

BATTLETECH™

MISSIONS



Mission 3026-03: Hold the Line!
Lefty's Quarry, Barlow's End, Federated Suns
September 28, 3026
Pilot Skill: 4-5

Okay Boys, listen up! So it appears as though we've got another mission sent to us by the Light Horse. It seems the Dragoons are making a move on a critical electricity generating facility here at grid point Alpha. It's a pretty standard part of their repertoire – hit a facility that's important to the defense of the planet but that the regular folks can live without. Problem is, we're not paid by the "regular folk", we're paid to defend this place. So our job is to protect that facility.

One advantage to these defense contracts is that we get to use detailed surveys of the area that the attackers rarely have access to. In this case, that means that we've identified a pretty significant choke point that the Dragoon's will either need to go through or go way around, and the ELH is betting on the former. That's here, at grid point Beta. Turns out the hills around there have really high marble content, and apparently the rich and shameless on New Avalon have a thing for "Barlow's End Marble". So they basically brought a whole buncha miningmechs over there a few centuries back and started digging away. They used an existing valley as a convenient starting spot, which made it easier to lug the resulting marble out.

So that's where you're going! The ELH has detailed a small force to defend the plant proper, but they won't stand up to much, so it's up to us to make sure that not a lot of forces make it through that valley. A straggler here or there is okay, but if too many 'mechs make it through, that plant is toast.

Map: This should be a narrow, long canyon map with limited sightlines and many level changes.



Recommended Maps:

- 1: DeepCanyon1
- 2: DeepCanyon2

Setup: The bottom edge of the map is the Dragoons “Home Edge”, the top edge is the heroes’ home edge. The Dragoons will enter on turn one from their home edge on any level 0 hex. Any Dragoon ‘mechs that exit off the opposite edge are considered to have escaped. The Heroes may set up anywhere they want on the topmost mapsheet. ‘Mechs may not leave the map to either side.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Wyvern	1	WVE-6N	3039 pg 419	1005	3,237,415
Griffin	1	GRF-1N	3039 pg 460	1272	4,957,107
Hunchback	1	HBK-4P	3039 pg 211	1138	3,377,874
Vulcan	1	VL-5T	3039 pg 189	942	3,558,100
Whitworth	1	WTH-1	3039 pg 191	982	2,912,933
Falcon	1	FLC-4N	3039 pg 410	599	2,249,390
Wasp	1	WSP-1A	3039 pg 448	384	1,646,640
Thunderbolt	1	TDR-5S	3039 pg 483	1335	5,413,759

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

2000-2500 (2523 Total)

Vulcan VL-5T (4/5), Whitworth WTH-1 (4/5), Falcon FLC-4N (4/5)

2500-3000 (3085 Total)

Wyvern WVE-6N (4/5), Hunchback HBK-4P (4/5), Vulcan VL-5T (4/5)

3000-3500 (3592 Total)

Wyvern WVE-6N (4/5), Hunchback HBK-4P (4/5), Vulcan VL-5T (4/5), Wasp WSP-1A (3/4)

3500-4000 (4014 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (4/5), Hunchback HBK-4P (4/5), Falcon FLC-4N (4/5)

4000-4500 (4421 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (3/4), Hunchback HBK-4P (4/5), Falcon FLC-4N (4/5)

4500-5000 (5043 Total)

Wyvern WVE-6N (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (3/4), Vulcan VL-5T (4/5)

5000-5500 (5429 Total)

Wyvern WVE-6N (4/5), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Vulcan VL-5T (3/4)

5500-6000 (5945 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (4/5), Whitworth WTH-1 (4/5), Falcon FLC-4N (3/4)

6000-6500 (6474 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (4/5), Whitworth WTH-1 (3/4), Falcon FLC-4N (4/5)

6500-7000 (7030 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4)

7000-7500 (7436 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (4/5), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (4/5), Wyvern WVE-6N (4/5)

7500-8000 (8035 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5)

8000-8500 (8419 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5), Wasp WSP-1A (4/5)

