

BATTLETECH™

MISSIONS



Mission 3025-01: Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Pilot Skill: 4-5

Okay boys, listen up! Welcome to Memphis, a nowhere world at the far end of the Federated Suns. For those of you who were asleep when we left Galatea, we're here at the behest of one Duke Liam Stephenson. This part of the 'Suns is always having trouble with periphery pirates, and more often than not they're complaining that the First Prince can't be bothered to do anything about it. This time, however, the Duke managed to dig up enough funds to hire us to come handle his problem for him.

The Duke also had an idea where we might be able to find the pirates. Memphis has a regular food shipment delivered around the end of every month, so we've been assigned to defend the Lake Aswan Dropport as their likely first target. It looks like the bad guys have taken the bait. Last night at about 02:00 we got jump signature at a nearby pirate point. We expect them at the dropport any minute now.

Your job is simple - stop their attack, and make them regret coming here to Memphis. If you can capture one, great - we'd love to know more about their operation. The good news? You've got the drop on them and have plenty of time to get into position. The bad news? You're going to have to deal with guys on motorcycles as well as their 'mechs. Infantry may not pack much of a punch, but they're annoyingly difficult to swat with 'mech scale weapons.

The Ugly News? These psychos look like a bunch of weirdos out of an early information age flatvid. Watch yourselves out there!

Map: This mission takes place at a dropport. There should be a multi-hex building in the middle of a large tarmac, if possible.



Recommended Maps:

- 1: coast 1
- 2: DropPort 2
- 3: Seaport
- 4: DropPort1

Setup: Define one edge of the map to be the Pirates' Home Edge. The PCs set up wherever they want on the map. The Pirates will enter from their home edge on turn 1. The Supply Depot is the large building at the bottom of DropPort 2 map (Upper Right).

Special Rules

I'm just here for the Gasoline

The Pirates are attempting to loot the supply depot. They have some number (see OPFOR below) of squads of motorcycle infantry. To enter the depot, they must do 10 points of damage to either hex 0515 (from above on the map), or hex 0516 (from below on the map) representing them actually blowing the doors off of the facility. They may then drive into the building on any turn thereafter (those two hexes represent the loading dock). At that point it takes three turns for them to load the stolen gear onto their motorcycles. On the fourth turn after they enter the facility they may attempt to flee. They may only flee out a side they've done the proper 10 points of damage, although any unit can make them an opening, even while the motorcycles are loading. Only Motorcycles can steal gear.

That stuff's heavy!

Motorcycles laden with stolen equipment have their speed reduced by 1.

You want me to drive where?

The Pirate Motorcycles do not have Anti-Mech skill.

Rule Note: (As there has been a lot of confusion)

See Total Warfare pg. 215-216 for Battlemech weapons against Infantry. When Infantry are attacked by non-infantry weapons, rounding is done at each step of the calculation. So, for example, when a medium laser (5 damage) hits an infantry platoon, they take .5 Damage, rounded up to 1, then doubled to 2 if they are in the open. For mech weapon attacks against conventional infantry in the open, see the table below:

Weapon Type	Troopers Killed in Open
Small Laser, Medium Laser, Large Laser, PPC, AC-2, AC-5, AC-10, SRM-2, LRM-5	2

Weapon Type	Troopers Killed in Open
SRM-4, LRM-10, AC/20	4
SRM-6, LRM-15	6
LRM-20	8
Machine Gun	2d6 (x2)
Flamer	4d6 (x2)

We're just here for the lols:

The APCs don't have any troops on board. They're just there for infantry support.

Optional Rule: Watch that first step, it's a doozy!

By default, all black hexes on the map are Asphalt, subjecting running/flanking units to skid rolls. With inexperienced players, feel free to treat them as open terrain.

Recommended Initiative

The Simplest way to handle initiative is to have one phase per OPFOR 'mech, with APCs and Infantry moving one-per phase, starting in the last phase and moving back. For example, if the OPFOR consists of 4 'mechs, 2APCs, and 3 Infantry, and the Heroes have 5 'mechs, then the phases will go as follows:

Phase Number	OPFOR Moves	Heroes Move
1	1 Mech	1 Mech
2	1 Mech, 1 Infantry	1 Mech
3	1 Mech, 1 APC, 1 Infantry	1 Mech
4	1 Mech, 1 APC, 1 Infantry	2 Mechs

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Firestarter	1	FS9-H	3039 pg 168	694	3,046,950
Panther	1	PNT-8Z	3039 pg 174	741	2,366,910
Wasp	1	WSP-1D	3039 pg 449	403	1,638,240
Assassin	1	ASN-21	3039 pg 176	749	3,765,813
Griffin	1	GRF-1N	3039 pg 460	1272	4,957,107
APC	5	Wheeled MG	3039 Pg 26	172	N/A
Pirate Motorcycle Infantry	5		Included	81	N/A

