

BATTLETECH™

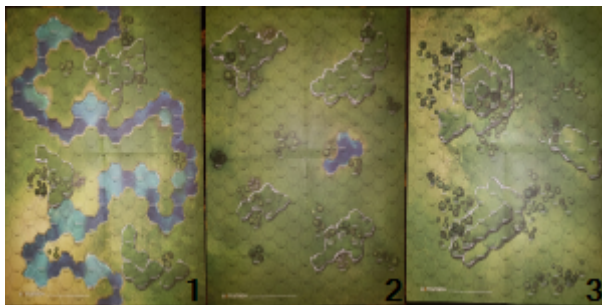
MISSIONS



Mission 3026-02: Where da White Witches at?
Near the White Witches deployment zone, Barlow's End, Federated Suns
September 27, 3026
Pilot Skill: 4-5

Okay boys, listen up! Here's the deal. Remember how I said that the forces on planet were a mishmash of various mercenary companies due to the Feds having moved a bunch of troops around for some military operation they're running? Well, it turns out that coordination between these groups hasn't been great, and one of the units, known as "The White Witches" has gotten into some trouble. The snakes, showing more tactical acumen than usual, have decided to attempt a "divide and conquer" strategy, and it's workin' pretty well. They've managed to basically overrun the White Witches' camp. Because of that, our job is to help relieve one group of witches that got separated from the rest. I think the Light Horse, who are basically running this operation would like us to work together a little better, and this is a great opportunity. The Witches are approaching the Shaw river from the north, being chased by a large contingent of Snakes. They're fording the river here at grid point Alpha – which would be fine except for the fact that there's a lance or so of Combine units here on the south side. So there's the problem – they can't go back, or they'll get slaughtered, but right now they're having some trouble going forwards, too. Our job is to help them cross that river.

Map: This map should be mostly on one side of a one or two hex wide river, with at least enough space on the other side for the White Witches to set up. If using the recommended map to the left, replace all depth 0 water hexes with depth 1.



Recommended Maps:

- 1: Streams
- 2: 2018_01 Front Open Terrain 3
- 3: 2018 Woodland

Setup: The White Witches (See Special Rules) set up anywhere on the leftmost map (Streams), followed by the Combine units setting up anywhere on the center map. No two combine units can set up within 3 hexes of each other. The PCs will enter from the right side of the rightmost map (Woodland) on turn 1.

Special Rules

NPCs: The PCs are attempting to rescue two wayward members of the White Witches mercenary company. These two units are:

Name	Variant	Gunnery/Piloting	Reference	BV	Cost
Centurion	CN9-A	4/5	3039 pg. 202	945	3,491,500

Name	Variant	Gunnery/Piloting	Reference	BV	Cost
Rifleman	RFL-3N	4/5	3039 pg. 477	1039	4,860,000

The White Witch 'mechs are an independent command from the heroes, and optimally would be played by a different player. However, if that's not possible they should be distributed among the PCs. The White Witches BV does not count as part of the PCs BV total for calculating OPFOR.

Combat is not easy on these things, is it? Both of the White Witches 'mechs are damaged. They each start with 30 points of damage, in 5 point groups. Any damage that would breach a location is reduced so that that location has 1 point of armor left. They have also expended ammunition. For each ammo using weapon, roll 2d6. They have used up that much ammunition, possibly depleting their stores.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Wasp	1	WSP-1K	3039 pg 450	376	1,615,440
Panther	1	PNT-9R	3039 pg	769	2,485,710
Jenner	1	JR7-D	3039 pg	875	3,198,375
Quickdraw	1	QKD-4G	3039 pg	1192	5,514,560
Grand Dragon	1	DRG-1G	3039 pg 220	1300	5,212,800
Cyclops	1	CP-10-Z	3039 pg	1317	9,217,660
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000

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

2000-2500 (3743 Total)

Wasp WSP-1K (4/5), Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (4/5)

2500-3000 (4136 Total)

Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (4/5), Panther PNT-9R (4/5)

3000-3500 (4552 Total)

Jenner JR7-D (4/5), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (3/4), Panther PNT-9R (4/5)

3500-4000 (5078 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (4/5), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4)

4000-4500 (5459 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (3/4), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4)

4500-5000 (5955 Total)

Jenner JR7-D (3/4), Quickdraw QKD-4G (3/4), Grand Dragon DRG-1G (3/4), Panther PNT-9R (3/4), Wasp WSP-1K (3/4)