8500-9000 (8977 Total)

Thunderbolt TDR-5S (3/4), Griffin GRF-1N (3/4), Hunchback HBK-4P (3/4), Whitworth WTH-1 (3/4), Falcon FLC-4N (3/4), Wyvern WVE-6N (4/5), Vulcan VL-5T (4/5)

Mission Objectives: The heroes win if no more than one Dragoon 'mech escapes off the heroes' home edge. The heroes win the bonus objective if no Dragoon 'mechs escape.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No more than one Dragoon 'mech escapes (Success)	350,000	250,000	100,000
No Dragoon 'mechs escape (Bonus Objective)	+100,000	+100,000	+100,000
More than one Dragoon 'mech escapes (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No more than one Dragoon 'mech escapes (Success)	15	5
More than one Dragoon 'mech escapes (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Line 'em up! You have the ability to call in a single aerospace strafing run. During the Weapon Attack Phase, designate up to five hexes in a row and a direction that the attack is coming from, which must be along the axis of the target hexes (i.e. along the "line" of hexes). For each unit in each target hex roll 2d6. On a result of 7 or higher, that unit has been hit. Any hit unit takes 15 points of damage in 5 point clusters. Roll locations as if the attacking fire had come from the direction specified. Treat this damage as if came from energy weapons if the target is infantry, or has specialized armor. Once you have used this boon once, cross it off.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wyvern WVE-6N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

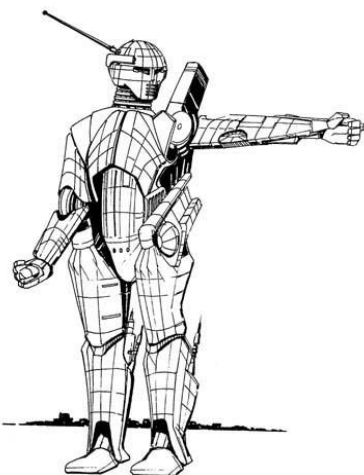
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

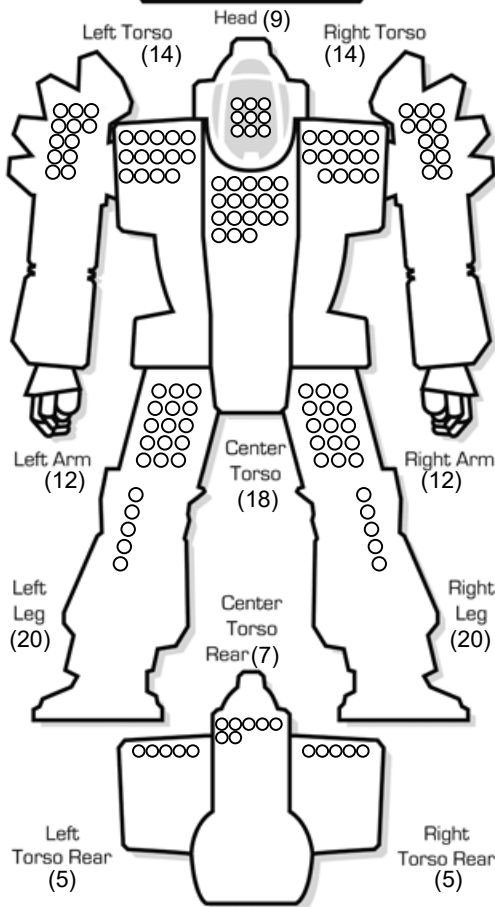
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	LRM 10	CT	4	1/Msl, C5/10	6	7	14	21
1	SRM 6	RT	4	2/Msl, C2/6	-	3	6	9

Cost: 3,237,415 CBills

BV: 1005



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
- Heat Sink
- Sensors
- Life Support

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

4-6

Right Torso

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

1-3

4-6

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

Left Leg

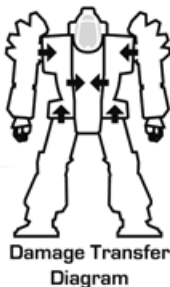
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

