

# BATTLETECH™

## MISSIONS



**Mission 3025-02: Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
**July 1, 3025**  
**Pilot Skill: 4-5**

Okay boys, listen up! First, I'll start with a brief refresher, given that we're out in the boring end of the Federated Suns. Anyway, we got hired by this local Nobleman here on Memphis to defend his planet from some highly annoying Pirates. He's a bit of a prat, but his CBills are good, and the Pirates are a good enemy for us to cut our teeth on. Some of you probably remember our fight on the tarmac of Memphis' main dropport, but it seems like another group are hell bent on a supply depot outside of town.

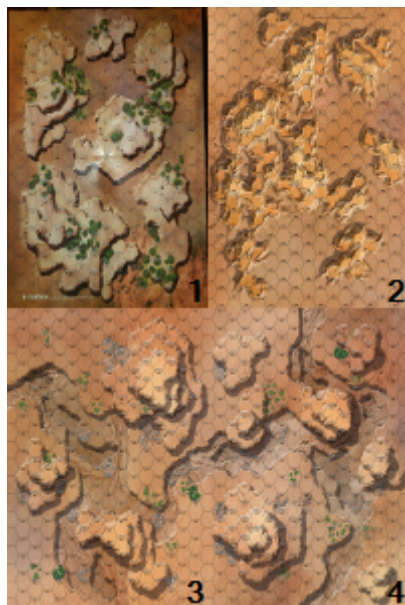
Anyway, it seems like Lord Stephenson has a serious bug up his butt about this depot, and really wants to make sure that it doesn't fall to the Pirates. If you ask me, though, there's something funny about this depot – it's out in the middle of nowhere, without even roads leading to it. If you ask me, given the location, it looks more like a military resupply depot than any kind of consumer goods supply.

So while I really want to get paid, I also want to know what Stephenson is so paranoid about. So you've got two jobs: First, make sure the pirates don't loot the warehouse. Second, I want you to scan what's inside. But I don't want you to look like you're scanning what's inside, if you catch my drift. Alternatively, I suppose, if the pirates were to, say, load a truckload of stuff and you were to say, capture that truck, then of course we'd have to inspect whatever was in it. You know, to make sure it wasn't damaged. Of course, that plan's a lot more dangerous, as if the pirates get away with the loot then we don't get paid.

And I *hate* not getting paid...

Oh yeah – one more thing. Stephenson was really reticent to tell me about the supply depot's location until he was absolutely sure that's where the pirates were heading. Sadly, that means I'm gonna have to ask you to hightail it out there, and even so you're gonna get there at pretty much the same time that the bad guys do. Eh, whatcha gonna do?

**Map:** This mission takes place in desert hills. You can use the maps to the left, or use the Desert Battlemat and the Savannah Battlemat. Select one edge to be the heroes' home edge. The opposite edge will be the pirates' home edge. Place a four hex building to serve as the supply depot roughly in the center. This building should be a level 1 medium building.



### Recommended Maps:

- 1: Desert 3
- 2: Desert Sand Drift 1
- 3: Desert Washout 1
- 4: Desert Washout 2

**Setup:** Our heroes will enter from their home edge on turn one, while the pirates' will enter from their home edge at the same time.

### Special Rules

**Scan the Depot:** Any mech may Scan the depot, but it takes time. Scanning the depot takes a total of three turns (they may not be consecutive or the owners of the depot will figure it out, but they do not need to be done by the same 'mech). A mech can declare that it is scanning the depot if it is within three hexes of the depot and if it does not run, jump or make any attacks that turn. Mechs with any form of Active Probe or "EW Equipment" (e.g. a Raven X-1) may move at full speed and fire during a turn in which it scans the warehouse.

**Capture the Truck:** The trucks are basically unarmed. If any truck is adjacent to a player 'mech during the end phase and there are no pirate 'mechs within six hexes, that truck will surrender. (Remove it from the board)

**Don't let them steal the loot!** To steal loot, the Pirates need to get an infantry base into the depot (they can enter from any adjacent hex). That base must then spend three turns in the depot. After three full turns in the depot, the infantry base must get off any board edge. If at least 30% of the pirate infantry escape off the Pirates' home edge with loot, the pirates win.