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

2000-2500 (2172 Total)

Firestarter FS9-H (4/5), Panther PNT-8Z (4/5), Wasp WSP-1D (4/5), APC Wheeled MG (4/5), Pirate Motorcycle Infantry (4/-) (x2)

2500-3000 (2771 Total)

Firestarter FS9-H (4/5), Panther PNT-8Z (4/5), Assassin ASN-21 (4/5), APC Wheeled MG (4/5) (x2), Pirate Motorcycle Infantry (4/-) (x3)

3000-3500 (3255 Total)

Firestarter FS9-H (4/5), Panther PNT-8Z (4/5), Assassin ASN-21 (4/5), Wasp WSP-1D (4/5), APC Wheeled MG (4/5) (x2), Pirate Motorcycle Infantry (4/-) (x4)

3500-4000 (3624 Total)

Firestarter FS9-H (4/5), Panther PNT-8Z (4/5), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x2), Pirate Motorcycle Infantry (4/-) (x4)

4000-4500 (4083 Total)

Firestarter FS9-H (3/4), Panther PNT-8Z (3/4), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x2), Pirate Motorcycle Infantry (4/-) (x4)

4500-5000 (5068 Total)

Griffin GRF-1N (4/5), Firestarter FS9-H (4/5), Panther PNT-8Z (4/5), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x3), Pirate Motorcycle Infantry (4/-) (x4)

5000-5500 (5068 Total)

Griffin GRF-1N (4/5), Firestarter FS9-H (4/5), Assassin ASN-21 (3/4), Panther PNT-8Z (4/5), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x3), Pirate Motorcycle Infantry (4/-) (x4)

5500-6000 (5527 Total)

Griffin GRF-1N (4/5), Firestarter FS9-H (3/4), Panther PNT-8Z (3/4), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x3), Pirate Motorcycle Infantry (4/-) (x4)

6000-6500 (5934 Total)

Griffin GRF-1N (3/4), Firestarter FS9-H (3/4), Panther PNT-8Z (3/4), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x3), Pirate Motorcycle Infantry (4/-) (x4)

6500-7000 (6359 Total)

Griffin GRF-1N (3/4), Firestarter FS9-H (3/4), Panther PNT-8Z (3/4), Assassin ASN-21 (3/4), Wasp WSP-1D (3/4), APC Wheeled MG (4/5) (x5), Pirate Motorcycle Infantry (4/-) (x5)

Mission Objectives: The players win if they can prevent the pirates from escaping off of their side of the map with at least 30% of their initial Motorcycles laden with loot. This includes damaged infantry bases. For example, if there are two bases at the start, that's 20 motorcycles total, meaning that 6 individual motorcycles have to escape (with loot) for the pirates to win.

The PCs will get the bonus condition if they can capture an enemy mechwarrior. A pirate pilot is considered captured if his 'mech is destroyed via ammo explosion (he is considered to have ejected), if he is unconscious (but not dead) at the end of the scenario, or if his 'mech has lost at least one leg. The GM can use his judgement - if a pirate has ejected but all of the PCs have fled the field then they will not get the bonus condition, and similarly, if a pirate has had his gyro damaged and has a busted hip, but the PCs haven't finished him at the end of the scenario, feel free to award them the bonus condition.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent Pirates from getting loot (Players Win)	350,000	250,000	100,000
Capture Pirate Mechwarrior (Bonus)	+100,000	+100,000	+100,000
At least 30% of pirate Motorcycles escape with loot (Players Lose)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent Pirates from getting loot (Players Win)	15	5
At least 30% of pirate Motorcycles escape with loot (Players Lose)	8	3
Opposing 'Mech destroyed by party (each)	+1	+1

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-H

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

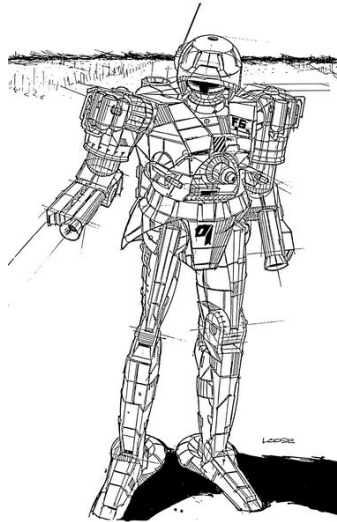
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