4-6

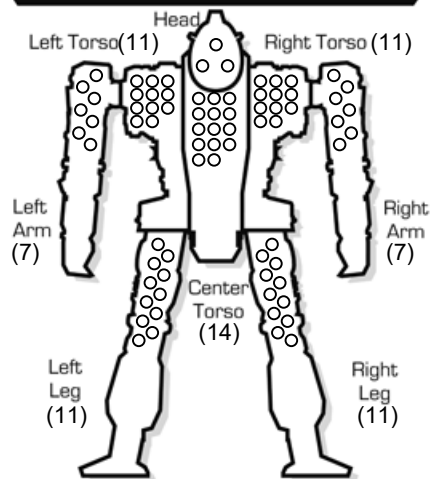
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

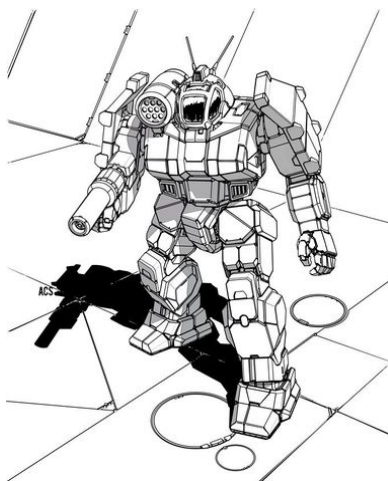
Weapons & Equipment Inventory (hexes)

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

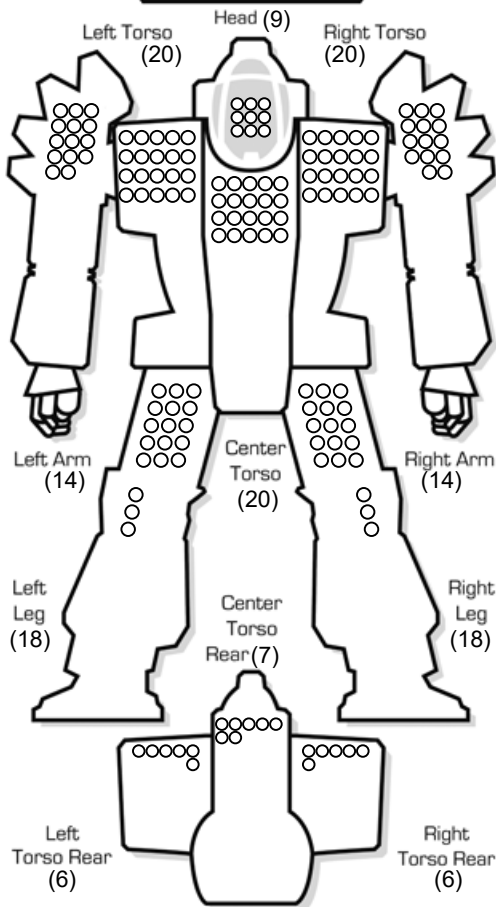
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Cost: 4,957,107 CBills

BV: 1272



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- 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

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

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

Right Torso

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

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

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

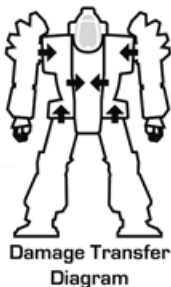
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

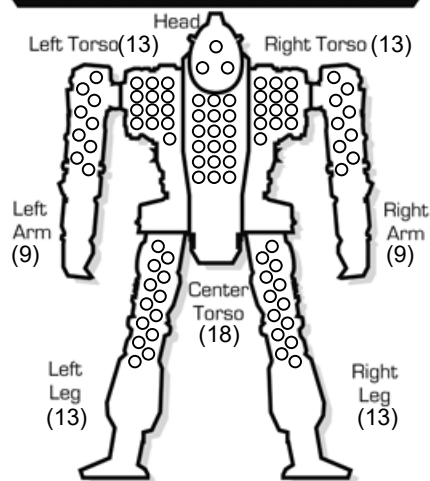
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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: Hunchback HBK-4P

