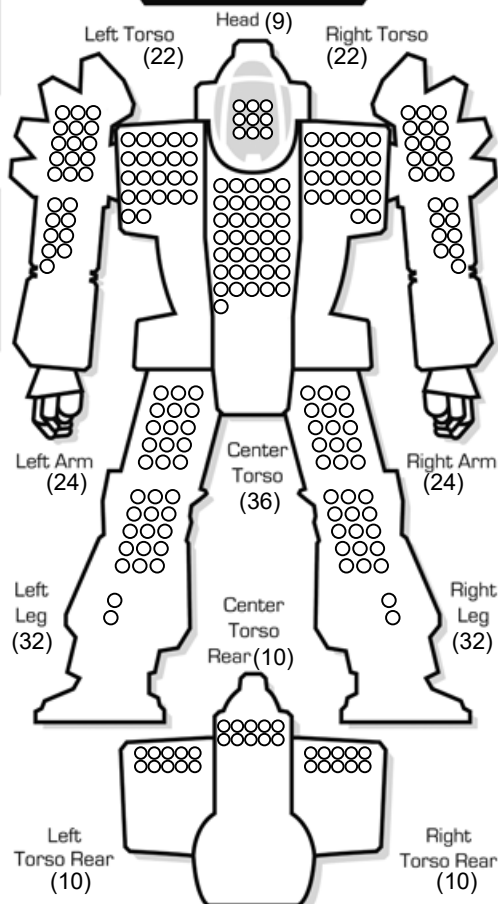
Weapons & Equipment Inventory (hexes)

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

Cost: 6,674,500 CBills

BV: 1429

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 Medium Laser
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- LRM 15
- LRM 15
- LRM 15
- 1-3 SRM 4
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- SRM 4 Ammo (25)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

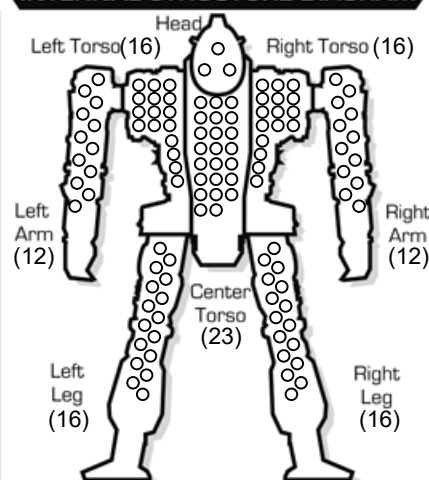
Left Leg

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stalker STK-3H

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere
(Intro)

Era: Star League

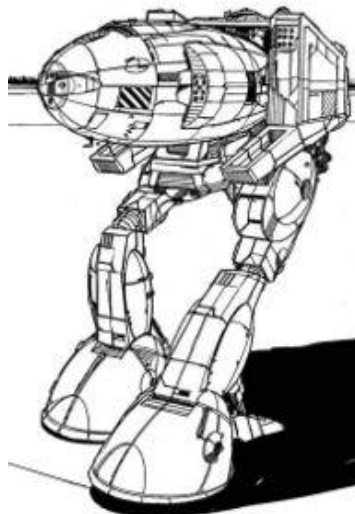
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