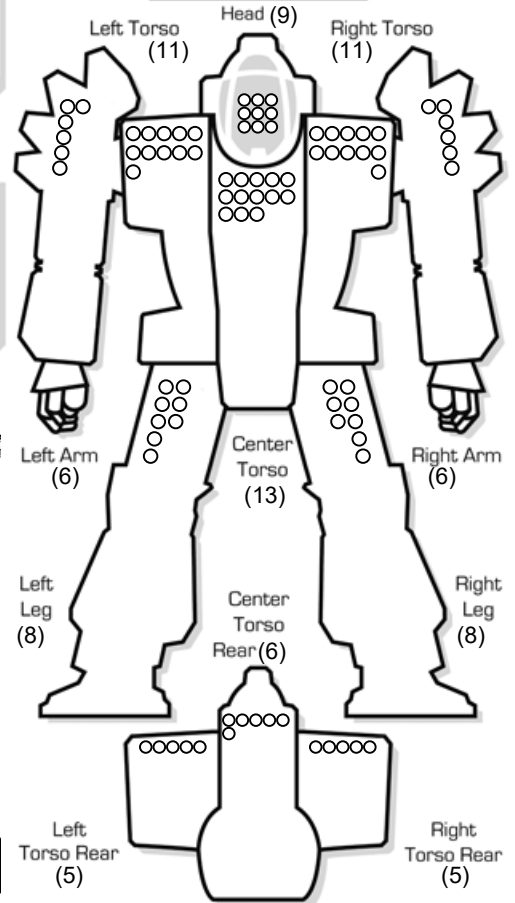
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	RA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer (R)	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	LT	0	2 [DB,AI]	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	RT	0	2 [DB,AI]	-	1	2	3
				[DE,H,AI]				

Cost: 3,046,950 CBills

BV: 694

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

Center Torso

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

Right Torso

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

Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Roll Again
6. Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
5. Flamer
6. Flamer (R)

Right Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Machine Gun Ammo (200)
6. Roll Again

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

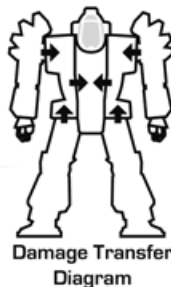
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Leg

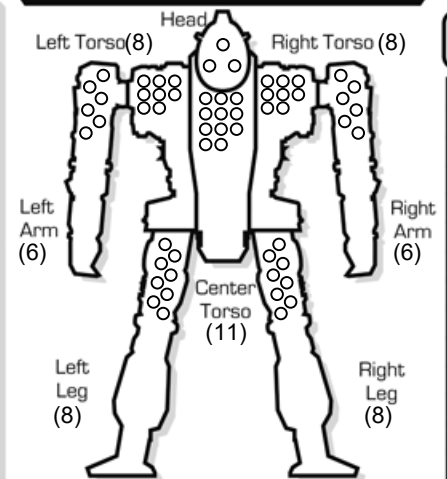
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
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: Panther PNT-8Z

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

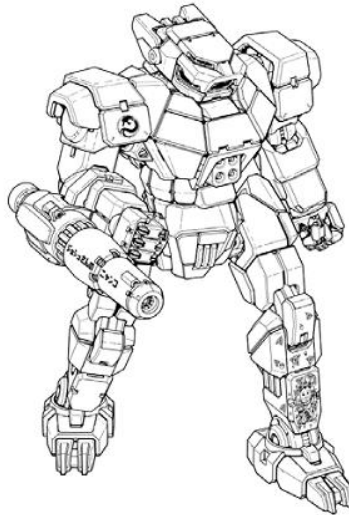
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

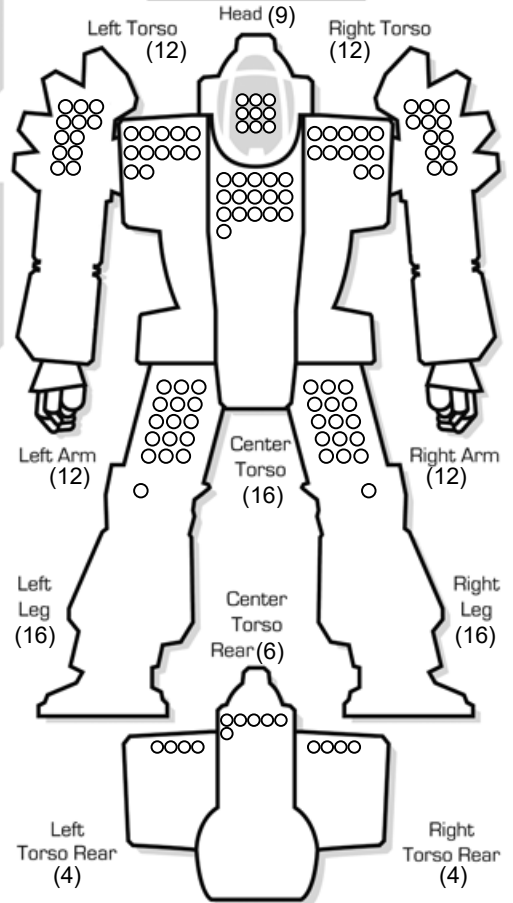
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/MSI,C2/4	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15

