

# BATTLETECH™

## MISSIONS



**Mission 3027-02: Good news!**  
**Aberystwyth, Timbuktu Theater, Lyran Commonwealth**  
**March 31, 3027**  
**Pilot Skill: 3-5**

Okay Boys, listen up! Ever since you broke up our recent pirate raid, the locals have been stumbling around in the snow trying to find the rest of the bad guys without any luck. Our best guess is that the bandits have been just as blind and lost as we are.

Fortunately, for us, a local geological survey team spotted something odd on one of their satellite sweeps. It seems like they spotted a large mass of metal in a remote valley, not far from your last skirmish. We managed to scramble a recon drone during a brief lull in the weather, and good news! It looks like we've located the bandit dropship. It's hard to say for sure how many pirates are hanging around to guard it, but they probably can't take off until the storm passes, so we have 'em trapped for now.

If you head on over to Grid Point Delta immediately, you might be able to sneak up on the bad guys, and capture their ride. Who knows? Maybe we can use the information in the nav computer to back track where their base is located. I know, dropships are big and scary and pack a lot of firepower. That's okay, we got you some toys to play with. Turns out the Lyran militia on planet has a trio of aging mobile Thumper artillery batteries. If you'd like, you can spot for them to take shots at the dropship. Be careful, though - if you hit it too hard you won't be able to salvage any goodies they might have inside.

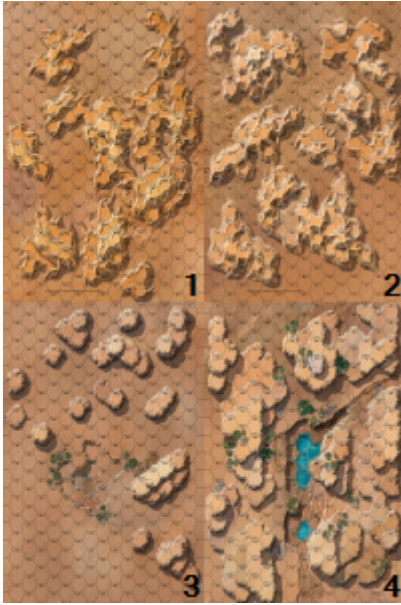
Oh, and one more thing - we're kinda on the clock here. Radar tells us there's a lull in the storm coming pretty soon. If that happens, the pirates will be able to take off, and the Elsie's *really* don't want that happening. They *might* be able to shoot it down (they do have some aerospace assets in system), but that's a risk they'd really prefer not to take.

**Map:** This mission takes place in a mountain valley. Any mountainous maps will work, but make sure that there's a spot big enough for a spheroid dropship (7 hexes) at one end of the map.

Gms should mark 20 hexes as "Deep Snow", including roughly half the spaces around the base of the dropship.

The maps here are Desert Sand Drift 1, Desert Sand Drift 2, Desert Badlands 1 and Desert Badlands 2

Any water hexes are are *Solid Ice*. See Tactical Operations pg. 50.



#### Recommended Maps:

- 1: 2019\_Desert Sand\_Drift\_-1
- 2: 2019\_Desert Sand\_Drift\_-2
- 3: 2019\_Desert Badlands\_-1
- 4: 2019\_Desert Badlands\_-2

**Setup:** The pirates' dropship is in the open area in the north center of the top left map. Any pirate forces that are not marked as reinforcements must be deployed within 10 hexes of the dropship. The PCs enter from any hex along the bottom of the map. The bottom edge of the map counts as the PC's "Home Edge"

**Environment:** Play starts with "Moderate Snowfall", and "Light Gale" weather conditions in effect. (See Tactical Operations, p60, and p62). All passable map hexes count as "Thin Snow" terrain (See Tactical Operations, p52). Beginning on turn 7 the wind elevates to "Moderate Gale" conditions (See Tactical Operations, p62)

#### Special Rules

**Oooh! A Dropship! I've always wanted one of those: (Partially secret!)** The dropship will surrender if the heroes destroy 80% or more of the armor on any of its hit locations, or if its engines or avionics are disabled for any reason. (Check for surrender during the end phase of each turn) Note, however that any in-flight artillery will still hit, and must be resolved before determining the player's victory conditions. The dropship will *only* surrender if there is a non-crippled PC 'mech within 10 hexes with line of sight to the dropship. The pirate ground forces will surrender if they are outnumbered and the dropship has been captured or destroyed. Do not tell the PCs the precise amount of armor damage required, beyond vague terms like "Heavy armor damage".

**Where's that rule again?** Grounded Dropship firing arcs are on Total Warfare pg 250. The hit location table can be found of TW pg. 237

**Not the smoothest landing:** The dropship landed hard when it came down in the storm. Depending on the power level of the players, one or more systems may be disabled, as noted below.