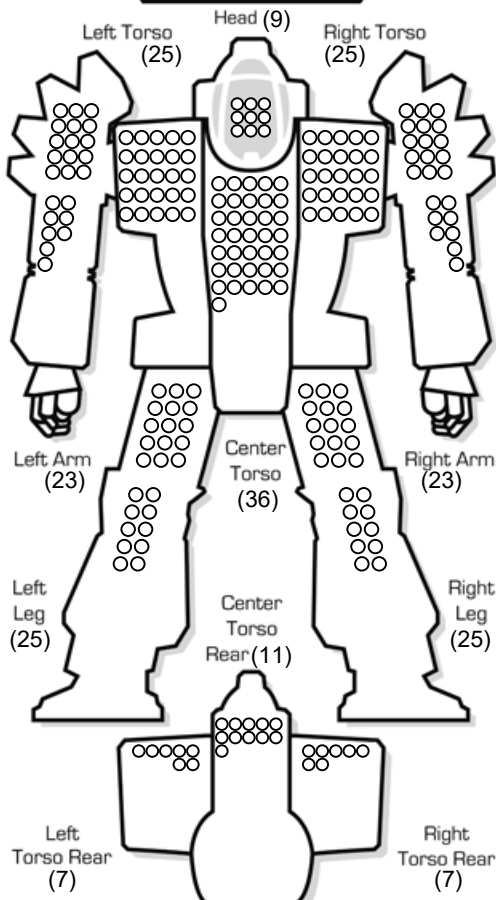
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	LRM 20	RA	6	1/Msl,C5/20	6	7	14	21
				[M,C,S]				
1	LRM 20	LA	6	1/Msl,C5/20	6	7	14	21
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 7,648,825 CBills

BV: 1624

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- 1-3 LRM 20
- LRM 20
- LRM 20

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- 1-3 LRM 20
- LRM 20
- LRM 20

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- LRM 20
- LRM 20
- Medium Laser
- Medium Laser
- LRM 20 Ammo (6)
- Roll Again

Left Torso

- Heat Sink
- SRM 6
- SRM 6
- 1-3 SRM 6 Ammo (15)
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Heat Sink
- Heat Sink

Right Torso

- Heat Sink
- SRM 6
- SRM 6
- 1-3 SRM 6 Ammo (15)
- Roll Again
- Roll Again

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

- 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
- Heat Sink

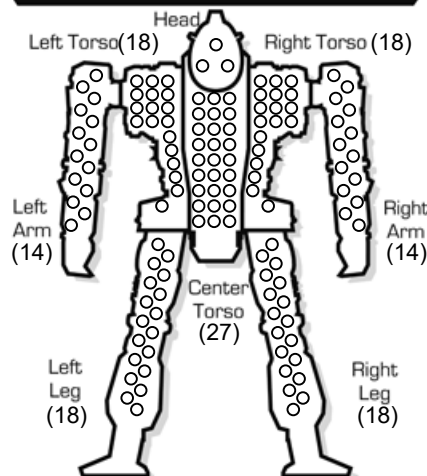
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (20) 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*
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: Hunchback HBK-4J

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

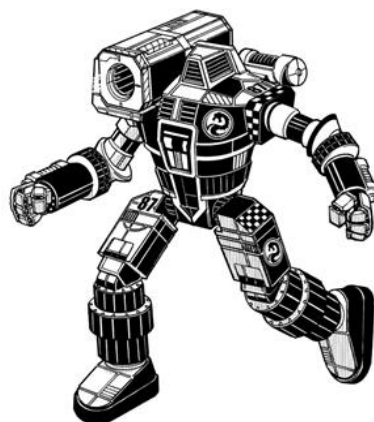
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



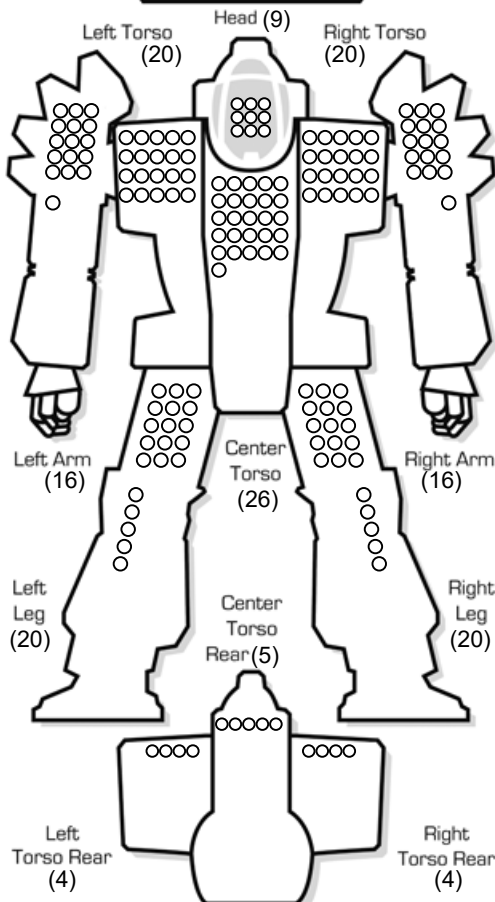
Weapons & Equipment Inventory (hexes)