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

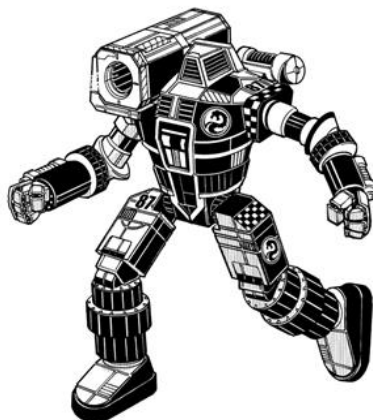
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

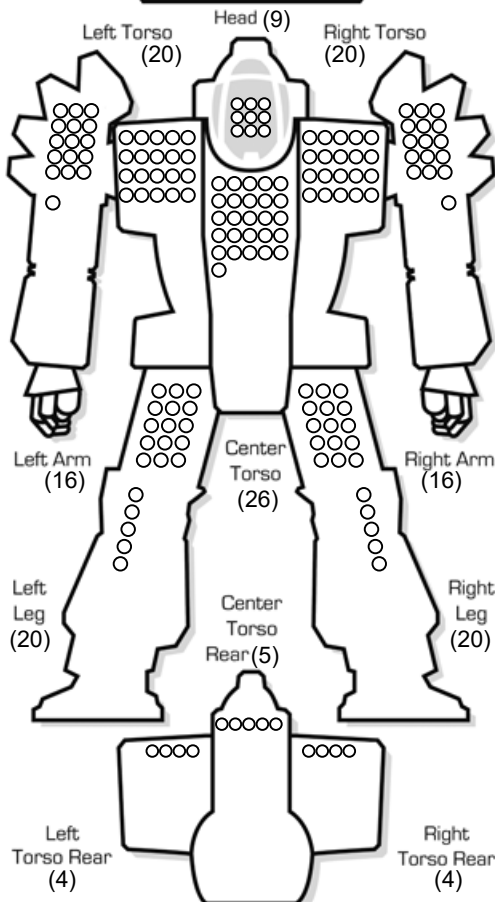
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 3,377,874 CBills

BV: 1138



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
- Small Laser
- 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

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- Heat Sink

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

Right Torso

- Heat Sink
- Heat Sink
- 1-3 Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

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

- Heat Sink
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

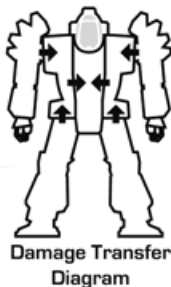
- Medium Laser
- Medium Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

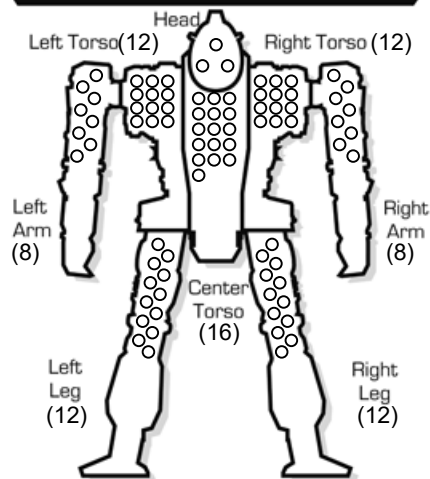
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Level	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: 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:

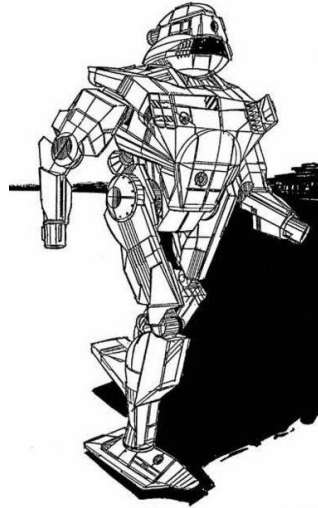
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