Cost: 2,366,910 CBills

BV: 741



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- SRM 4

4-6

Right Torso

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

1-3

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

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

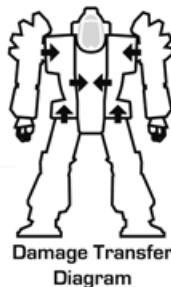
4-6

Left Leg

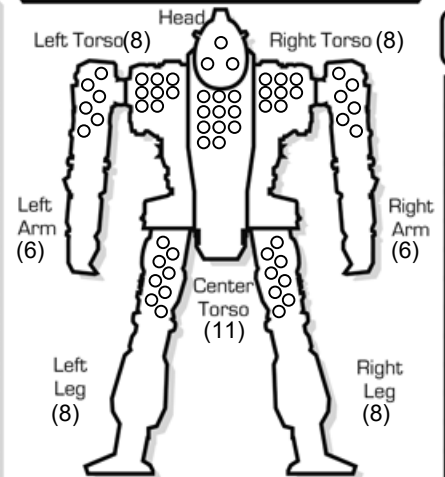
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (14) 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	○○○○○○○○○○○○○○○○○○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1D

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

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

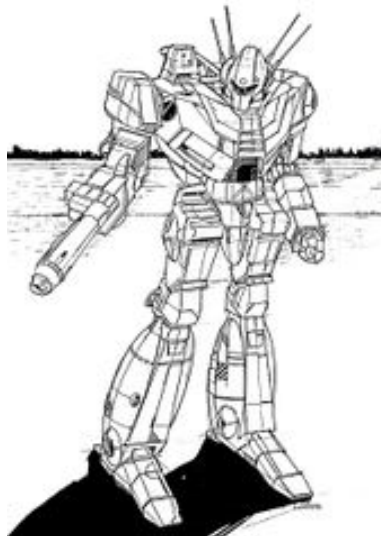
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	LL	3	2	-	1	2	3

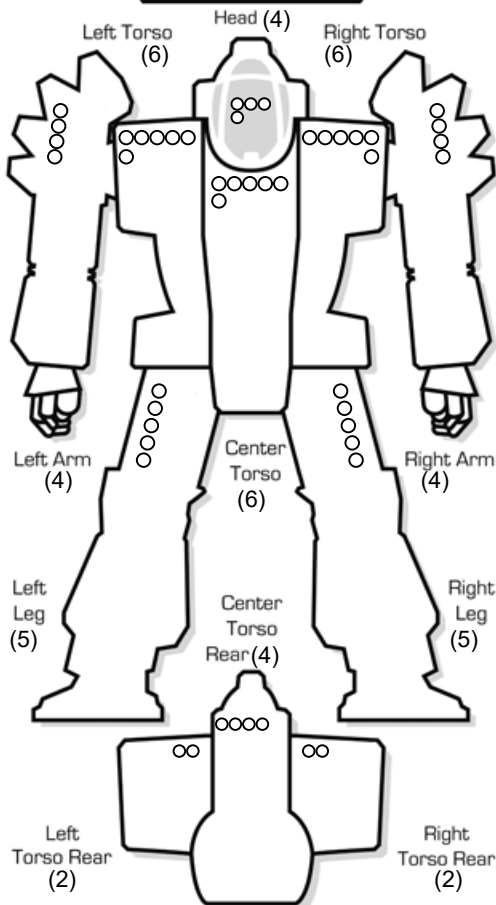
[DE,H,A]

Cost: 1,638,240 CBills

BV: 403



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

- Heat Sink
- JumpJets
- Small Laser
- Small Laser
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- JumpJets

1-3

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

- 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
- Flamer

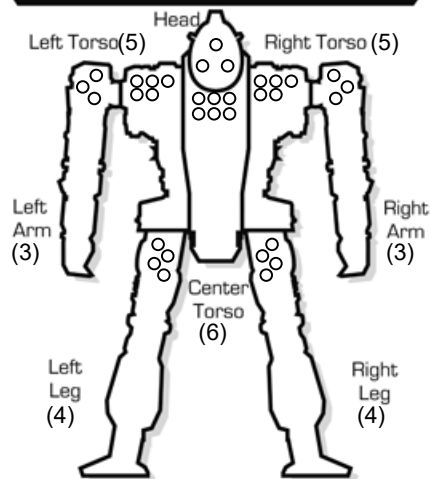
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Assassin ASN-21**