5000-5500 (6558 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Wasp WSP-1K (4/5)

5500-6000 (6951 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (4/5)

6000-6500 (7573 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wasp WSP-1K (4/5)

6500-7000 (8024 Total)

Cyclops CP-10-Z (4/5), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (4/5)

7000-7500 (8445 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (4/5)

7500-8000 (8959 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (4/5), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (3/4)

8000-8500 (9340 Total)

Cyclops CP-10-Z (3/4), Grand Dragon DRG-1G (3/4), Quickdraw QKD-4G (3/4), Jenner JR7-D (3/4), Panther PNT-9R (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (3/4)

Mission Objectives: The heroes win if either White Witch 'mech escapes the field off of the right edge of the map. The bonus objective requires both white witch mechs to escape. A White Witch 'mech is considered to have "escaped" if it makes it off of the right side of the map, or if there are no functional Combine 'mechs left at the end of the game. A White witch 'mech cannot escape if it is immobilized or destroyed, or if the pilot is killed.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
At least one White Witch 'mech escapes (Success)	350,000	250,000	100,000
Both White Witch 'mechs escape (Bonus Condition)	+100,000	+100,000	+100,000
Neither White Witch 'mech escapes (Loss)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
At least one White Witch 'mech escapes (Success)	15	5
Neither White Witch 'mech escapes (Loss)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1K

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

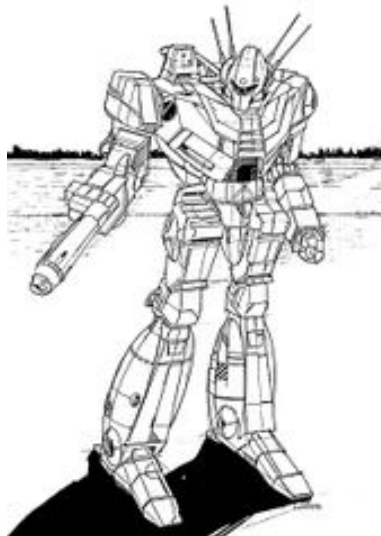
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



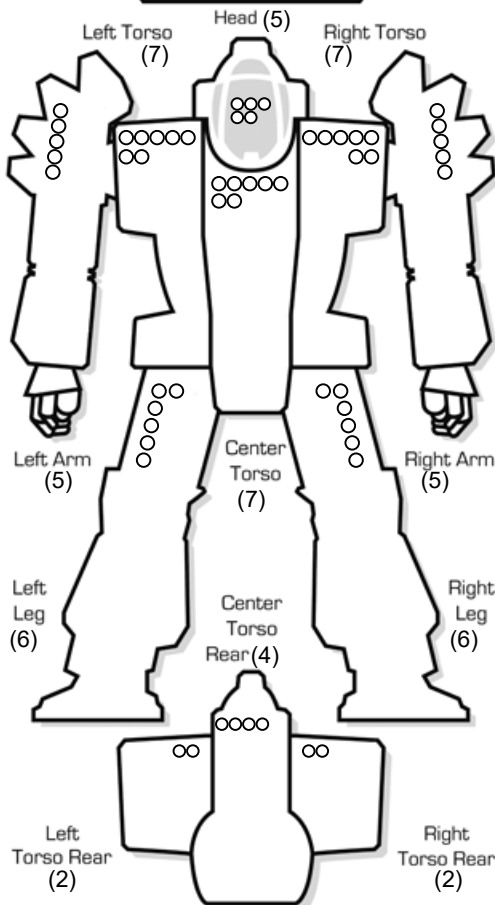
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	LT	0	2 [DB,A]	-	1	2	3

Cost: 1,615,440 CBills

BV: 376

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
- Heat Sink
- JumpJets
- Machine Gun
- Machine Gun Ammo (200)
- Roll Again

1-3

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

4-6

Right Torso

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

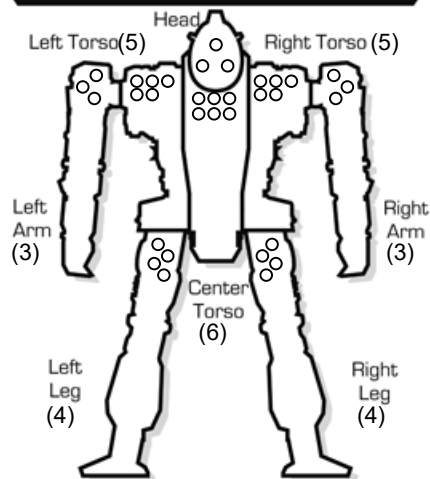
Right Leg

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



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:
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-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