**Nice Toys:** A battery of three thumper artillery pieces is located several kilometers off-board.

This gives the PCs the equivalent of 15 uses of Thumper Artillery Support from BattleMech Manual, pg 78. The difference is that they have a three turn flight time instead of 1 as is the default. The PCs are not required to use the artillery.

**Okay, Okay, we give up!** Play ends when the dropship surrenders or is destroyed, as noted above. If that does not happen before the end of turn 10, friendly aerospace forces arrive on the scene, and finish the ship off, destroying it.

**Wait for us!** In some BV bands, some of the OPFOR will arrive during the scenario as reinforcements for the pirates, arriving from the PC's home edge. These will be marked in the notes for those Battle Values.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Centurion	1	CN9-AL	3039 pg 204	1057	3,395,874
Hunchback	1	HBK-4J	3039 pg 209	1143	3,560,874
Clint	1	CLNT-1-2R	3039 pg 181	707	3,220,280
Panther	1	PNT-9R	3039 pg	769	2,485,710
Firestarter	1	FS9-M	3039 pg 170	798	3,066,525
Vedette Medium Tank	2		3039 pg 112	475	N/A
Orion	1	ON1-V	3039 pg 236	1298	6,774,250
Battlemaster	1	BLR-1G	3039 pg 500	1519	8,501,243
Union DS	1	2708	Hexpack Promo 1	0	N/A

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

### 3000-3500 (3026 Total)

Union DS 2708 (4/5), Vedette Medium Tank (4/5) (x2), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The hard landing damaged the dropship's loading mechanisms. It can only fire one of its LRM20's per turn, not all four. Deep snow piled against the hull also prevents it from firing its aft-side lasers.

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

### 3500-4000 (3566 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The hard landing damaged the dropship's loading mechanisms. It can only fire one of its LRM20's per turn, not all four. Deep snow piled against the hull also prevents it from firing its aft-side lasers.

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

### 4000-4500 (3566 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

### 4500-5000 (3718 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Hunchback HBK-4J

(4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**5000-5500 (4193 Total)**

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**5500-6000 (4235 Total)**

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**6000-6500 (4623 Total)**

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**6500-7000 (5250 Total)**

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**7000-7500 (6048 Total)**

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Firestarter FS9-M (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**7500-8000 (6386 Total)**

Union DS 2708 (4/5), Centurion CN9-AL (3/4), Panther PNT-9R (3/4), Firestarter FS9-M (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Vedette Medium Tank (4/5), Vedette Medium Tank (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**8000-8500 (6717 Total)**

Union DS 2708 (4/5), Orion ON1-V (3/4), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Centurion CN9-AL (4/5), Panther PNT-9R (4/5), Vedette Medium Tank (4/5), Vedette Medium Tank (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**8500-9000 (7321 Total)**

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Battlemaster BLR-1G (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (4/5), Firestarter FS9-M (4/5), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**9000-9500 (7876 Total)**

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Battlemaster BLR-1G (3/4), Orion ON1-V (4/5), Centurion CN9-AL (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**9500-10000 (8327 Total)**

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (4/5), Battlemaster BLR-1G (3/4), Orion ON1-V (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

**Mission Objectives:** The PCs win the game if they can disable or destroy the dropship before it can take off. They get the mission bonus if they are able to force the dropship to surrender (See special rules)

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Destroy the dropship, or force it to surrender	350,000	250,000	100,000
Capture the dropship before time runs out	+100,000	+100,000	+100,000
The Lyrans are forced to destroy the dropship themselves	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Destroy the dropship, or force it to surrender	15	5
The Lyrans are forced to destroy the dropship themselves	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

**Additional Rewards****Hold full of Booty:**

The hold of the pirate dropship was full of partially wrecked Battlemechs. If you captured the dropship, you also unlock the following 'mechs:

Firestarter FS9-M "Mirage" (3,065,175 C-Bills)

Vindicator VND-1R (3,137,583 C-Bills)

Marauder MAD-3M (6,291,250 C-Bills)

**Bringing the Boom:** 

You are experienced working with artillery. Once per game, you may check a box next to this bonus and pay 10,000 C-Bills to get a one-time sniper artillery strike in a future scenario. The shot targets any hex you choose, with a 1-turn flight delay and hits on a 5+. You may only use this in a scenario where there are other friendly units on-planet.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Centurion CN9-AL**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **50**

