

BATTLETECH™

MISSIONS



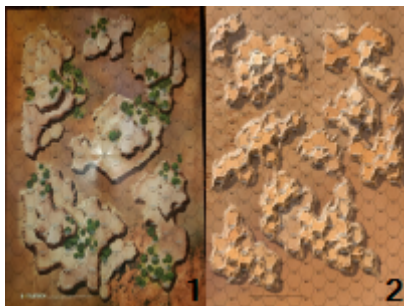
Mission 3027-03: Taking out the Trash
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
April 2, 3027
Pilot Skill: 3-5

Okay Boys, listen up! Henrik is sifting through the intel contained in the navigational logs of the pirate dropship you worked over. It sounds like he's close to figuring out where to find their base so we can be done with this mess, and move on to more exciting things.

In the meantime, the local authorities have tracked down the last of the pirates on the ground, and I'd hate for you to get bored twiddling your thumbs while you wait for that nav data. Before we pack up to who knows where, head out to grid point kappa, and see if you can capture or kill the pirate leader, and finish off the pirate threat on Aberystwyth before we go. Just remember: Those pirates are cut off, cornered, and have had at least a few hours to dig in, so be prepared for anything!

Oh yeah. It turns out the local government is offering a bounty for each additional pirate you can get rid of. Big money's on the boss, but what they're payin' for other pirate scalps should pay for at least a couple of rounds of drinks. Have fun out there!

Map: This mission takes place in a mountain valley. For most player groups, any two hilly/mountainous maps arranged long edge to long edge will do. If the total player BV is 4000 or less, make sure there are viable paths for conventional vehicles to cross the battlefield.



Recommended Maps:

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

Setup: Designate one map edge as the players' home edge. Before play begins, place the pirates in any location on the map opposite the player's home edge.

If the total BV of the player team is above 5000 the pirate Commando battlemech starts out hidden, and should be deployed using the hidden unit rules (See total Warfare, pg. 259). At 8000 BV and above the hidden unit changes to a Vulcan.

The pirates have dug in, after a fashion, and deployed a series of improvised minefields onto the battlefield. Before play begins, secretly designate hexes on the pirate half of the map as conventional minefields (See Tactical Operations - Advanced Rules, pg. 176). The number and strength of these minefields varies by player tier. Alternatively, use the Minefield Battlefield Support from BMM pg. 79.

When play begins, the players enter through their home map edge. Player 'mechs may withdraw by exiting through that map edge. If the players have any militia reinforcements (see below), they enter with the players.

Reinforcements: Depending on the total BV of the player team, they may receive limited conventional support from the local militia. If possible, have the players control these forces in the game.

Special Rules

John "Smiley" O'Rourke: The Thunderbolt in this scenario is piloted by the pirate leader, Smiley O'Rourke.

It's Dangerous to go alone. Take this: In some of the lower BV Bands, the Lyrans have loaned the PCs a tank or two to help out.

Luck O' the Irish (Secret, don't tell players): Smiley has the same base statistics at all tiers of the scenario. In addition to his 'mech and piloting skills, he has the following pilot abilities, which he can use during the game (once each): Edge, Bull Rush. "Edge" should only be used to avoid ending the game with a fluke player victory during the first two hours of gameplay.

Screw you guys, I'm out! (Secret, don't tell players): Smiley is dug in and happy to stay in his little bivouac. However, if at least two of his escorts have been destroyed or crippled, he will attempt to flee off the players' home edge.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Thunderbolt	1	TDR-5S	3039 pg 483	1335	5,413,759
Stalker	1	STK-3F	3039 pg 256	1559	7,463,825
Orion	1	ON1-VA	3039 pg 237	1328	6,436,500
Archer	1	ARC-2R	3039 pg 487	1477	6,384,973
Catapult	1	CPLT-C1	3039 pg 228	1399	5,790,124
Wolverine	1	WVR-6R	3039 pg 469	1101	4,827,682
Trebuchet	1	TBT-5N	3039 pg 214	1191	4,293,500
Hermes II	1	HER-2S	3039 pg 186	784	3,165,680
Vulcan	1	VLT-5T	3039 pg 189	942	3,558,100
Commando	1	COM-2D	3039 pg 158	541	1,891,250
Hunter Light Tank	1		3039 pg. 72	648	N/A
Hetzer Wheeled Assault Gun	1	AC/10	3039 pg. 92	536	N/A

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

3000-3500 (4346 Total)

Thunderbolt TDR-5S (3/4), Commando COM-2D (4/5), Wolverine WVR-6R (4/5), Vulcan VLT-5T (4/5)

The local militia has loaned the PCs a Hunter Light Tank and a Hetzer Wheeled Assault Gun (AC/10) to aid in their mission.