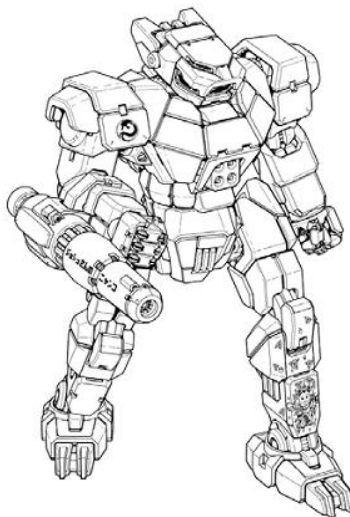
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

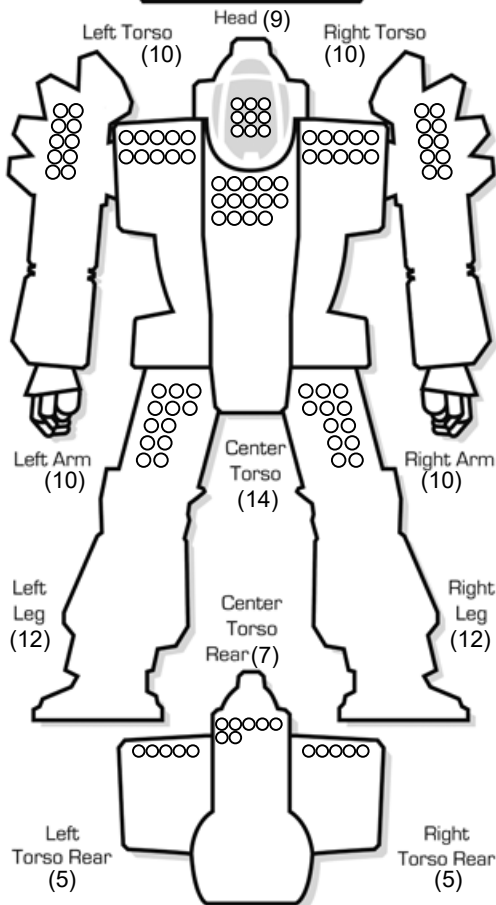
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl, C2/4	-	3	6	9
				[M.C.S]				

Cost: 2,485,710 CBills

BV: 769



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

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

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

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
 - SRM 4
 - Roll Again
- 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

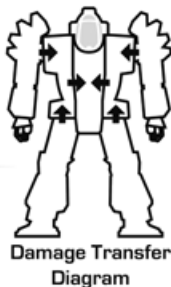
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

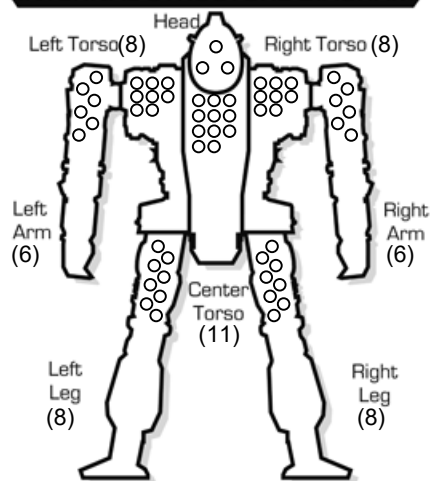
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-D

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

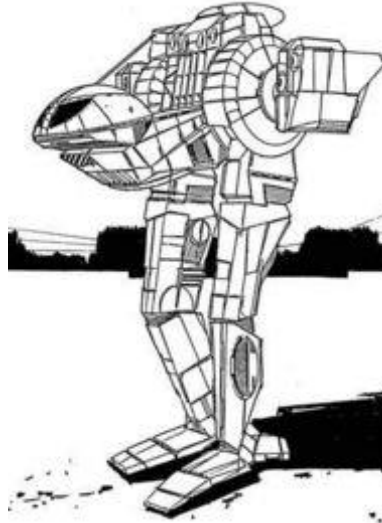
Weapons & Equipment Inventory (hexes)