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

Era: **Succession Wars**

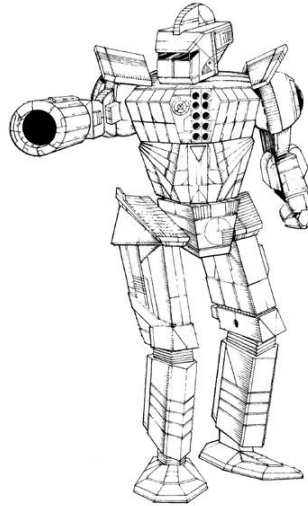
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



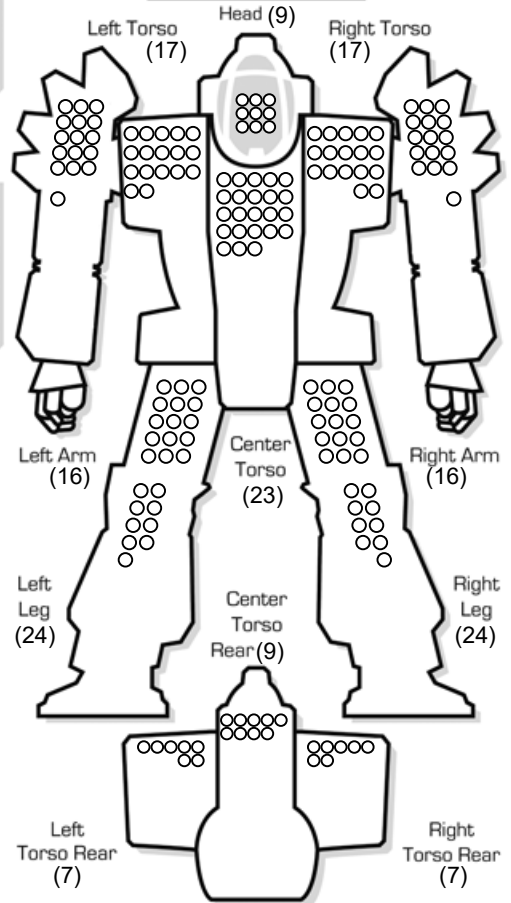
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	LRM 10	LT	4	1/Msl, C5/10	6	7	14	21
				[M.C.S]				
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9

Cost: 3,395,874 CBills

BV: 1057

### 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 Large Laser
- Large Laser
- Small Laser

#### 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

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

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

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 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

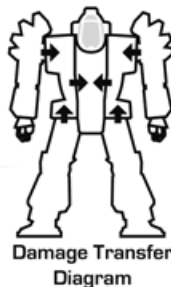
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

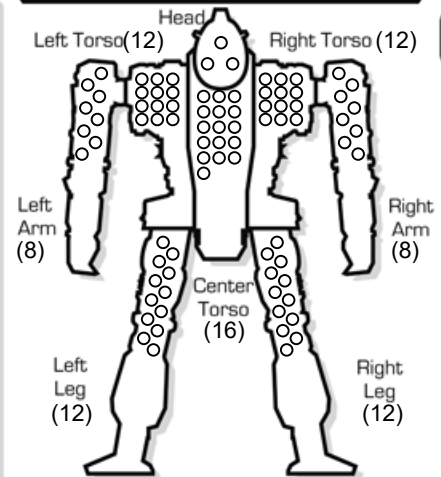
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

Heat Scale

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



# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Clint CLNT-1-2R**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

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

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

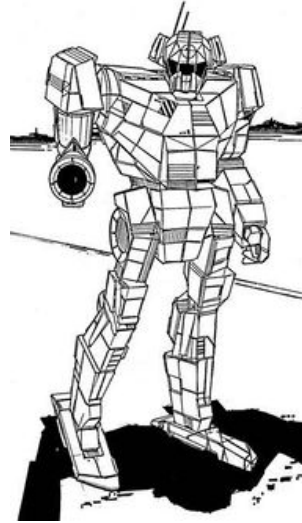
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