3500-4000 (4346 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (4/5), Commando COM-2D (4/5), Vulcan VLT-5T

(4/5)

The local militia has loaned the PCs a Hunter Light Tank to aid in their mission.

4000-4500 (4048 Total)

Trebuchet TBT-5N (3/4), Commando COM-2D (3/4), Thunderbolt TDR-5S (3/4)

Mines: 4 Hexes, 10 Points (Light Density)

4500-5000 (4529 Total)

Thunderbolt TDR-5S (3/4), Trebuchet TBT-5N (4/5), Hermes II HER-2S (3/4), Commando COM-2D (4/5)

Mines: 4 Hexes, 10-point clusters (Light Density)

5000-5500 (4947 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Commando COM-2D (4/5)

Mines: 6 Hexes, 10-point clusters (Light Density)

The Commando begins the game hidden

5500-6000 (5379 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (4/5), Trebuchet TBT-5N (4/5), Hermes II HER-2S (4/5), Commando COM-2D (4/5)

Mines: 8 Hexes, 10-Point clusters (Light Density)

The Commando begins the game hidden

6000-6500 (5982 Total)

Thunderbolt TDR-5S (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Hermes II HER-2S (3/4), Commando COM-2D (4/5)

Mines: 8 Hexes, 10-point clusters (Light Density)

The Commando begins the game hidden

6500-7000 (6482 Total)

Thunderbolt TDR-5S (3/4), Catapult CPLT-C1 (4/5), Trebuchet TBT-5N (3/4), Hermes II HER-2S (3/4), Commando COM-2D (3/4)

Mines: 10 Hexes, 10-point clusters (Light Density)

The Commando begins the game hidden

7000-7500 (6967 Total)

Thunderbolt TDR-5S (3/4), Catapult CPLT-C1 (3/4), Wolverine WVR-6R (3/4), Trebuchet TBT-5N (4/5), Commando COM-2D (3/4)

Mines: 10 Hexes, 10-point clusters (Light Density)

The Commando begins the game hidden

7500-8000 (7553 Total)

Thunderbolt TDR-5S (3/4), Orion ON1-VA (3/4), Archer ARC-2R (4/5), Catapult CPLT-C1 (3/4), Commando COM-2D (3/4)

Mines: 8 Hexes, 10-point clusters (Light Density)

The Commando begins the game hidden

Smiley O'Rourke gains the Lucky SPA

8000-8500 (8361 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (4/5), Archer ARC-2R (3/4), Catapult CPLT-C1 (3/4), Vulcan VLT-5T (3/4)

Mines: 8 Hexes, 20-Point clusters (Medium Density)

The Vulcan begins the game hidden
Smiley O'Rourke gains the lucky SPA

8500-9000 (8860 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Archer ARC-2R (3/4), Catapult CPLT-C1 (3/4),
Vulcan VLT-5T (3/4)

Mines: 8 Hexes, 20-Point clusters (Medium Density)

The Vulcan begins the game hidden
Smiley O'Rourke gains the lucky PSA

9000-9500 (9401 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Archer ARC-2R (3/4), Vulcan VLT-5T (3/4),
Catapult CPLT-C1 (3/4), Commando COM-2D (4/5)

Mines: 10 Hexes, 20-Point clusters (Medium Density)

The Vulcan begins the game hidden
Smiley O'Rourke gains the lucky PSA

9500-10000 (9867 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Orion ON1-VA (3/4), Archer ARC-2R (3/4),
Vulcan VLT-5T (3/4), Wolverine WVR-6R (4/5)

Mines 12 Hexes, 20 Point clusters (Medium Density)

The Vulcan begins the game hidden
Smiley gains the Lucky PSA

10000-10500 (10408 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Orion ON1-VA (3/4), Archer ARC-2R (3/4),
Vulcan VLT-5T (3/4), Wolverine WVR-6R (4/5), Commando COM-2D (4/5)

Mines 12 Hexes, 20 Point clusters (Medium Density)

The Vulcan begins the game hidden
Smiley gains the Lucky PSA

10500-11000 (10933 Total)