Movement Points: **Tonnage: 40**
 Walking: **7** Tech Base: Inner Sphere (Intro)
 Running: **11** Era: Star League
 Jumping: **7**

Weapons & Equipment Inventory (hexes)

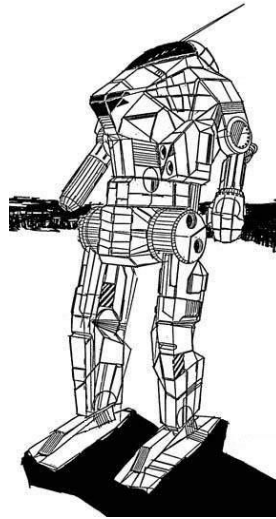
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/MSI,C5/5	6	7	14	21
1	SRM 2	LT	2	2/MSI,C2/2	-	3	6	9
1	Medium Laser	RA	3	5[DE]	-	3	6	9

Cost: 3,765,813 CBills BV: 749

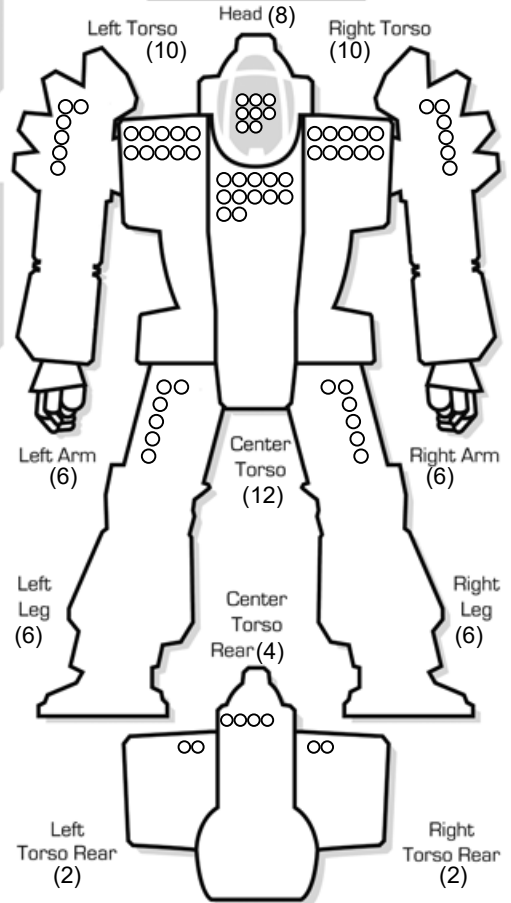
WARRIOR DATA

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

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

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

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

4-6

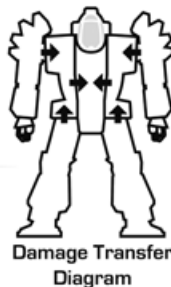
Left Leg

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

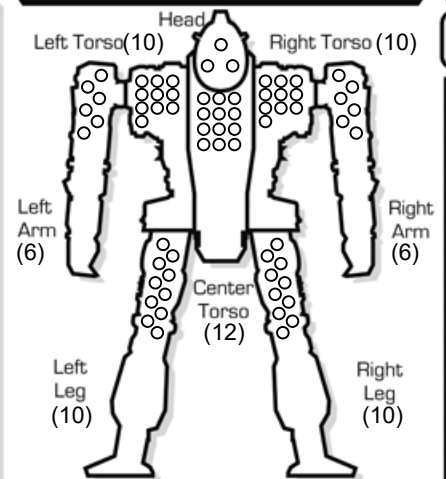
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

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

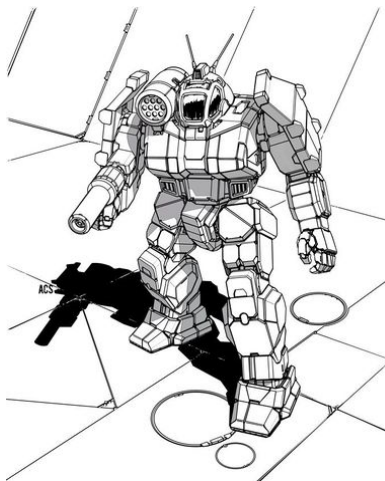
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl, C5/10	6	7	14	21