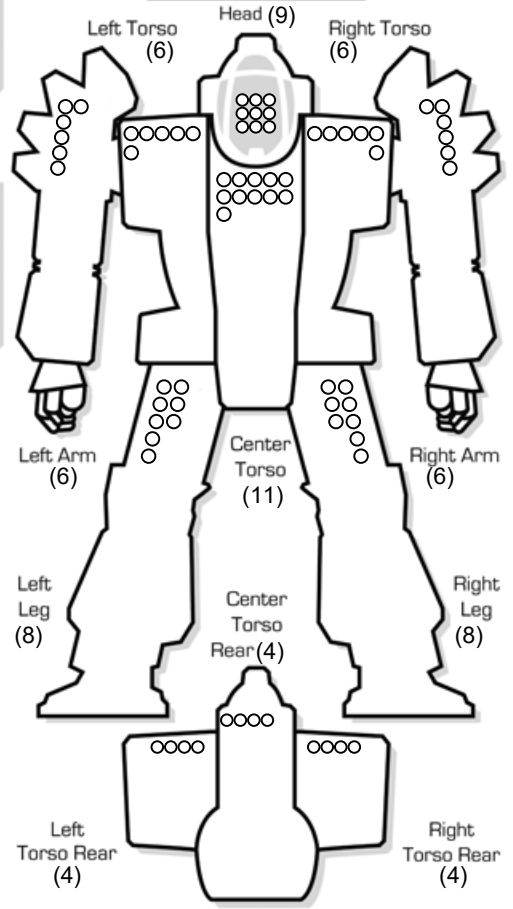
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	[DB,S] 5[DE]	-	3	6	9

Cost: 3,220,280 CBills

BV: 707



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

#### Left Torso

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

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

#### Right Torso

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

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

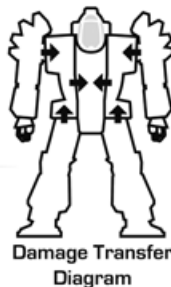
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

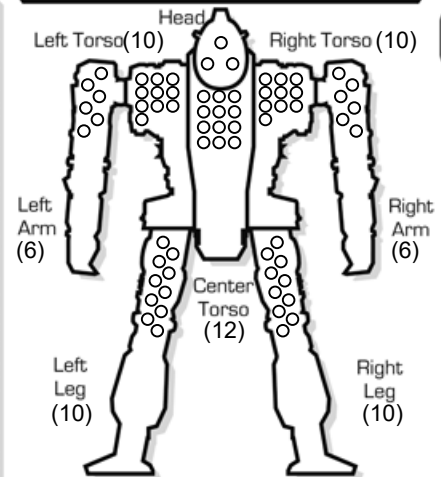
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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20*
19*
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5*
4
3
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1
0

# 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:

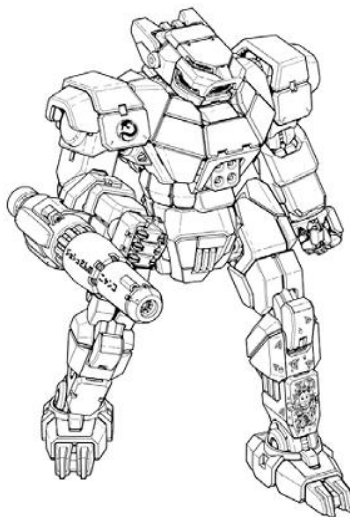
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

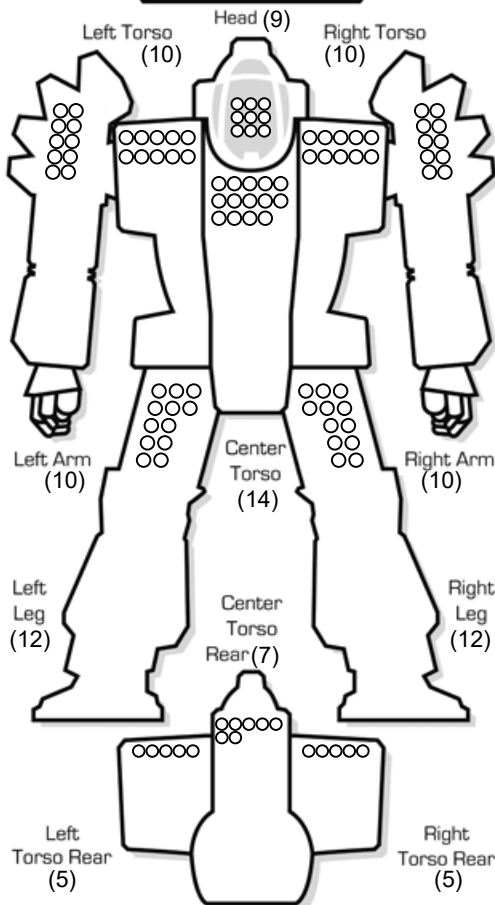
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl, C2/4 [M.C.S]	-	3	6	9