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

Cost: 3,560,874 CBills

BV: 1143

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left 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

Left Torso

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

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

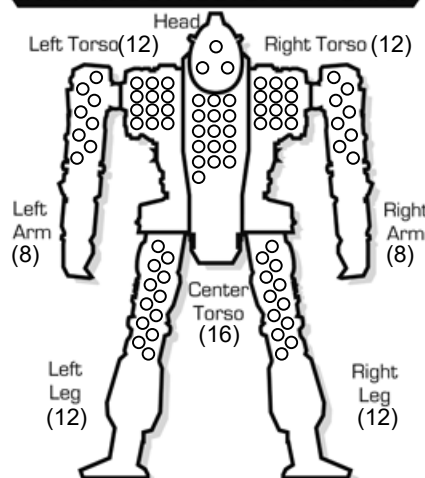
- Medium Laser
- Medium Laser
- LRM 10
- LRM 10
- LRM 10
- LRM 10

- Medium Laser
- 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:
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

Heat Level
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

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

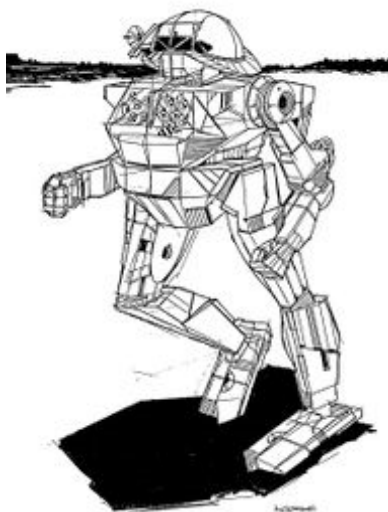
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

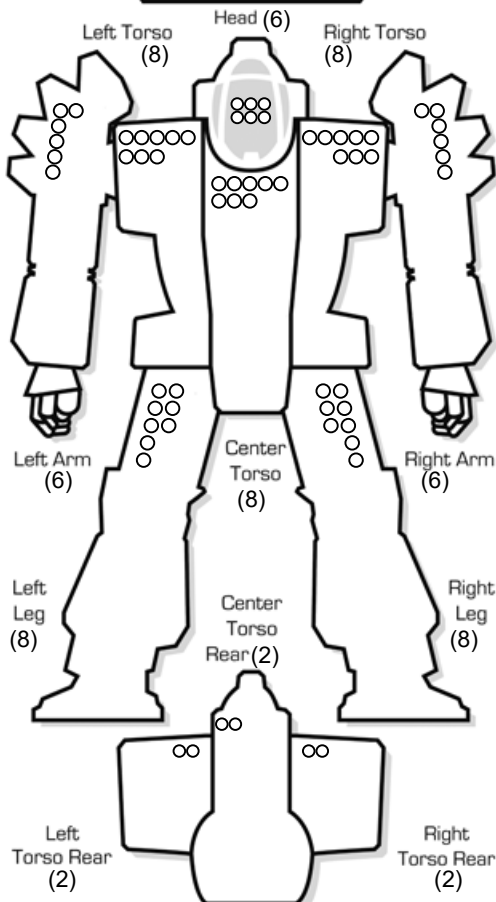
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

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

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

4-6

Left Torso

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

Head

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

Center Torso

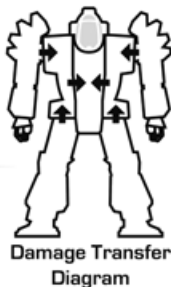
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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