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

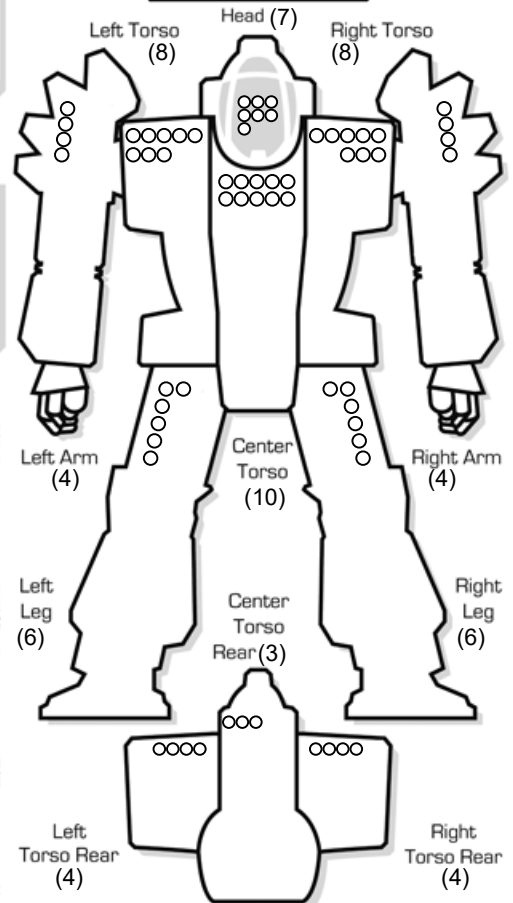
[M.C.S.]

Cost: 3,198,375 CBills

BV: 875



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

4-6

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

Left Torso

- JumpJets
 - JumpJets
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

4-6

- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4

1-3

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

4-6

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

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
- Roll Again

Right Torso

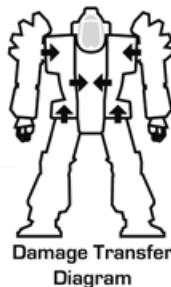
- JumpJets
 - JumpJets
 - SRM 4 Ammo (25)
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

4-6

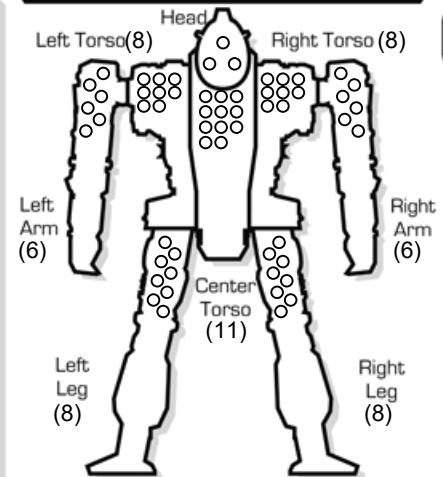
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Quickdraw QKD-4G

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 60

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)

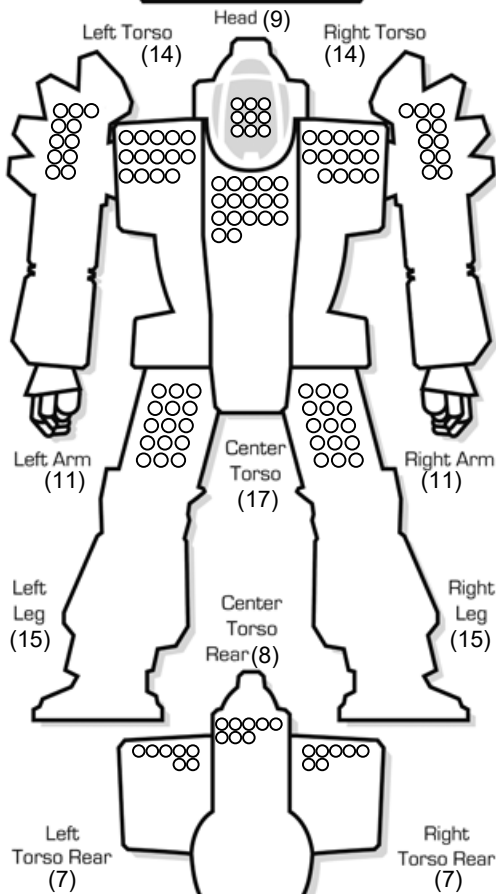
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl, C5/10	6	7	14	21
				[M.C.S]				
1	SRM 4	CT	3	2/Msl, C2/4	-	3	6	9
				[M.C.S]				
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9