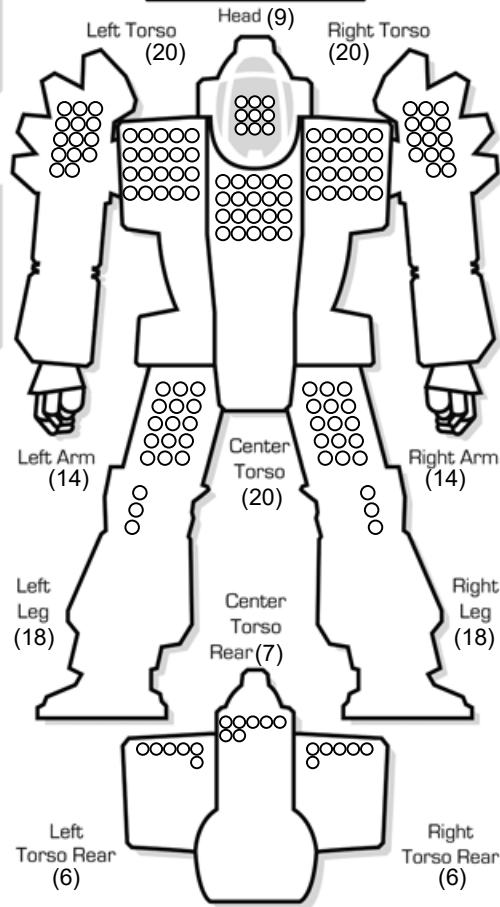
[M.C.S]

Cost: 4,957,107 CBills

BV: 1272



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

4-6

Right Torso

- JumpJets
- JumpJets
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)

1-3

4-6

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

Left Leg

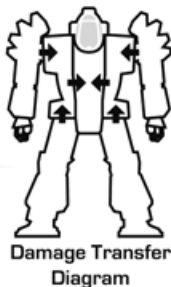
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

4-6

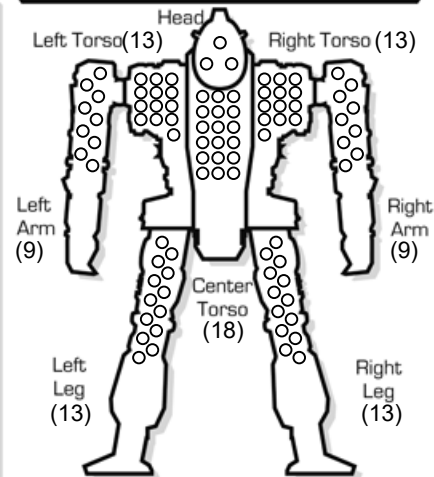
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (12)
28	Ammo Exp. avoid on 8+	Single
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™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled MG)

Movement Points: **Cruising:** 6 **Flank:** 9 **Movement Type:** Wheeled **Engine Type:** I.C.E.

Tonnage: 10 **Tech Base:** Inner Sphere (Intro) **Era:** Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Ammo: (Machine Gun) 200

Cost: BV: 172

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

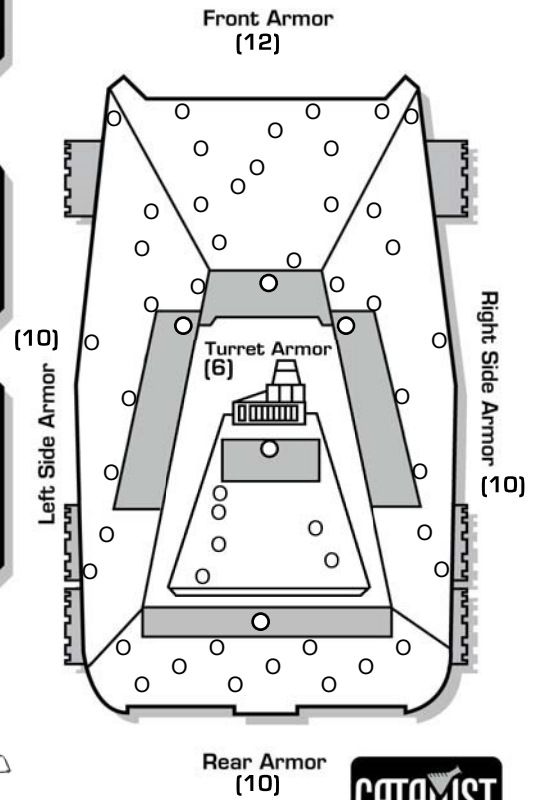
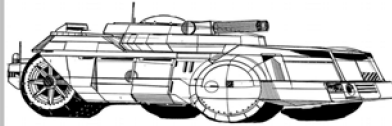
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front Left Right

Rear Turret



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE
	+0
	+2
	+3
	+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	Weapons 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.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled MG)