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

4-6

Right Torso

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

1-3

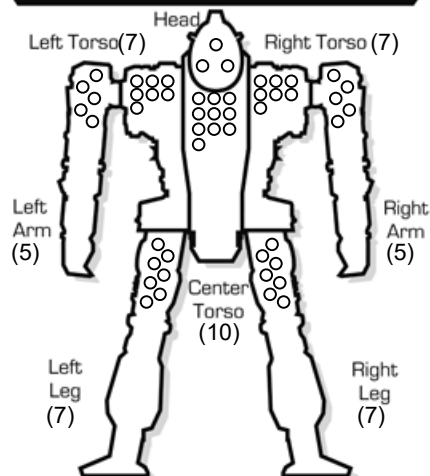
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

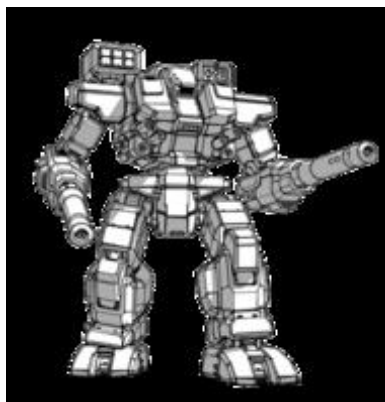
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

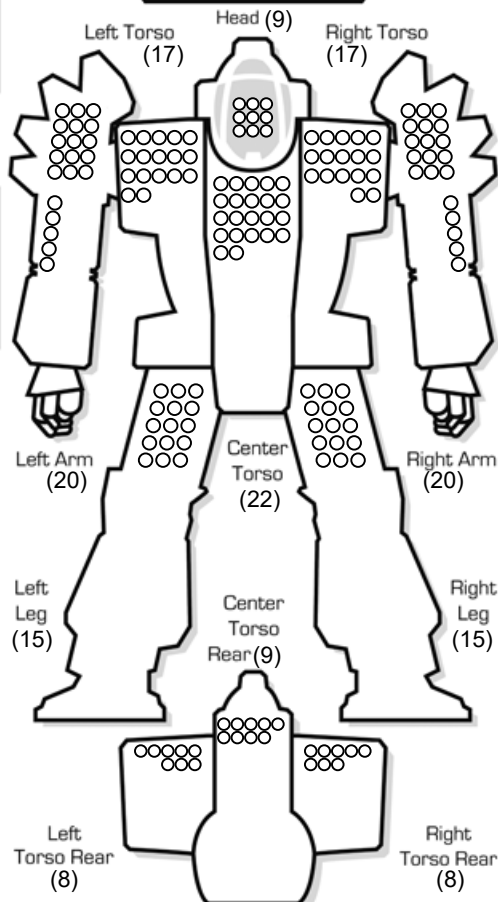
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2 [Msl, C2/6]	-	3	6	9
				[M, C, S]				
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Machine Gun	LT	0	2 [DB, AI]	-	1	2	3
1	Machine Gun	RT	0	2 [DB, AI]	-	1	2	3

Cost: 6,070,983 CBills

BV: 1299



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink
 - PPC
 - PPC
- 1-3
- PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Medium Laser
 - Small Laser
 - Machine Gun
 - Roll Again
 - Roll Again
 - 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
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Machine Gun Ammo (200)
 - Roll Again
- 4-6

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



Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink
 - PPC
 - PPC
- 1-3
- PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

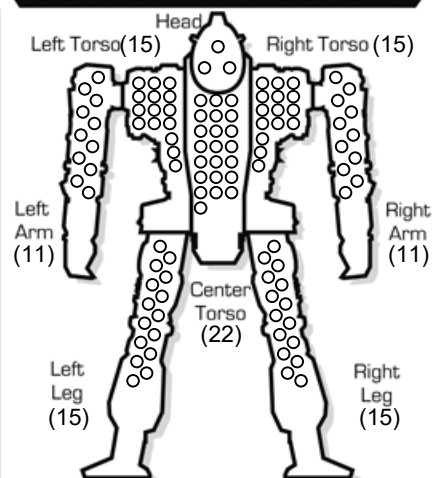
Right Torso

- SRM 6
 - SRM 6
 - Medium Laser
 - Small Laser
 - Machine Gun
 - SRM 6 Ammo (15)
- 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
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18 (18) 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