Cost: 5,514,560 CBills

BV: 1192



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- JumpJets
- JumpJets
- 1-3 LRM 10
- LRM 10
- LRM 10 Ammo (12)
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- JumpJets
- SRM 4

Right Torso

- JumpJets
- JumpJets
- 1-3 Medium Laser (R)
- Medium Laser (R)
- SRM 4 Ammo (25)
- Roll Again

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

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

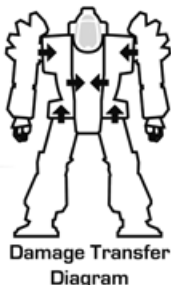
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

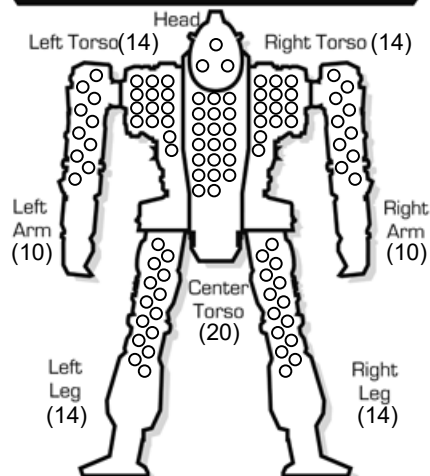
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-1G

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

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	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
1	LRM 10	CT	4	1/Msl, C5/10	6	7	14	21

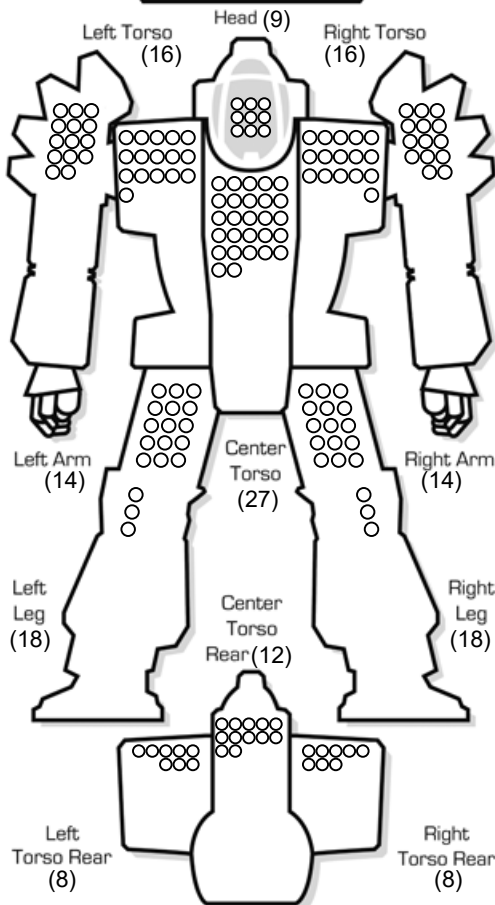
[M.C.S.]

Cost: 5,212,800 CBills

BV: 1300



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

- 1-3 Medium Laser
- Roll Again
- Roll Again
- 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

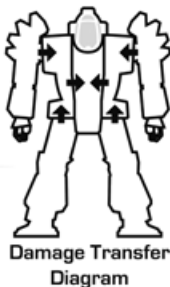
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

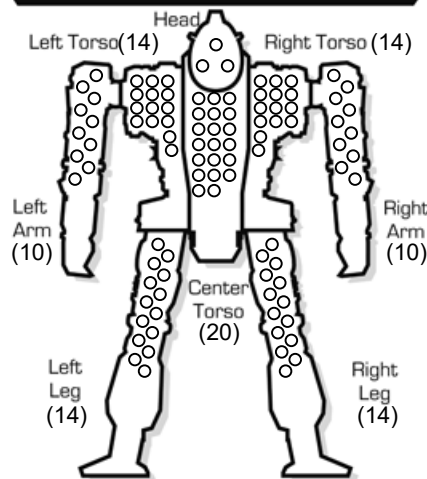
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cyclops CP-10-Z

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere
(Intro)

Era: Star League

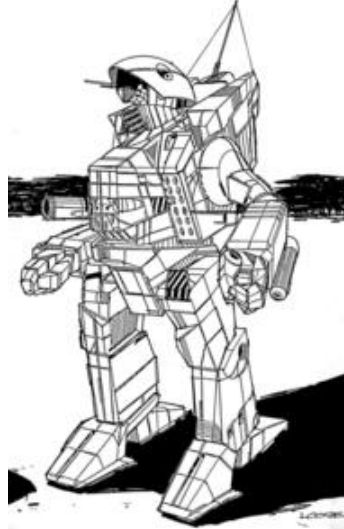
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