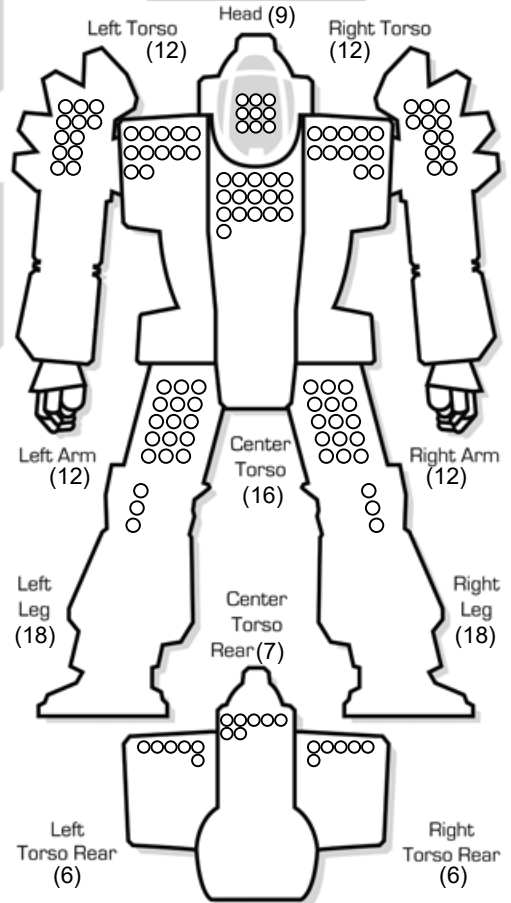
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
1	LRM 10	RT	4	1/Msl,C5/10	6	7	14	21

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 Gyro
- Roll Again
- Roll Again

- 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
- 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

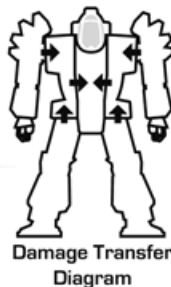
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

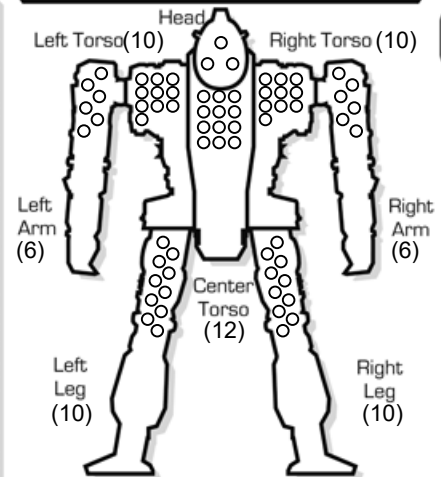
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Falcon FLC-4N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

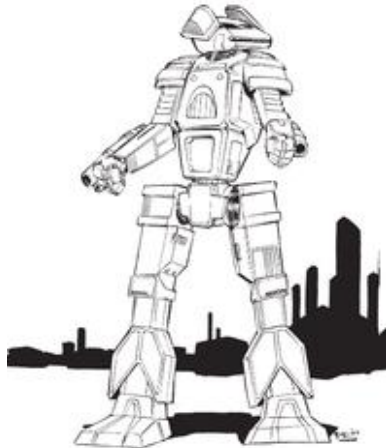
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