**Please don't shoot at the expensive stuff!** The Players cannot shoot at any units in the depot – doing so will immediately lose the scenario. The Duke has told them not to shoot at the depot, although they don't necessarily know why.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Valkyrie	2	VLK-QA	3039 pg 453	723	2,205,320
Clint	1	CLNT-2-3T	3039 pg 182	770	3,572,380
Stinger	1	STG-3G	3039 pg 445	497	1,662,240
Whitworth	1	WTH-1	3039 pg 191	982	2,912,933
Wolverine	1	WVR-6R	3039 pg 469	1101	4,827,682
Flatbed Truck	4	Armor	3060 pg 7	117	N/A

Name	#	Variant	Reference	BV (4/5)	Cost
Foot Ballistic Infantry	4		3085 TCE pg 331	81	N/A

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

**2000-2500 (2584 Total)**

Flatbed Truck Armor (4/5) (x3), Foot Ballistic Infantry (4/5) (x3), Valkyrie VLK-QA (4/5), Clint CLNT-2-3T (4/5), Stinger STG-3G (4/5)

**2500-3000 (3160 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (4/5), Stinger STG-3G (4/5), Wolverine WVR-6R (4/5)

**3000-3500 (3645 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (4/5), Wolverine WVR-6R (4/5), Whitworth WTH-1 (4/5)

**3500-4000 (4142 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (4/5), Wolverine WVR-6R (4/5), Whitworth WTH-1 (4/5), Stinger STG-3G (4/5)

**4000-4500 (4614 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (4/5), Whitworth WTH-1 (4/5), Valkyrie VLK-QA (4/5)

**4500-5000 (5111 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (4/5), Whitworth WTH-1 (4/5), Valkyrie VLK-QA (4/5), Stinger STG-3G (4/5)

**5000-5500 (5622 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (3/4), Whitworth WTH-1 (4/5), Valkyrie VLK-QA (4/5), Stinger STG-3G (3/4)

**5500-6000 (6167 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (3/4), Whitworth WTH-1 (3/4), Valkyrie VLK-QA (3/4), Stinger STG-3G (3/4)

**6000-6500 (6648 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (3/4), Whitworth WTH-1 (4/5), Valkyrie VLK-QA (3/4) (x2), Stinger STG-3G (4/5)

**6500-7000 (7121 Total)**

Flatbed Truck Armor (4/5) (x4), Foot Ballistic Infantry (4/5) (x4), Clint CLNT-2-3T (3/4), Wolverine WVR-6R (3/4), Whitworth WTH-1 (3/4), Valkyrie VLK-QA (3/4) (x2), Stinger STG-3G (3/4)

**Mission Objectives:** The PCs win if the Pirates don't get at least 30% of their infantry off of the board with loot. This is per infantryman, not base - so if the pirates start with 2 bases of 28 guys, they would need to get 17 ( $56 \times .3 = 16.8$ , round up) infantrymen off of the board to win the scenario. Note that while the pirates don't *technically* need the trucks to get off of the map, with a

movement of 1 it is safe to assume that any pirates *not* in trucks at the end of the scenario will not be able to walk to safety carrying crates of loot.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent Pirates from getting loot (Players win)	350,000	250,000	100,000
Scan the Depot (Bonus Objective)	+100,000	+100,000	+100,000
At least 30% of the pirates 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 the pirates escape with loot (Players lose)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of the scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above. Once all three boxes have been checked off, cross off this Optional Equipment.