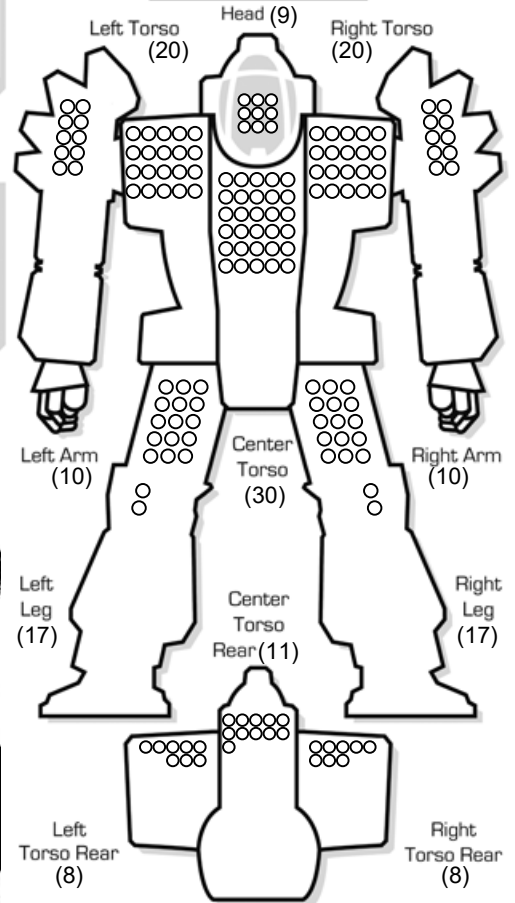
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/Msl,C2/4 [M,C,S]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RT	7	20 [DB,S]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21

Cost: 9,217,660 CBills

BV: 1317

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- 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 Torso

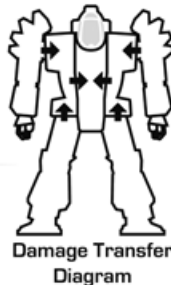
- AC/20 Ammo (5)
- AC/20 Ammo (5)
- 1-3 LRM 10
- LRM 10
- LRM 10 Ammo (12)
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- SRM 4
- SRM 4 Ammo (25)

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1-3 Autocannon/20
- Autocannon/20
- 4-6 AC/20 Ammo (5)
- AC/20 Ammo (5)

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



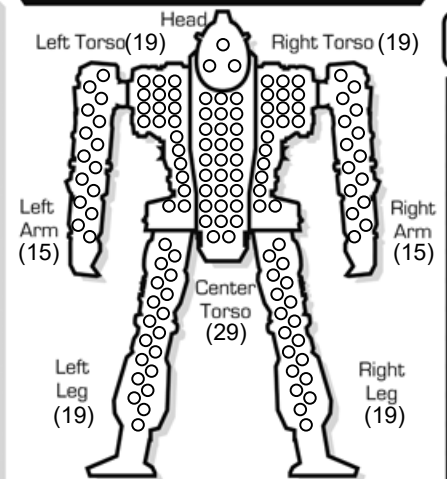
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolverine WVR-6K**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **55**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

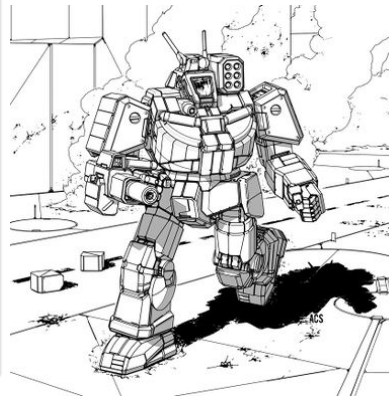
Weapons & Equipment Inventory (hexes)