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

1-3

#### Left Torso

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

1-3

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

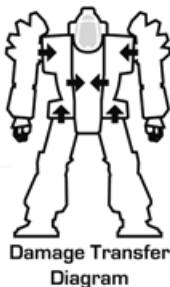
4-6

#### Left Leg

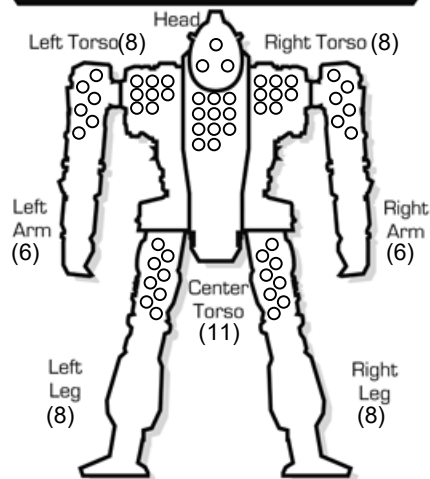
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### 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

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



# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank

**Movement Points:** **Tonnage:** 50  
**Cruising:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 (Intro)  
**Movement Type:** Tracked **Era:** Succession Wars  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	1	2	3	
1	AC/5	T	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 200, [AC/5] 20

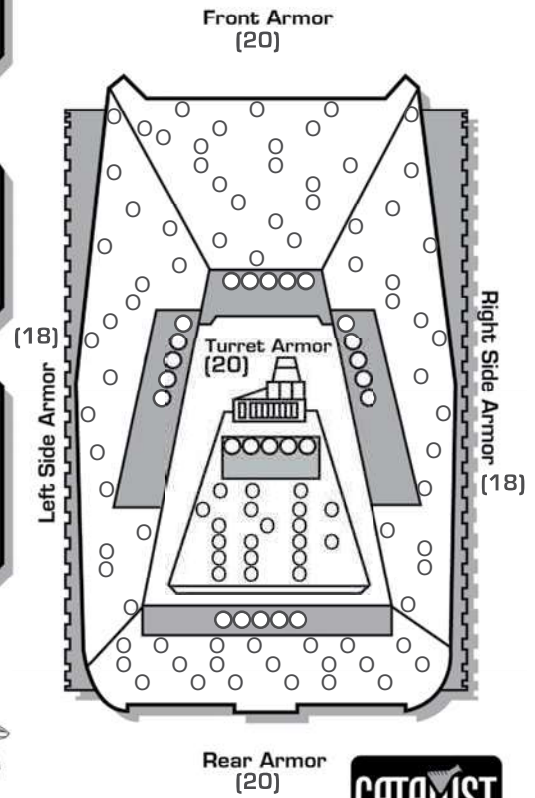
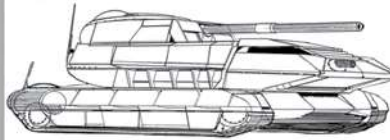
**Cost:** **BV:** 475

#### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Vedette Medium Tank

**Movement Points:** **Tonnage:** 50  
**Cruising:** 5 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 8 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	1	2	3	
1	AC/5	T	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 200, [AC/5] 20

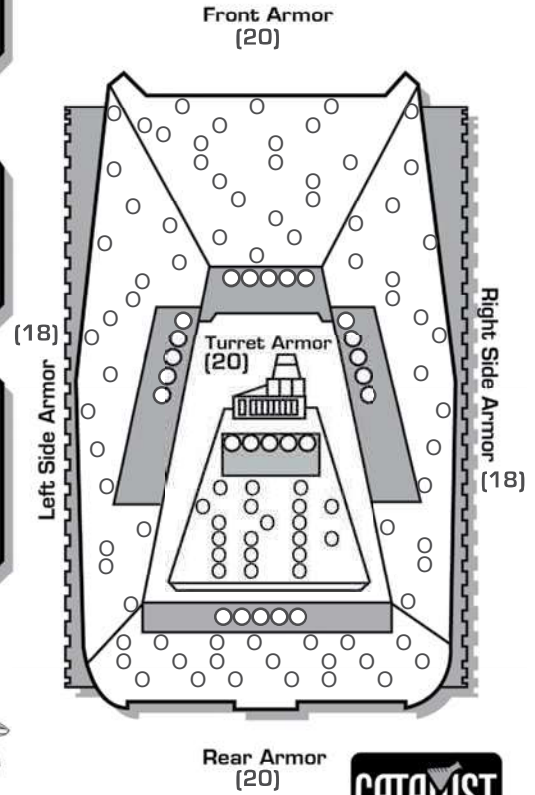
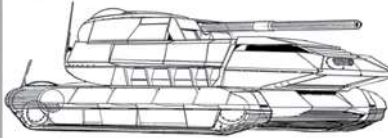
**Cost:** **BV:** 475

### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit**  +1 **Driver Hit**  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3  
**Stabilizers**  
**Front**  **Left**  **Right**   
**Rear**  **Turret**



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

## MOTIVE SYSTEM DAMAGE TABLE

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

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

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Orion ON1-V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