Thunderbolt TDR-5S (3/4), Stalker STK-3F (3/4), Orion ON1-VA (3/4), Archer ARC-2R (3/4),
Vulcan VLT-5T (3/4), Wolverine WVR-6R (3/4), Commando COM-2D (3/4)

Mines 10 Hexes, 30 Point clusters (Heavy Density)

The Vulcan begins the game hidden
Smiley gains the Lucky PSA

Mission Objectives: The heroes win if they capture or kill Smiley O'Rourke.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Capture or kill Smiley O'Rourke	350,000	250,000	100,000
Each additional Pirate 'mech destroyed (each)	25,000	25,000	25,000
Smiley O'Rourke escapes or All PCs are destroyed or retreat	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Capture or kill Smiley O'Rourke	15	5
Smiley O'Rourke escapes or All PCs are destroyed or retreat	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

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
(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)

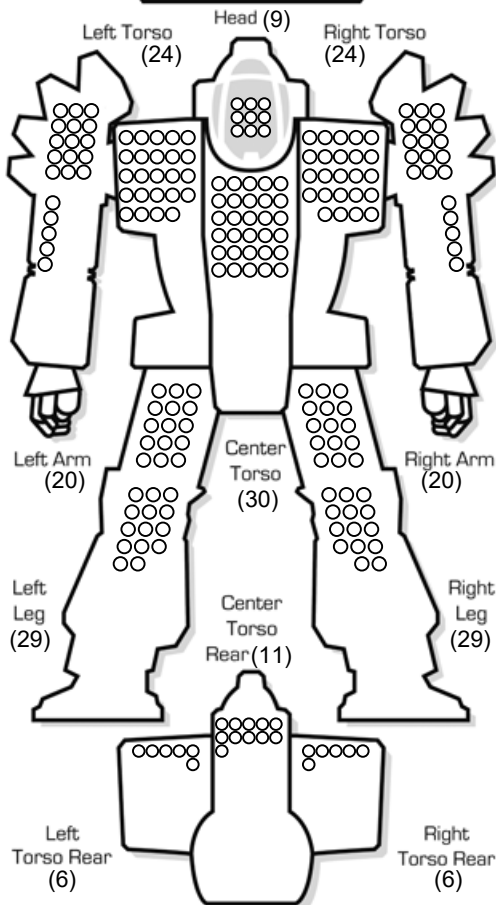
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2[Msl,C2/2 [M.C.S]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	RT	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
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun
- Machine Gun Ammo (200)
- Roll Again
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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
- Large Laser
- Large Laser
- 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

Right Torso

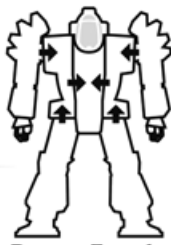
- SRM 2
- SRM 2 Ammo (50)
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

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



Damage Transfer Diagram

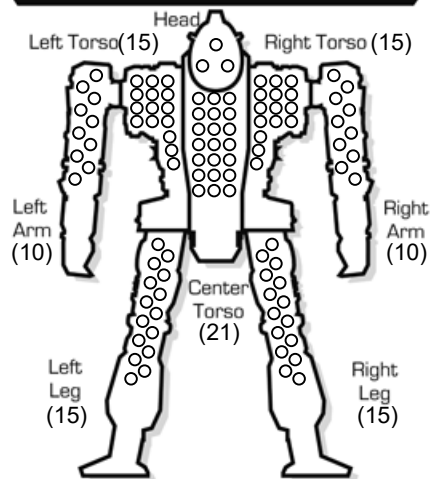
Left Leg

- 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: 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

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: **Stalker STK-3F**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **85**

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

Era: **Star League**

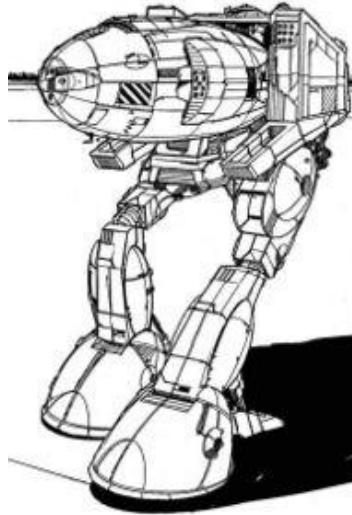
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