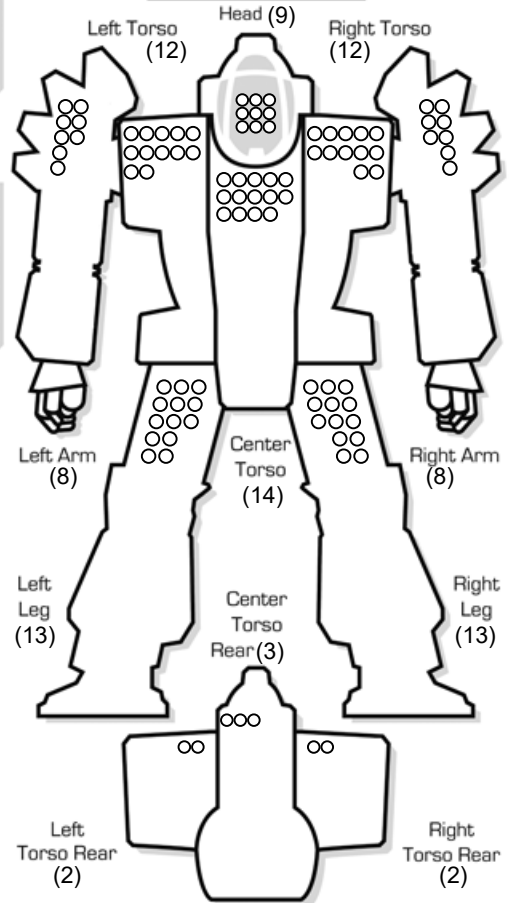
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Machine Gun (R)	RT	0	2 [DB,AI]	-	1	2	3
1	Machine Gun (R)	LT	0	2 [DB,AI]	-	1	2	3

Cost: 2,249,390 CBills

BV: 599



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

1-3

Right Arm

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

4-6

Center Torso

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

1-3

Left Torso

- JumpJets
- JumpJets
- JumpJets
- Machine Gun (R)
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- JumpJets
- JumpJets
- JumpJets
- Machine Gun (R)
- Roll Again
- Roll Again

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

1-3

4-6

4-6

Left Leg

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

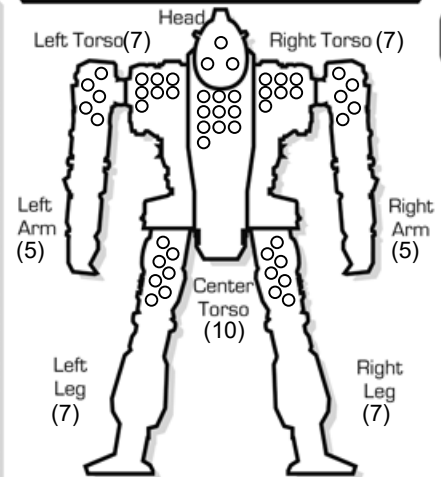
Right Leg

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



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: 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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1A

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:

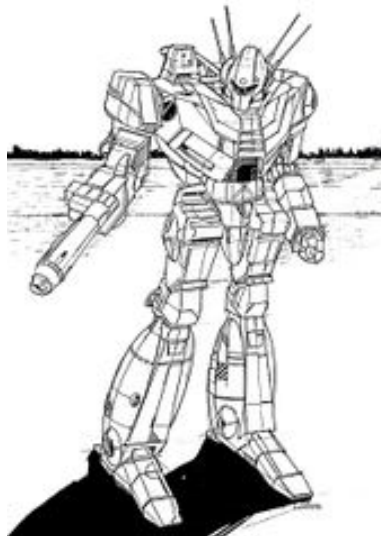
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

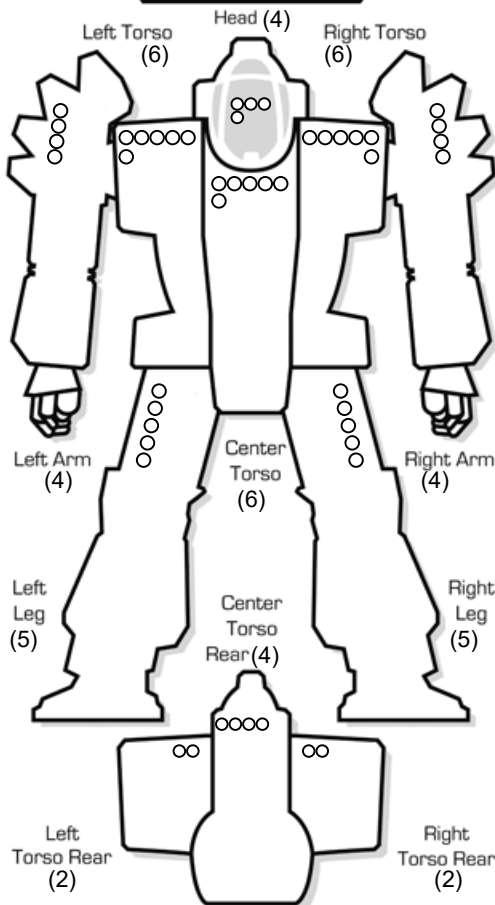
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 2	LL	2	2/MSI,C2/2	-	3	6	9
				[M,C,S]				