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

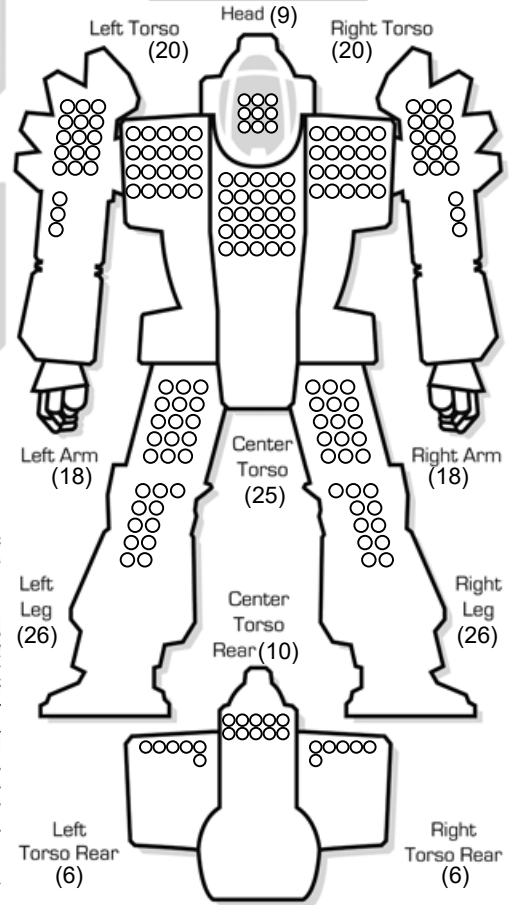
[M.C.S.]

Cost: 4,514,194 CBills

BV: 1248



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
- 4-6 Medium Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

Center Torso

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

- Medium Laser
- Small Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Right Torso

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

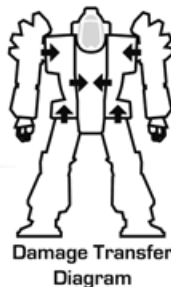
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

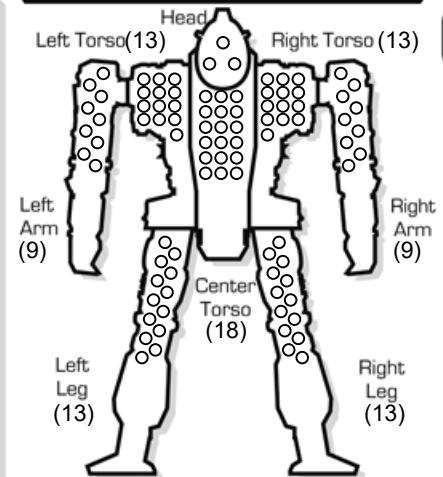
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○○○○○

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

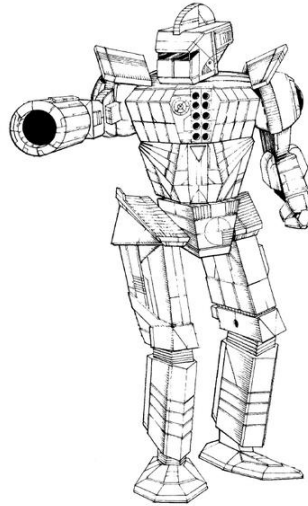
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



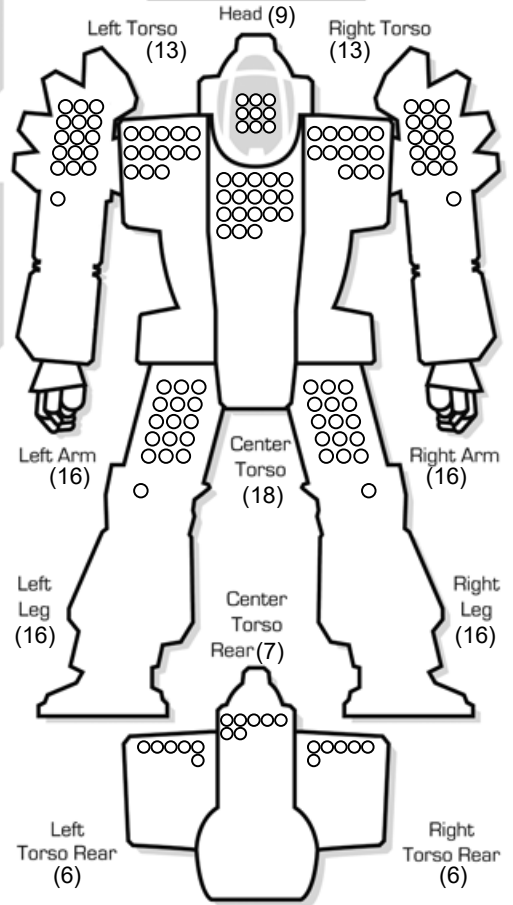
Weapons & Equipment Inventory (hexes)