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



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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Clint CLNT-2-3T**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **6**

Tonnage: **40**

Tech Base: **Inner Sphere (Intro)**

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

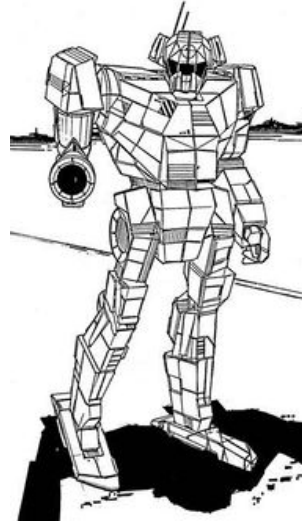
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

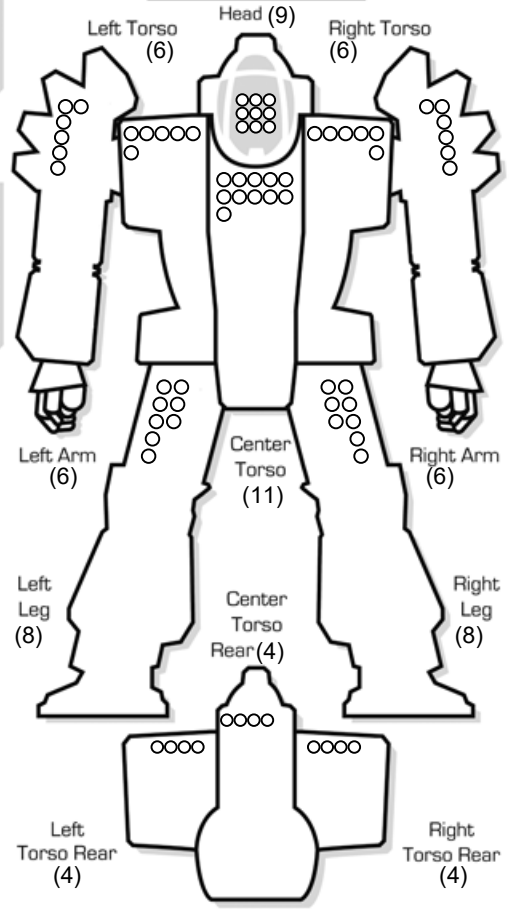
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 3,572,380 CBills

BV: 770



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/5
- Autocannon/5
- Autocannon/5

#### Center Torso

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

- 1-3 Autocannon/5
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- JumpJets
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Right Torso

- Heat Sink
- JumpJets
- AC/5 Ammo (20)
- 1-3 Medium Laser
- Roll Again
- Roll Again

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

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

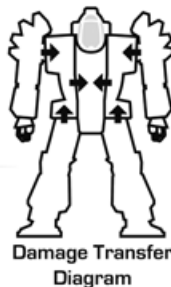
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

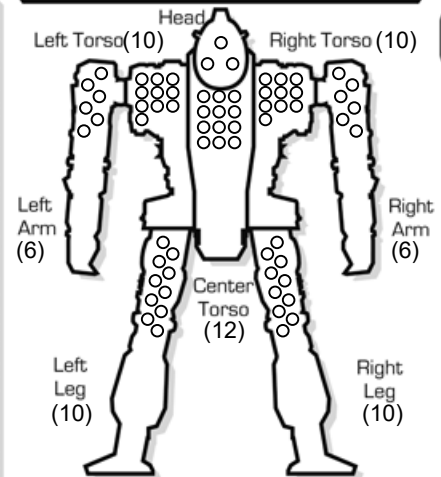
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Stinger STG-3G**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **6**

Tonnage: **20**

Tech Base: **Inner Sphere**  
(Intro)

Era: **Star League**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

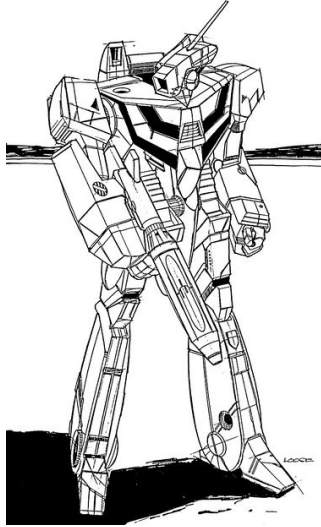
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