Cost: 1,646,640 CBills

BV: 384



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

1-3

4-6

Right Torso

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

1-3

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

4-6

Left Leg

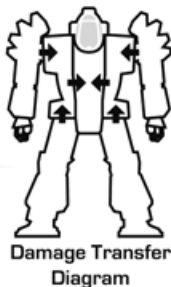
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- SRM 2

4-6

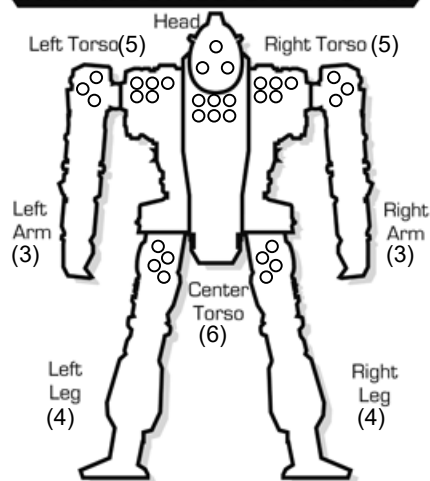
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Thunderbolt TDR-5S**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **65**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

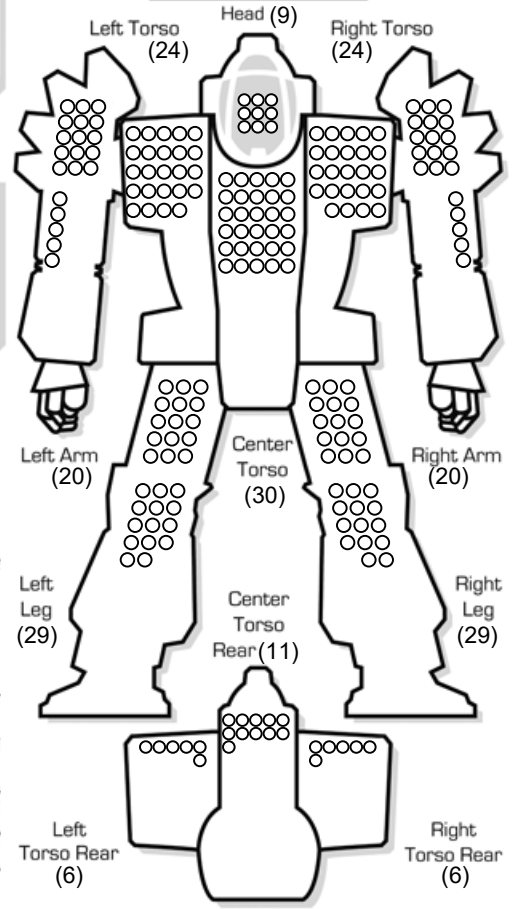
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2[Msl,C2/2 [M.C.S]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	RT	5	1[Msl,C5/15 [M.C.S]	6	7	14	21

Cost: 5,413,759 CBills

BV: 1335



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Machine Gun
 - Machine Gun
- 1-3
- Machine Gun Ammo (200)
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Medium Laser
 - Medium Laser
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LRM 15 Ammo (8)
 - LRM 15 Ammo (8)
- 4-6

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

Right Arm

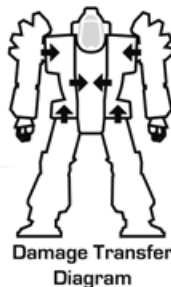
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