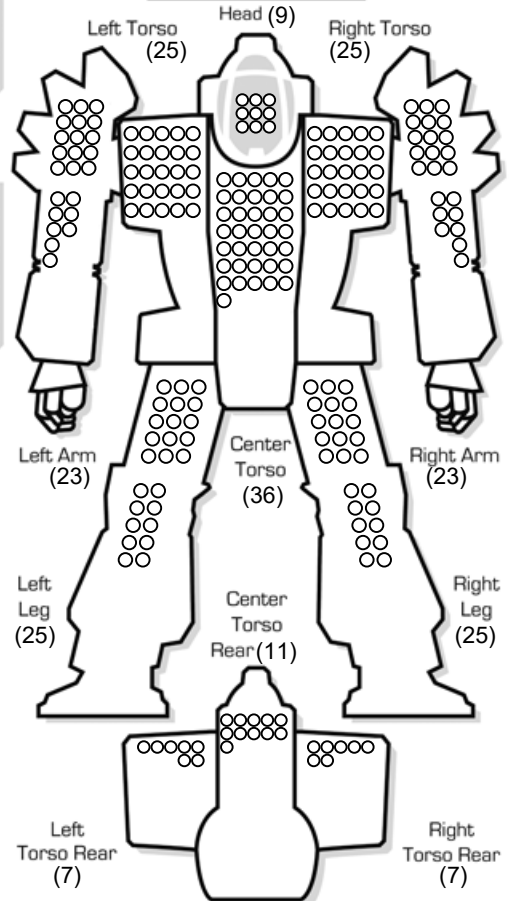
Weapons & Equipment Inventory (hexes)

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

Cost: 7,463,825 CBills

BV: 1559

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

Center Torso

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

1-3

Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6 Ammo (15)

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

4-6

Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6 Ammo (15)

1-3

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

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

4-6

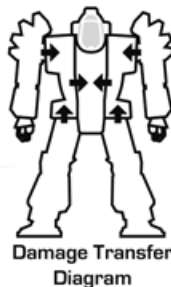
Left Leg

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

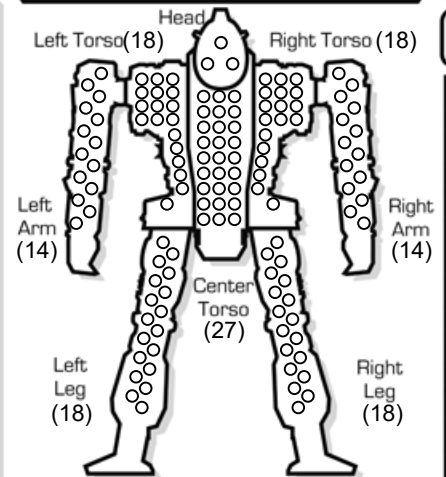
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (20) 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: Orion ON1-VA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

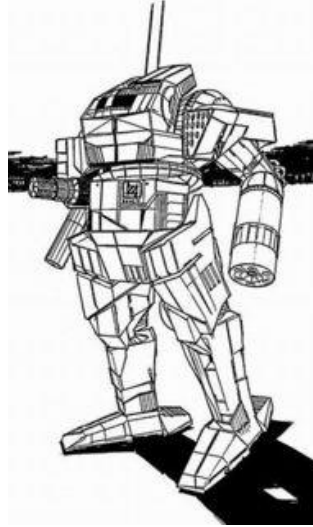
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

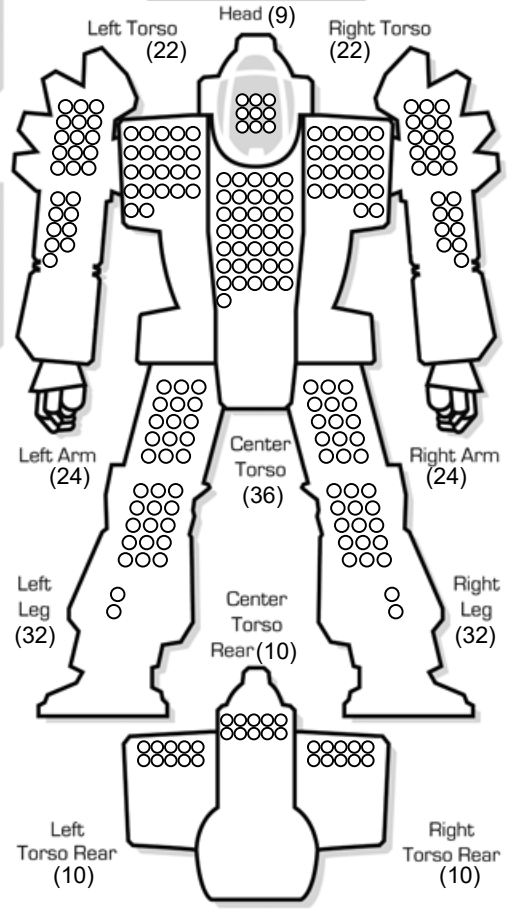
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 4	RA	3	2/[MSI,C2/4]	-	3	6	9
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	SRM 4	LA	3	2/[MSI,C2/4]	-	3	6	9
				[M,C,S]				