Movement Points: **Tonnage:** 10
Cruising: 6 **Tech Base:** Inner Sphere (Intro)
Flank: 9 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Ammo: (Machine Gun) 200

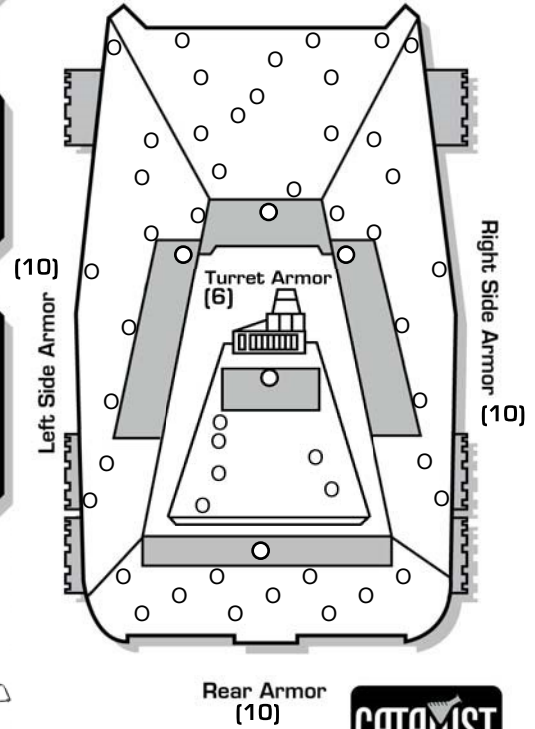
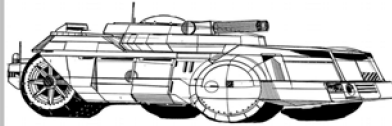
Cost: BV: 172

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



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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	Weapons 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.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled MG)

Movement Points: **Tonnage:** 10
Cruising: 6 **Tech Base:** Inner Sphere (Intro)
Flank: 9 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Ammo: (Machine Gun) 200

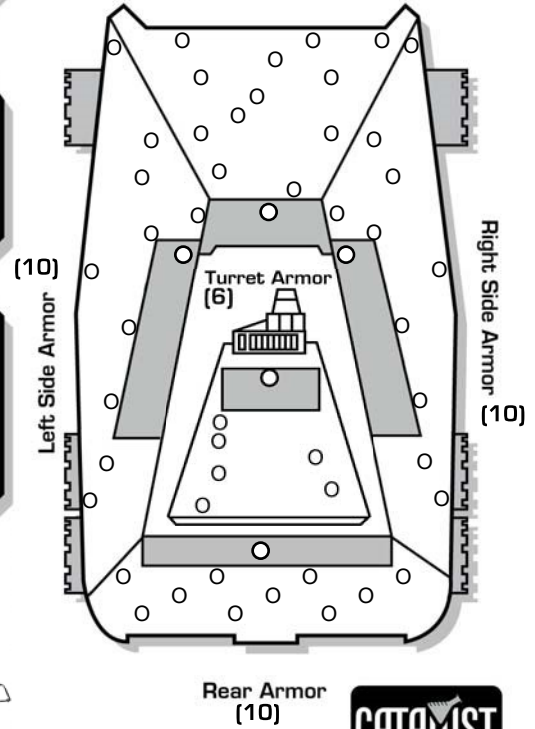
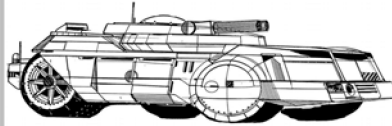
Cost: BV: 172

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



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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	Weapons 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.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled MG)

Movement Points: **Tonnage:** 10
Cruising: 6 **Tech Base:** Inner Sphere (Intro)
Flank: 9 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Ammo: (Machine Gun) 200

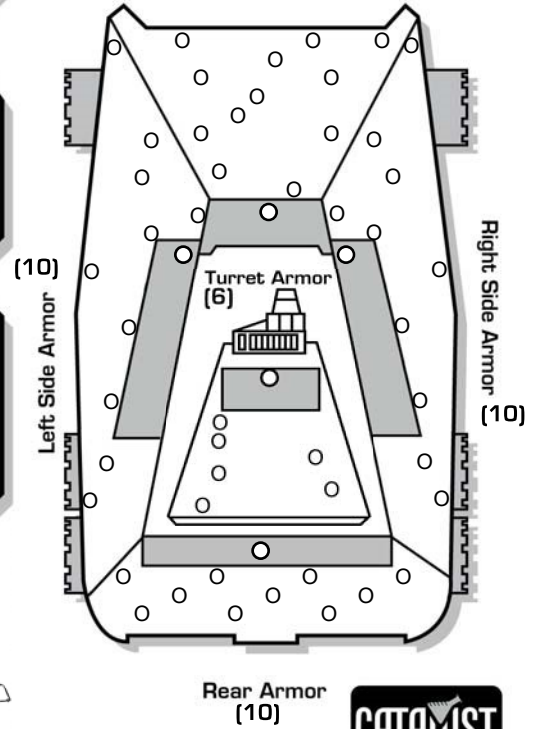
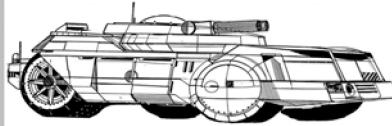
Cost: BV: 172