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

Cost: 3,491,499 CBills

BV: 945

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Center Torso

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

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

Left Torso

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

- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

Right Torso

- Heat Sink
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- 1-3 Roll Again
- Roll Again
- Roll Again

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

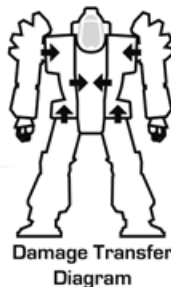
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

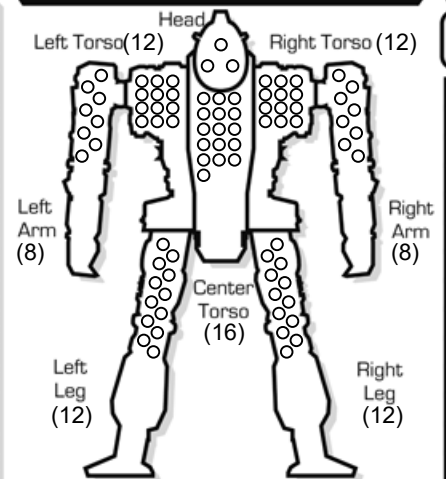
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat 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: Rifleman RFL-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

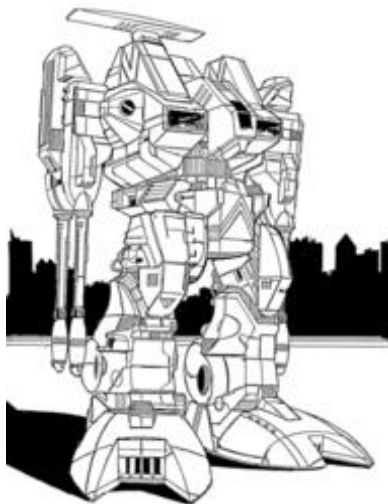
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

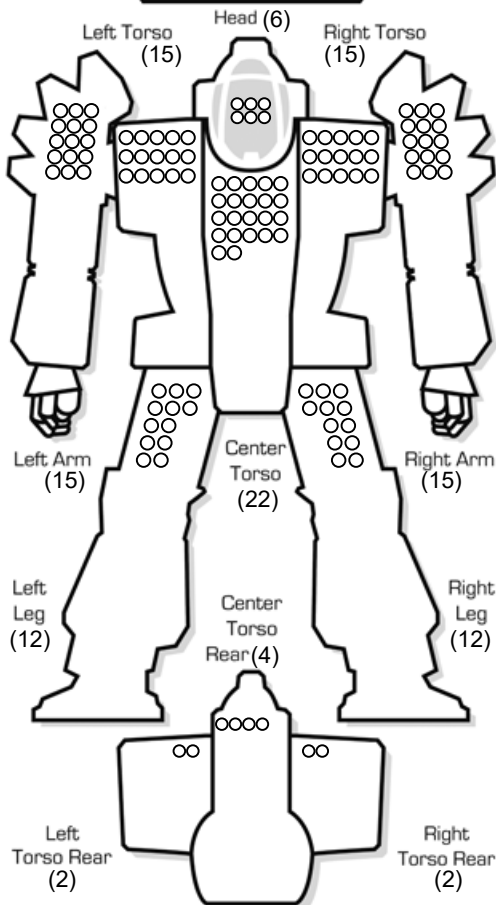
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 4,860,000 CBills

BV: 1039



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Autocannon/5
- Autocannon/5

- Autocannon/5
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- AC/5 Ammo (20)
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Autocannon/5
- Autocannon/5

- Autocannon/5
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

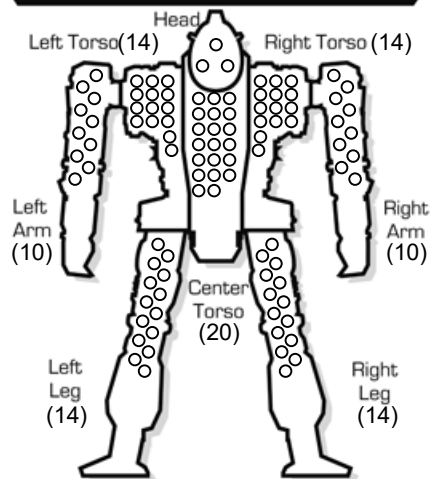
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3026-02 Debrief

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”

GM Report

Mission 3026-02 - Where da White Witches at?

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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 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