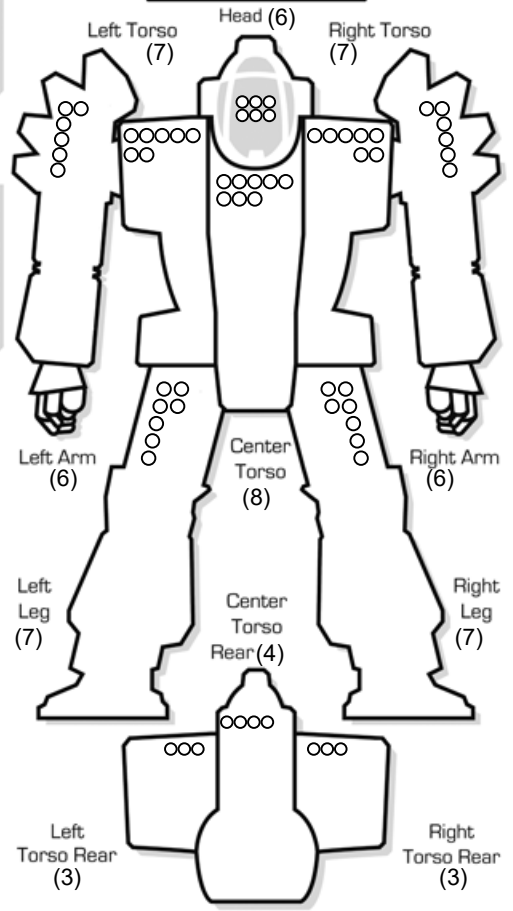
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 1,662,240 CBills

BV: 497



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Right Torso

- Heat Sink
- JumpJets
- JumpJets
- JumpJets
- 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

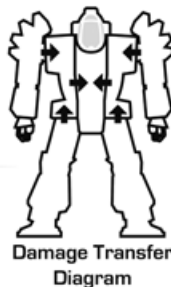
#### Left Leg

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

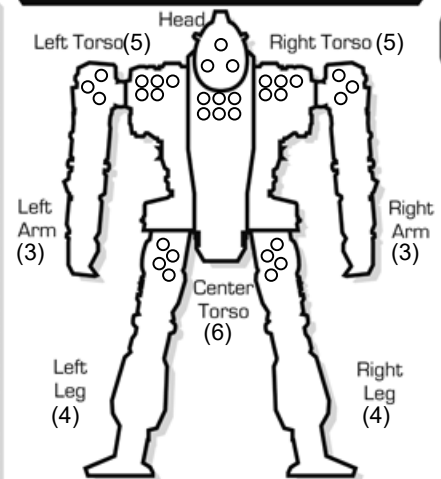
#### Right Leg

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

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:
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	○

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Whitworth WTH-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 40

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

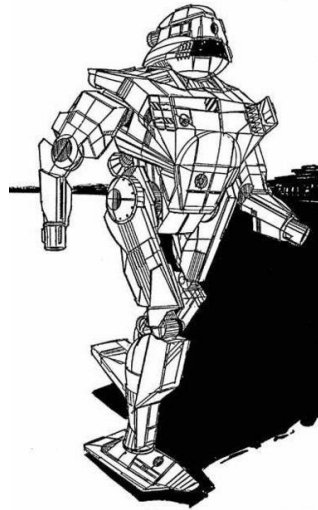
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

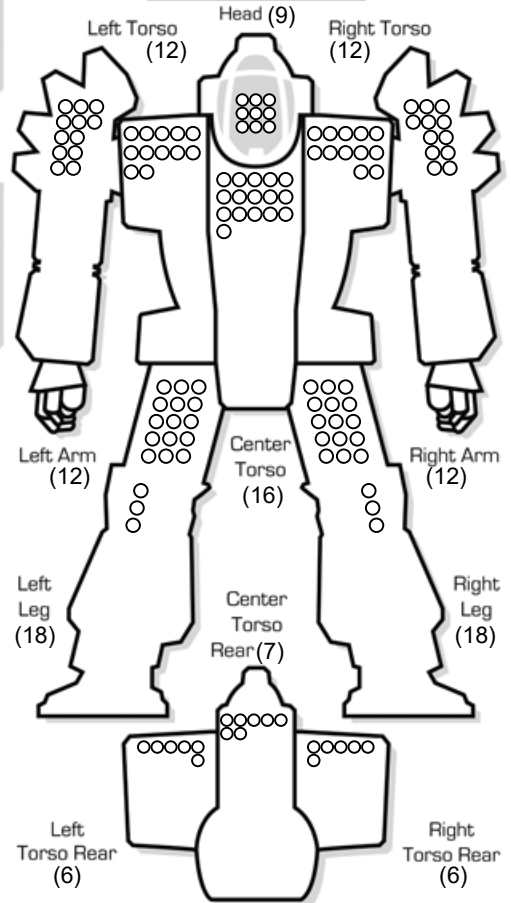
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
1	LRM 10	RT	4	1/Msl,C5/10	6	7	14	21