Cost: 6,436,500 CBills

BV: 1328



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- 5 SRM 4
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- 5 SRM 4
- Roll Again

Center Torso

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

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

Left Torso

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

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

Right Torso

- 1-3 Autocannon/10
- 2 Autocannon/10
- 3 Autocannon/10
- 4 Autocannon/10
- 5 Autocannon/10
- 6 Autocannon/10

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

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

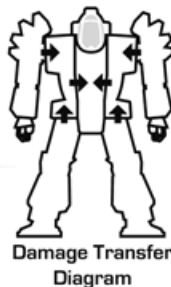
- 1-3 Autocannon/10
- 2 AC/10 Ammo (10)
- 3 AC/10 Ammo (10)
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

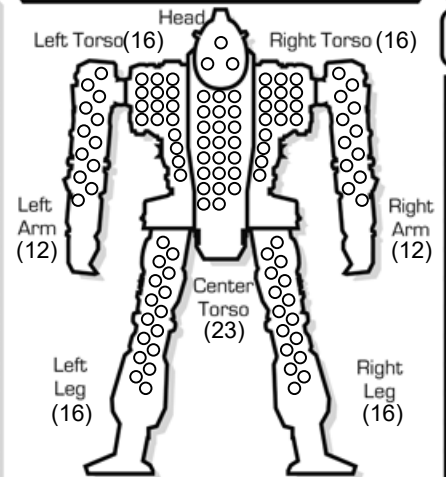
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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: Archer ARC-2R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

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)

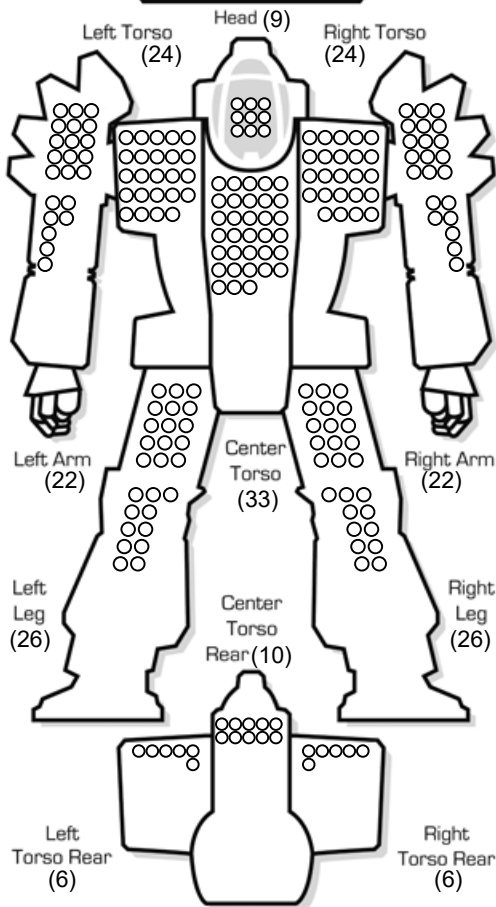
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LT	6	1[Msl,C5/20 [M.C.S]	6	7	14	21
1	LRM 20	RT	6	1[Msl,C5/20 [M.C.S]	6	7	14	21
1	Medium Laser (R)	CT	3	5[DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5[DE]	-	3	6	9
1	Medium Laser	RA	3	5[DE]	-	3	6	9
1	Medium Laser	LA	3	5[DE]	-	3	6	9

Cost: 6,384,973 CBills

BV: 1477



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

1-3

Right Arm

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

4-6

Center Torso

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

1-3

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20 Ammo (6)

1-3

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20 Ammo (6)