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: Banshee BNC-3E

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

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)

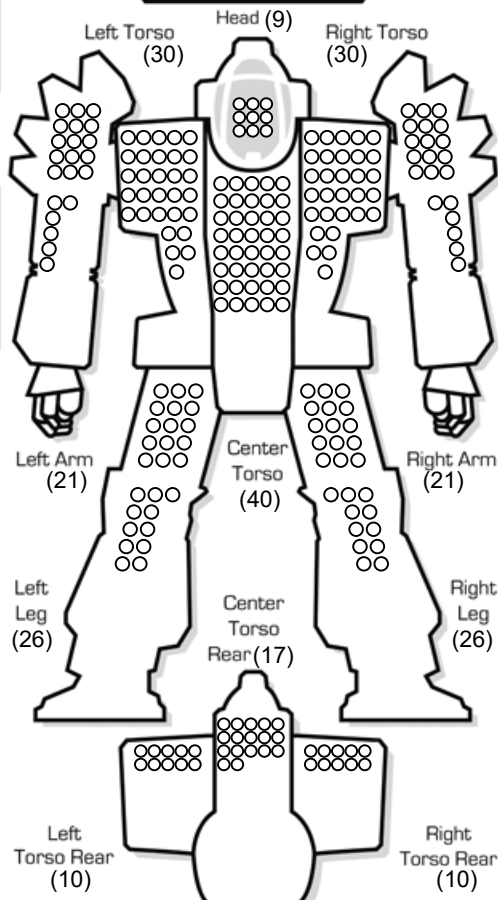
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Autocannon/5	LT	1	5 [DB,S]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18

Cost: 9,530,852 CBills

BV: 1422



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

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- AC/5 Ammo (20)
- 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
- Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

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

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

4-6

Right Torso

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

1-3

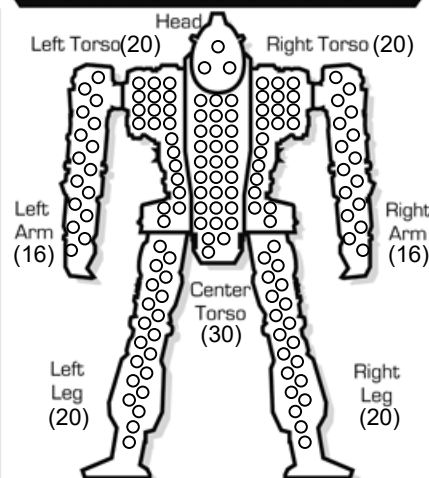
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) 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

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

Mission Results

- ☐ One digsite building is usable
- ☐ Only three or less digsite buildings are considered unusable. (+100,000 C-Bills)
- ☐ Mission Unsuccessful
- ☐ 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

- ☐ Longbow LGB-0W (8,647,670 C-Bills)
- ☐ Orion ON1-K (6,674,500 C-Bills)
- ☐ Stalker STK-3H (7,648,825 C-Bills)
- ☐ Hunchback HBK-4J (3,560,874 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Warhammer WHM-6R (6,070,983 C-Bills)
- ☐ Banshee BNC-3E (9,530,852 C-Bills)

Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

With all of the pirates dead, disabled, or dispersed, you stomp your way back over to the digsite just in time to see your dropship coming down to pick you up. After stepping into one of the loading bays, you jump out onto the platform and head down to the digsite. The hot desert air doesn't feel much better than the stuffy inside of your mech's cockpit, but you're nonetheless happy to still be in one piece after a fight like that. You find Sarge exchanging some words with one of the archeologists, but by the time you make it over to him the two have gone their separate ways.

"Okay boys, listen up!" There he goes again...