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



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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	Weapons 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.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled MG)

Movement Points: **Cruising:** 6 **Flank:** 9 **Movement Type:** Wheeled **Engine Type:** I.C.E.

Tonnage: 10 **Tech Base:** Inner Sphere (Intro) **Era:** Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Ammo: (Machine Gun) 200

Cost: BV: 172

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

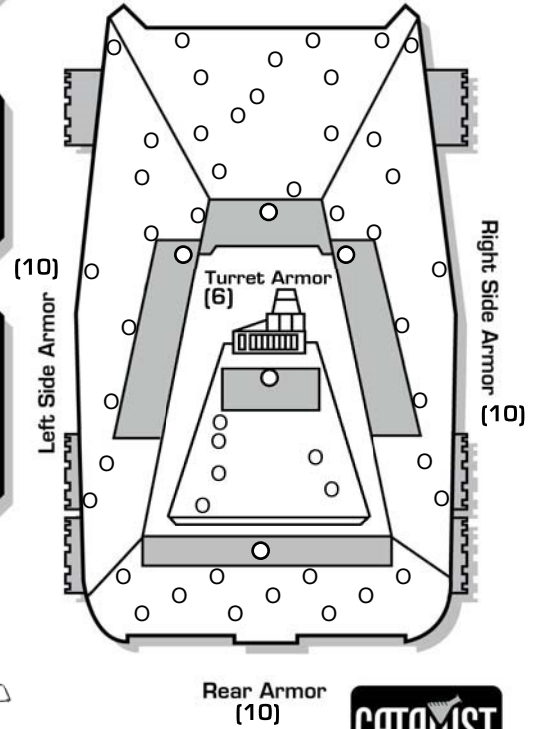
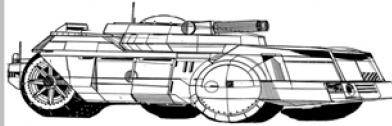
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front Left Right

Rear Turret



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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	Weapons 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.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

CLASSIC BATTLETECH™



CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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	
																						2	2	1	1	1	1	1	1	0	0
	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	0	+2	+4																											

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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		
																							2	2	1	1	1	1	1	1	0	0
	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	0	+2	+4																												

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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		
																								2	2	1	1	1	1	1	0	0
	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	0	+2	+4																												

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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		
																									2	2	1	1	1	1	0	0
	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	0	+2	+4																												

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

Movement MP: 5 Type: Motorized (Wheeled)

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

BATTLE ARMOR

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Ballistic or Energy)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area-Effect (AE)	Damage Value / .5
Burst-Fire	See Burst-Fire Weapons Table
Heat-Effect Weapons	See Heat-Effect Weapons‡

*See *Combat*, p. 113 in *Total Warfare*, for weapon terminology.

**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated, round all fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).



CLASSIC BATTLETECH™



CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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	
																						2	2	1	1	1	1	1	1	0	0
	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	0	+2	+4																											

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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	
																							2	2	1	1	1	1	1	0	0
	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	0	+2	+4																											

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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	
																								2	2	1	1	1	1	0	0
	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	0	+2	+4																											

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

Movement MP: 5 Type: Motorized (Wheeled)

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

	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		
																									2	2	1	1	1	1	0	0
	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	0	+2	+4																												

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

Movement MP: 5 Type: Motorized (Wheeled)

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

BATTLE ARMOR

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Ballistic or Energy)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area-Effect (AE)	Damage Value / .5
Burst-Fire	See Burst-Fire Weapons Table
Heat-Effect Weapons	See Heat-Effect Weapons‡

*See *Combat*, p. 113 in *Total Warfare*, for weapon terminology.

**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated, round all fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).



BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift anti-infantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift anti-infantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift antiinfantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"

GM Report
Mission 3025-01 - Pirates!

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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

GUNNERY	PILOTING/DRIVING/ANTI-'MECH								
	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