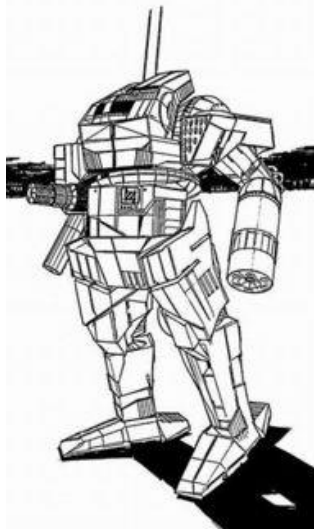
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

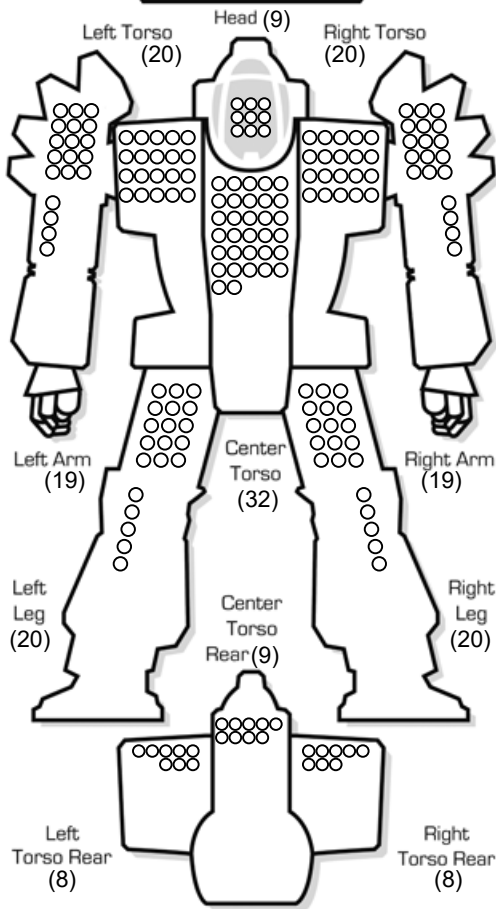
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/[Msl,C2/4 [M.C.S]	-	3	6	9
1	SRM 4	RA	3	2/[Msl,C2/4 [M.C.S]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/[Msl,C5/15 [M.C.S]	6	7	14	21

Cost: 6,774,250 CBills

BV: 1298



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

1-3

4-6

#### Head

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

#### Center Torso

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

1-3

4-6

#### Left Torso

- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- SRM 4 Ammo (25)

1-3

4-6

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

1-3

4-6

#### Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

1-3

4-6

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

4-6

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



Damage Transfer Diagram

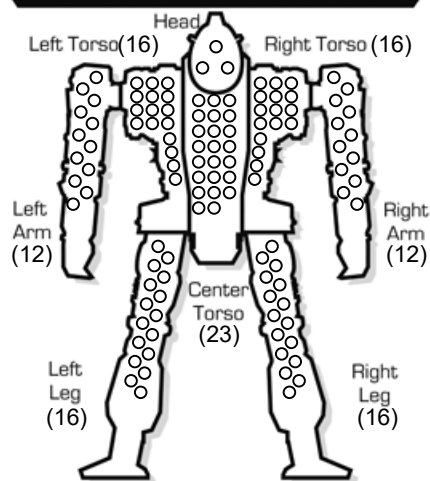
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Battlemaster BLR-1G**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **85**

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)

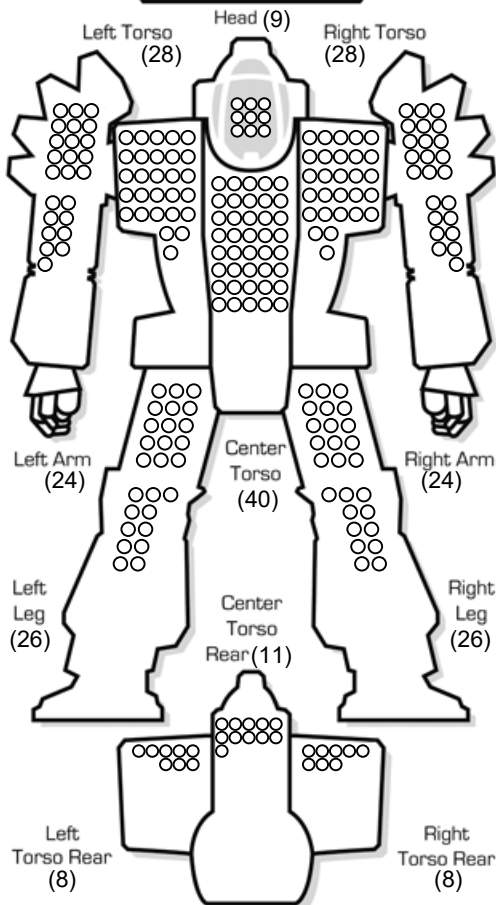
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	SRM 6	LT	4	2 [Msl,C2/6 [M.C.S]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
1	Medium Laser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