Cost: 2,912,933 CBills

BV: 982



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso

- Heat Sink
- Heat Sink
- 1-3 LRM 10
- LRM 10
- LRM 10 Ammo (12)
- Roll Again

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

#### Right Torso

- Heat Sink
- Heat Sink
- 1-3 LRM 10
- LRM 10
- LRM 10 Ammo (12)
- Roll Again

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

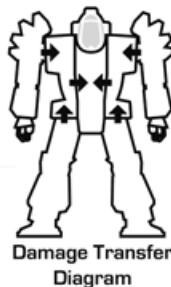
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

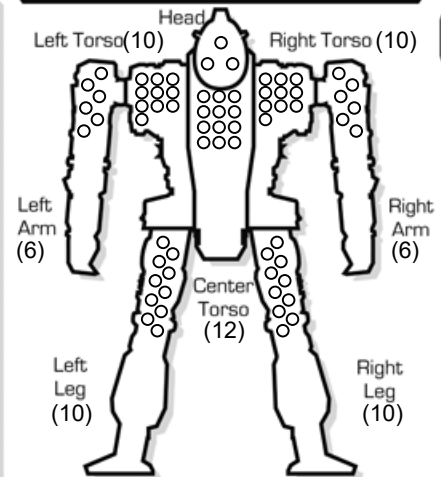
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Wolverine WVR-6R**

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:

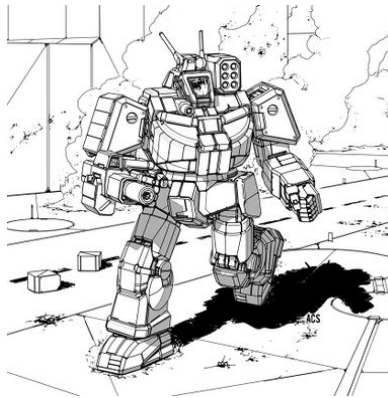
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

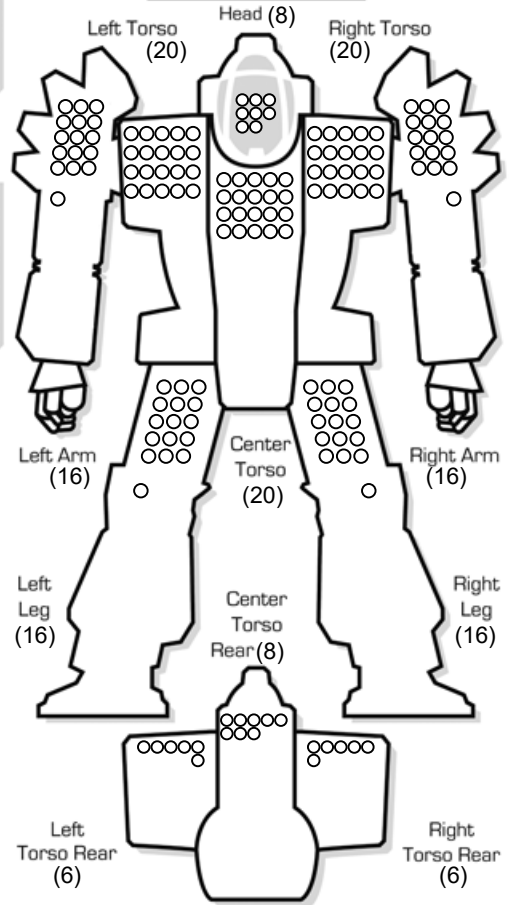
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/[MSI,C2/6 [M,C,S]	-	3	6	9