"Good job dealing with those pirates. After so much experience with people like them in the past I knew you'd make short work of them." Sarge says as he drags the back of his hand across his forehead to wipe away the sweat. "You bought the archeologists enough time so that they could find something useful, and it looks like the Capellans were right." With his other hand, Sarge holds up an archaic data pad. "This is an SLDF shipping manifest, or what's left of it. While it's not much, it could point us towards another location that might have more information."

You hold out your hand, and Sarge gives you the data pad. With the desert sun high overhead, you have to squint to read it, but that doesn't help make sense of the jumbled mess you're looking at. You hand the data pad back to Sarge and marvel at what you just found. A few years ago it would have seemed like a lost cause to chase the Star League, but ever since the Gray Death Legion found that memory core on Helm, things have changed. You look back to Sarge expectantly and he continues.

"If we're going to make heads or tails of this thing, we're going to need more computing power than we have on the dropship. The good news is that according to our radar, there's a communications station nearby that should do the trick. I'd bet those pirates you just wasted used it as a base of operations so it'd likely be empty. The bad news though..." He says, pointing over his shoulder. "...is that the station seems to be that way."

You look behind him and see the massive tangle of footprints leading into the dunes. With the Blades of Death still missing, that could only mean one thing.

"Come on..." Sarge says with a smile, patting you on the back as he walks towards the dropship. "One thing at a time. Besides, look at the bright side, I'll give you a ride."

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

Mission Results

- ☐ One digsite building is usable
- ☐ Only three or less digsite buildings are considered unusable. (+100,000 C-Bills)
- ☐ Mission Unsuccessful
- ☐ 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

- ☐ Longbow LGB-0W (8,647,670 C-Bills)
- ☐ Orion ON1-K (6,674,500 C-Bills)
- ☐ Stalker STK-3H (7,648,825 C-Bills)
- ☐ Hunchback HBK-4J (3,560,874 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Warhammer WHM-6R (6,070,983 C-Bills)
- ☐ Banshee BNC-3E (9,530,852 C-Bills)

Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

With all of the pirates dead, disabled, or dispersed, you stomp your way back over to the digsite just in time to see your dropship coming down to pick you up. After stepping into one of the loading bays, you jump out onto the platform and head down to the digsite. The hot desert air doesn't feel much better than the stuffy inside of your mech's cockpit, but you're nonetheless happy to still be in one piece after a fight like that. You find Sarge exchanging some words with one of the archeologists, but by the time you make it over to him the two have gone their separate ways.

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BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

Mission Results

- ☐ One digsite building is usable
- ☐ Only three or less digsite buildings are considered unusable. (+100,000 C-Bills)
- ☐ Mission Unsuccessful
- ☐ 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

- ☐ Longbow LGB-0W (8,647,670 C-Bills)
- ☐ Orion ON1-K (6,674,500 C-Bills)
- ☐ Stalker STK-3H (7,648,825 C-Bills)
- ☐ Hunchback HBK-4J (3,560,874 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Warhammer WHM-6R (6,070,983 C-Bills)
- ☐ Banshee BNC-3E (9,530,852 C-Bills)

Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

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BATTLETECH™

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Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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Pilot Status

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

Salvaged Mechs

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Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

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BATTLETECH™

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Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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

Salvaged Mechs

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Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

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BATTLETECH™

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Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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

Salvaged Mechs

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Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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

Salvaged Mechs

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Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

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Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

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May 20, 3030

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

Salvaged Mechs

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Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3030-01 Debrief

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

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GM Report
Mission 3030-01 - Digsite Dilemma

GM: _____ **Venue** _____ **Date:** _____

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

Salvaged Mechs

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	PILOTING/DRIVING/ANTI-'MECH									
GUNNERY	0	1	2	3	4	5	6	7	8	
	0	2.42	2.31	2.21	2.10	1.93	1.75	1.68	1.59	1.50
	1	2.21	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
	2	1.93	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
	3	1.66	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
	4	1.38	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
	5	1.31	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
	6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
	7	1.17	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
	8	1.10	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64