Cost: 8,501,243 CBills

BV: 1519



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### 1-3

#### 4-6

#### 1-3

#### 4-6

#### Left Torso

- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Medium Laser (R)
- Machine Gun Ammo (200)

#### 1-3

#### 4-6

#### 1. Gyro

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

#### Right Torso

- Heat Sink
- Medium Laser
- Medium Laser
- 1-3 Medium Laser (R)
- Roll Again
- Roll Again

#### 1-3

#### 4-6

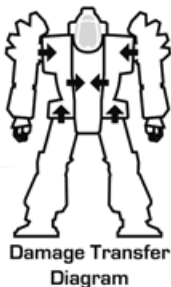
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

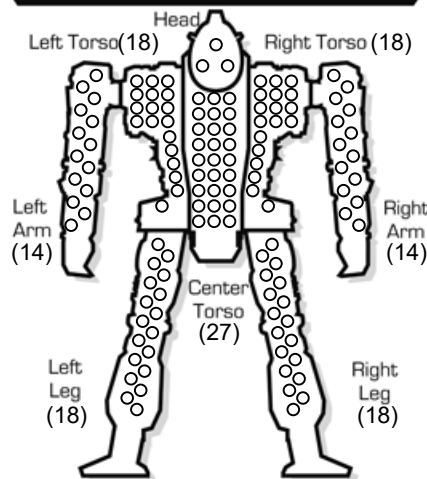
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

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



### 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: 18 (18) 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	○ ○ ○ ○ ○ ○

# BATTLETECH

Nose Damage Threshold  
(Total Armor)  
18 (180)

## ARMOR DIAGRAM

Standard Scale

### SPHEROID DROPSHIP RECORD SHEET

#### DROPSHIP DATA

Type: Union (2708)

Name: **Tonnage:** 3600  
**Thrust:** **Tech Base:** Inner Sphere  
**Safe Thrust:** 3 **(Intro)**  
**Maximum Thrust:** 5 **Year:** 2708  
**Fighters/Small Craft:** 2 / 0 **Launch Rate:** 4 / 0

#### Weapons & Equipment Inventory

Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
1 PPC	N	10	1 [10]	1 [10]	—	—	
2 AC/5	N	2	1 [10]	1 [10]	—	—	
[20 rmds]							
2 LRM 20	N	12	2 [24]	2 [24]	2 [24]	—	
[24 misl]							
2 Medium Laser	N	6	1 [10]	—	—	—	
1 PPC	FL/FR	10	1 [10]	1 [10]	—	—	
2 AC/5	FL/FR	2	1 [10]	1 [10]	—	—	
[40 rmds]							
2 LRM 20	FL/FR	12	2 [24]	2 [24]	2 [24]	—	
[24 misl]							
1 Large Laser	FL/FR	8	0 [8]	0 [8]	—	—	
2 Medium Laser	FL/FR	6	1 [10]	—	—	—	
1 Large Laser	AL/AR	8	0 [8]	0 [8]	—	—	
2 Medium Laser	AL/AR	6	1 [10]	—	—	—	
1 Large Laser	A	8	0 [8]	0 [8]	—	—	
2 Medium Laser	A	6	1 [10]	—	—	—	