Cost: 4,827,682 CBills

BV: 1101



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Autocannon/5
- Autocannon/5

#### Center Torso

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

1. Autocannon/5
2. Autocannon/5
- 4-6 AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

1. SRM 6
2. SRM 6
- 1-3 SRM 6 Ammo (15)
- Roll Again
- Roll Again
- Roll Again

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

#### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

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

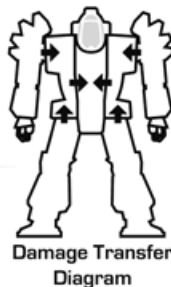
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

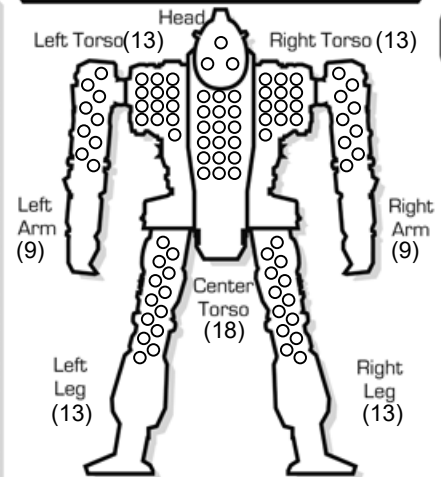
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (Armor)

Movement Points: **Tonnage:** 10  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Star League  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

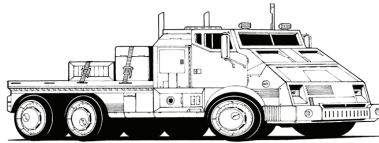
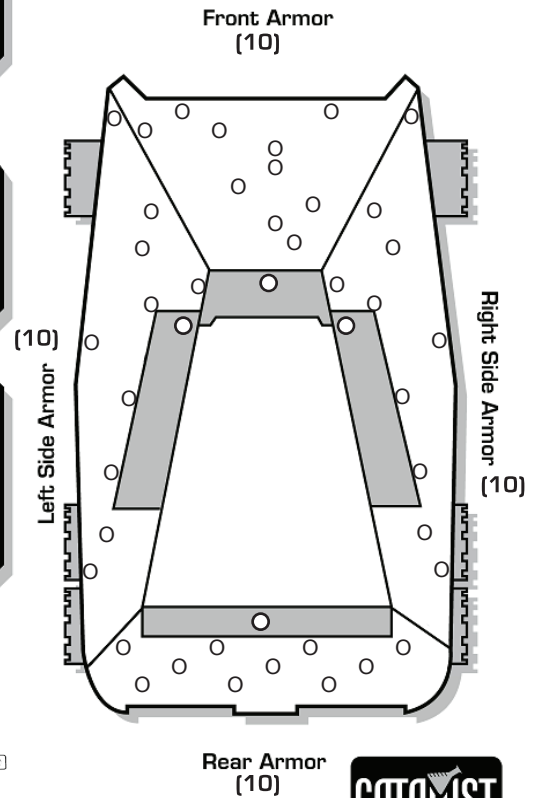
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (1 ton)	BD	[E]	--	--	--	--

#### 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



Cost: 47,250 C-bills BV: 117

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (Armor)

Movement Points: **Tonnage:** 10  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Star League  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