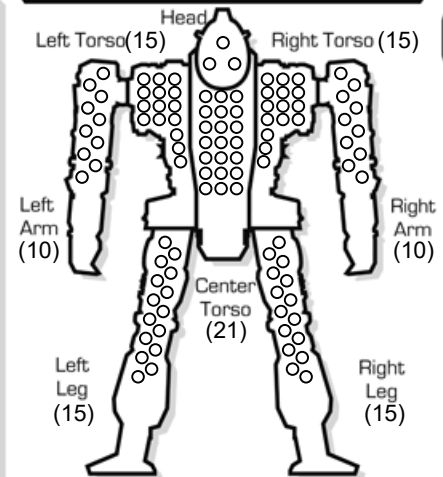
- SRM 2
 - SRM 2 Ammo (50)
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-03

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

Mission Results

- No more than one Dragoon 'mech escapes (Success)
- No Dragoon 'mechs escape (Bonus Objective) (+100,000 C-Bills)
- More than one Dragoon 'mech escapes (Failure)
- 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

- Wyvern WVE-6N (3,237,415 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4P (3,377,874 C-Bills)
- Vulcan VL-5T (3,558,100 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Falcon FLC-4N (2,249,390 C-Bills)
- Wasp WSP-1A (1,646,640 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)

Additional Rewards

Line 'em up! You have the ability to call in a single aerospace strafing run. During the Weapon Attack Phase, designate up to five hexes in a row and a direction that the attack is coming from, which must be along the axis of the target hexes (i.e. along the "line" of hexes). For each unit in each target hex roll 2d6. On a result of 7 or higher, that unit has been hit. Any hit unit takes 15 points of damage in 5 point clusters. Roll locations as if the attacking fire had come from the direction specified. Treat this damage as if came from energy weapons if the target is infantry, or has specialized armor. Once you have used this boon once, cross it off.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3026-03 Debrief

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

As usual, it takes a while to get back to the Barracks, shower to get the stink of hours in a 'Mech cockpit off, and make your way over to "The Beginning", the "usually AFFS" 'mechwarrior bar on the edge of the base. Oddly enough, when you get there, Sarge is waiting for you, sitting in a booth at the back of the bar nursing what looks like the local beer that none of you have been willing to try up until now.

"Hey guys. Listen up" – Jeez, now he's doing it!

"Look – that attack today. The Dragoons were really busy today, launching a bunch of probing attacks here and there. In most cases they encountered light if any resistance and fairly quickly retreated back to their dropships. Trick is: In many of those cases there were better targets than some power plant in the middle of nowhere. And that got me thinkin': Maybe the Light Horse, and by extension the FedSuns are defending something else, and it just looks like the target was that power plant.

I'm sure you guys have heard the scuttlebutt about some secret weapons testing facility here on Barlow's End. Let's say that's true. That means that the Dragoons and their snake employers now know that there's something interesting that direction. I'm sure the Light Horse didn't want to say anything to us since we're new and not necessarily trustworthy, but I'm guessing we haven't heard the end of this.

Don't get too comfy – or drunk. I suspect we're going to be busy again pretty soon.

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-03

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

Mission Results

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- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

Mech Status

- Mech Survived
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- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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Additional Rewards

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GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3026-03 Debrief

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-03

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

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Pilot Status

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- Pilot Killed

C-Bill Reward _____ XP Reward _____

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Additional Rewards

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GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3026-03 Debrief

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-03

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

Mission Results

- No more than one Dragoon 'mech escapes (Success)
- No Dragoon 'mechs escape (Bonus Objective) (+100,000 C-Bills)
- More than one Dragoon 'mech escapes (Failure)
- 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

- Wyvern WVE-6N (3,237,415 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4P (3,377,874 C-Bills)
- Vulcan VL-5T (3,558,100 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Falcon FLC-4N (2,249,390 C-Bills)
- Wasp WSP-1A (1,646,640 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)

Additional Rewards

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GM Signature _____ Game Date _____

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Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

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GM Report
Mission 3026-03 - Hold the Line!

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						

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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