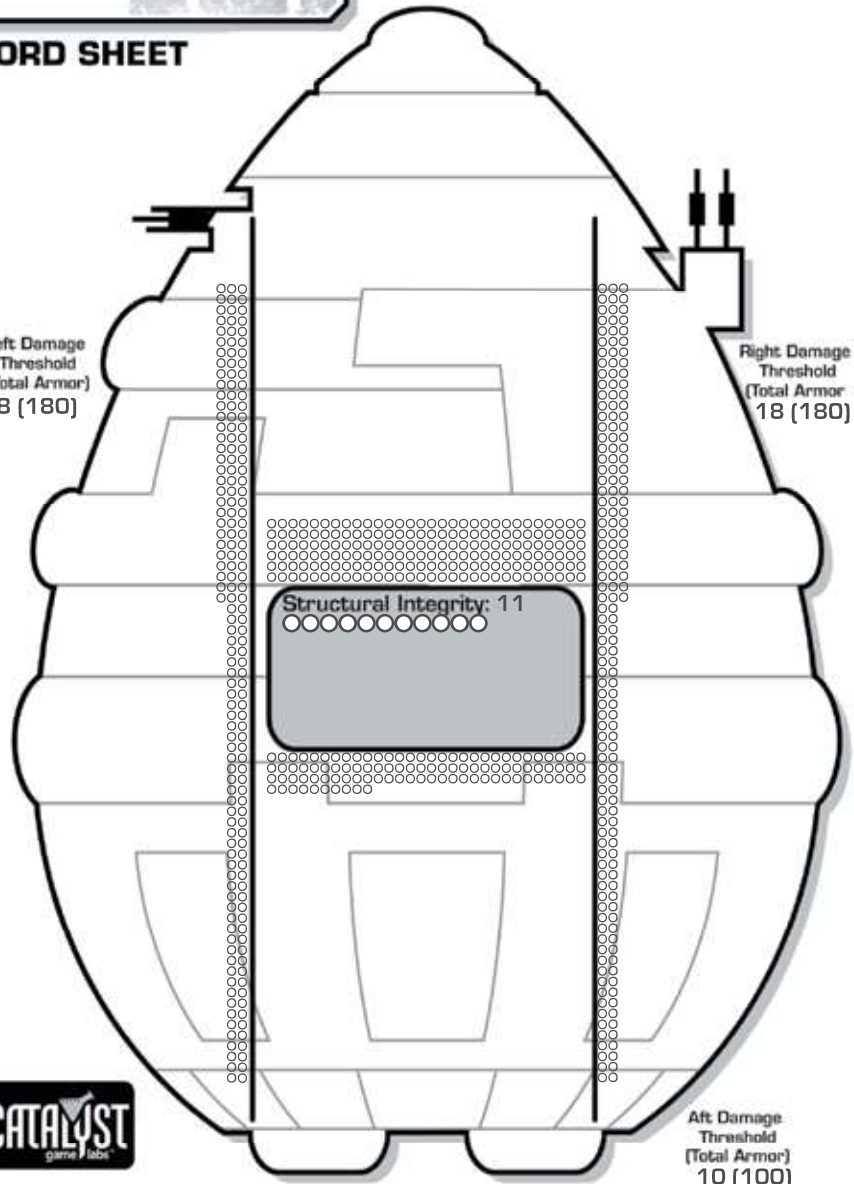
#### Cargo:

Mech - 4 units (2 doors)  
 Mech - 8 units (2 doors)  
 Aerospace Fighter Bay - 2 units (2 doors)  
 Cargo Space - 74.50 tons (2 doors)

Cost: **BV:** 3,962

Left Damage Threshold  
(Total Armor)  
18 (180)

Right Damage Threshold  
(Total Armor)  
18 (180)



Aft Damage Threshold  
(Total Armor)  
10 (100)

#### CREW DATA

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

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42 Marines: 0  
 Passengers: 0  
 Other: 0 Battle Armor: 0  
 Life Boats/Escape Pods: 0/7

#### CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

#### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

#### HEAT DATA

Heat Sinks:	Heat Generation Per Arc	
90 (90)	Nose: 30	Aft: 14
Single	Fore-Left: 38	Aft-Left: 14
	Fore-Right: 38	Aft-Right: 14

# BATTLETECH™



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

**Mission: 3027-02**

**Good news!**

**Aberystwyth, Timbuktu Theater, Lyran Commonwealth**

**March 31, 3027**

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- Capture the dropship before time runs out (+100,000 C-Bills)
- The Lyrans are forced to destroy the dropship themselves
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

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

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**Good news!**

**Aberystwyth, Timbuktu Theater, Lyran Commonwealth**

**March 31, 3027**

By the time salvage and recovery teams move in to claim what's left of the pirate dropship, the storm has died down completely. It would really be pretty out here, if it weren't such a miserable, pirate-infested backwater. Naturally, the Major called you in for a quick debrief before you even got a chance to shower:

“Great work! The local intel team is already pouring over data they managed to pull from the pirate's nav computers, or what's left of them after the battle. It seems the pirates tried to erase as much as they could – and that was before the shooting started!

Regardless, The Lyans are assuring us that they'll have the nav data cracked before long, and will get back to us when they do. In the meantime, there's the small matter of hunting down the pirates we didn't catch in the first raid. They're stuck here now, and they know it. We need to get back out there and hunt them down before they can go to ground, or cause more trouble. Who's ready for round 3?

**GM Report**  
**Mission 3027-02 - Good news!**

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**

- Centurion CN9-AL (3,395,874 C-Bills)
- Hunchback HBK-4J (3,560,874 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Firestarter FS9-M (3,066,525 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Battlemaster BLR-1G (8,501,243 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