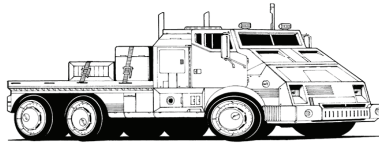
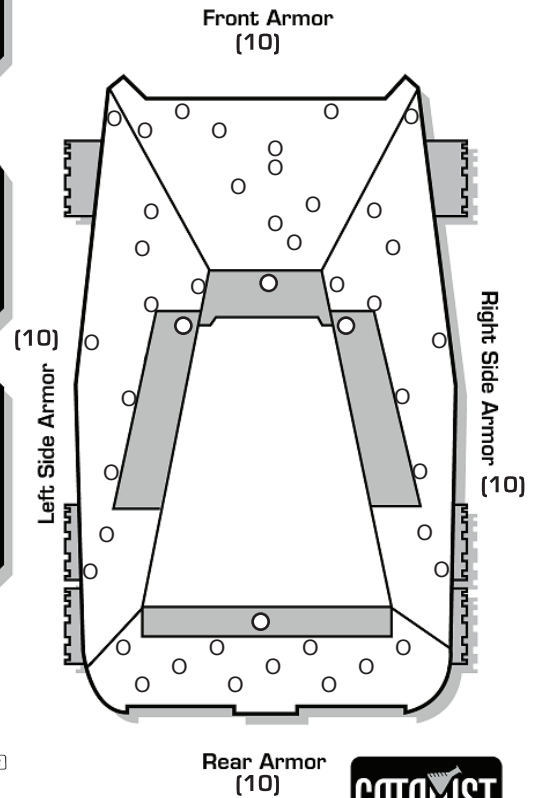
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (1 ton)	BD	[E]	--	--	--	--

#### 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



Cost: 47,250 C-bills BV: 117

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (Armor)

Movement Points: **Tonnage:** 10  
**Cruising:** 5 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 8 **Era:** Star League  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

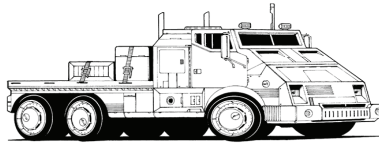
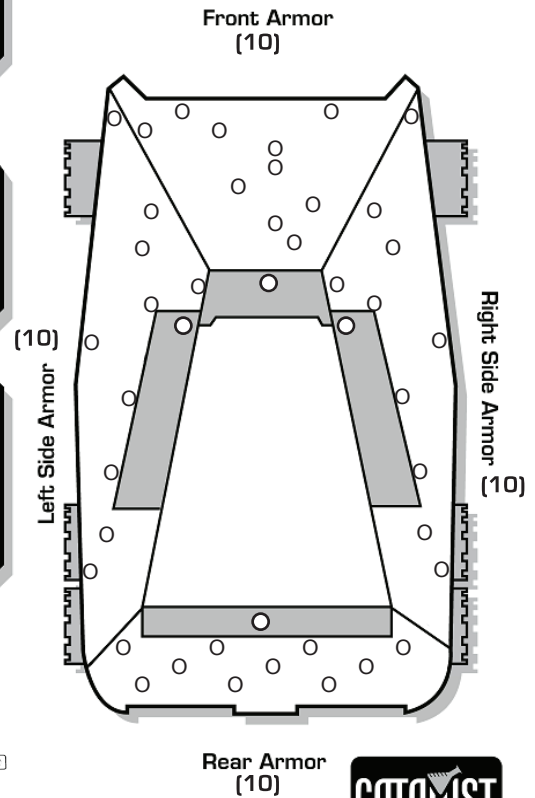
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (1 ton)	BD	[E]	--	--	--	--

#### 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**



Cost: 47,250 C-bills BV: 117

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (Armor)

Movement Points: **Tonnage:** 10  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 (Intro)  
**Movement Type:** Wheeled **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

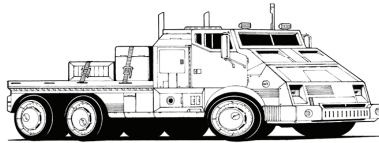
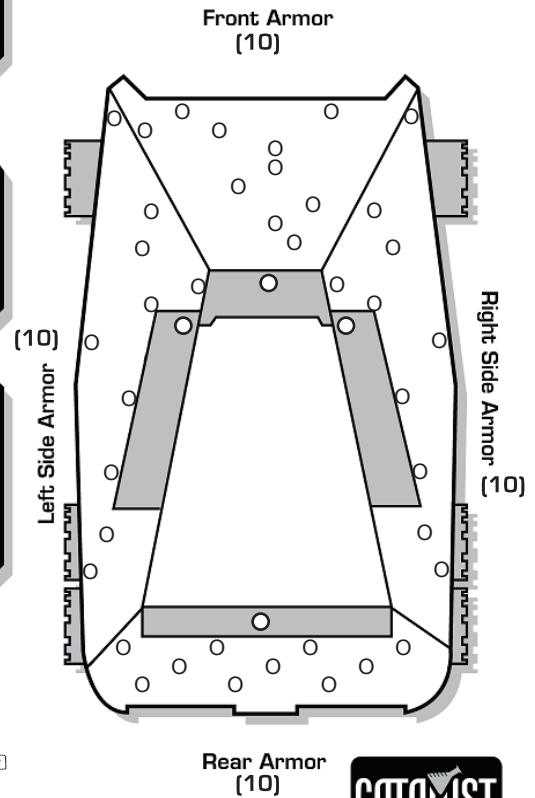
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (1 ton)	BD	[E]	--	--	--	--

#### 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



Cost: 47,250 C-bills BV: 117

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 1

Armor Type: Flack, Standard

Divisor: 1

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

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

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

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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									
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1									
*Damage is always applied in 2-point Damage Value groupings																																						
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																																						
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	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—									
Field Gun Type:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							
Disposable Weapon:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard

Divisor: 1

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

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

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

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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									
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1									
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Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—									
Field Gun Type:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							
Disposable Weapon:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard

Divisor: 1

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

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

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

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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									
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1									
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Field Gun Type:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							
Disposable Weapon:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard

Divisor: 1

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

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

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

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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									
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1									
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Field Gun Type:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							
Disposable Weapon:	N/A										Ammo: N/A										Disposable Weapon: N/A										Ammo: N/A							

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A



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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

### Mission Results

- Prevent Pirates from getting loot (Players win)
- Scan the Depot (Bonus Objective) (+100,000 C-Bills)
- At least 30% of the pirates escape with loot (Players lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Valkyrie VLK-QA (2,205,320 C-Bills)
- Clint CLNT-2-3T (3,572,380 C-Bills)
- Stinger STG-3G (1,662,240 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Wolverine WVR-6R (4,827,682 C-Bills)

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of the scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above. Once all three boxes have been checked off, cross off this Optional Equipment.

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

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

# BATTLETECH™

## MISSIONS



**Mission: 3025-02 Debrief**  
**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
**July 1, 3025**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

### Mission Results

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- Scan the Depot (Bonus Objective) (+100,000 C-Bills)
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- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
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C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

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## MISSIONS



**Mission: 3025-02 Debrief**  
**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
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## MISSIONS

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

**Mission: 3025-02**

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## MISSIONS



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**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
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## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

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### Pilot Status

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

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## MISSIONS



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**Memphis Supply Depot, Crucis March, Federated Suns**  
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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

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

# BATTLETECH™

## MISSIONS



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**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

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# BATTLETECH™

## MISSIONS



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**Memphis Supply Depot, Crucis March, Federated Suns**  
**July 1, 3025**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

### Mission Results

- Prevent Pirates from getting loot (Players win)
- Scan the Depot (Bonus Objective) (+100,000 C-Bills)
- At least 30% of the pirates escape with loot (Players lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Valkyrie VLK-QA (2,205,320 C-Bills)
- Clint CLNT-2-3T (3,572,380 C-Bills)
- Stinger STG-3G (1,662,240 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Wolverine WVR-6R (4,827,682 C-Bills)

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of the scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above. Once all three boxes have been checked off, cross off this Optional Equipment.

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

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

# BATTLETECH™

## MISSIONS



**Mission: 3025-02 Debrief**  
**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
**July 1, 3025**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

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

# BATTLETECH™

## MISSIONS



**Mission: 3025-02 Debrief**  
**Pirate Defense Pt 2**  
**Memphis Supply Depot, Crucis March, Federated Suns**  
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**GM Report**  
**Mission 3025-02 - Pirate Defense Pt 2**

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**

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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