1-3

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

4-6

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

- LRM 20 Ammo (6)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

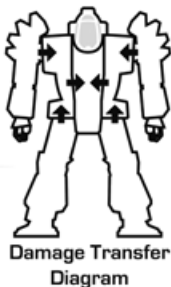
4-6

Left Leg

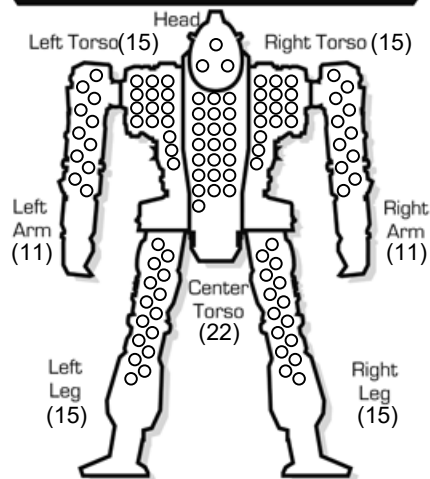
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



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: Catapult CPLT-C1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

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)

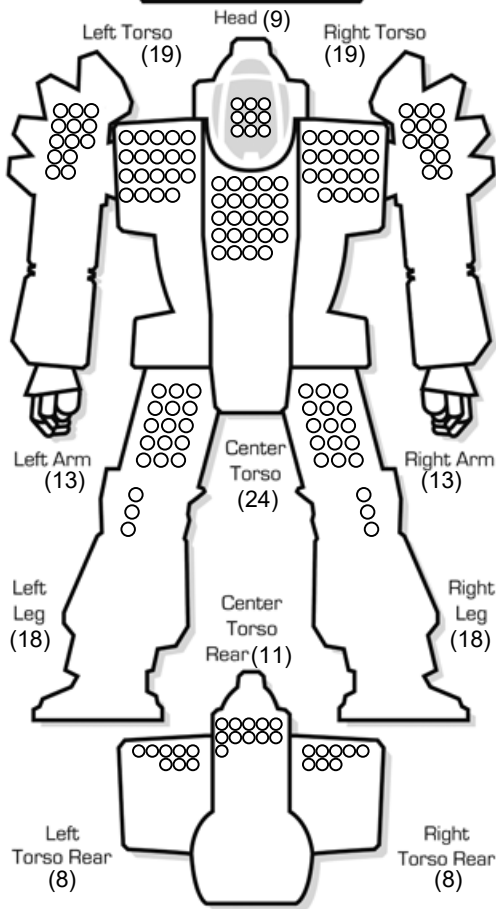
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	LT	3	5[DE]	-	3	6	9
1	Medium Laser	RT	3	5[DE]	-	3	6	9

Cost: 5,790,124 CBills

BV: 1399



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

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

Left Torso

- JumpJets
- JumpJets
- Medium Laser
- LRM 15 Ammo (8)
- 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
- Heat Sink

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

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

Right Torso

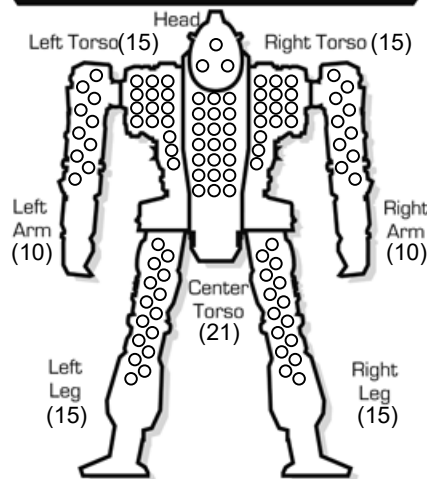
- JumpJets
- JumpJets
- Medium Laser
- LRM 15 Ammo (8)
- Roll Again
- Roll Again

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

Right Leg

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolverine WVR-6R**

Movement Points: **Tonnage: 55**
 Walking: **5** Tech Base: Inner Sphere (Intro)
 Running: **8** Era: Star League
 Jumping: **5**

Weapons & Equipment Inventory (hexes)

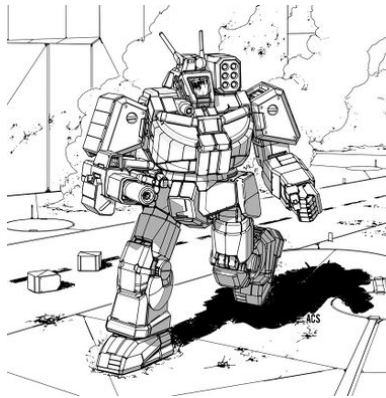
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/[MSI,C2/6]	-	3	6	9
				[M,C,S]				

Cost: 4,827,682 CBills BV: 1101

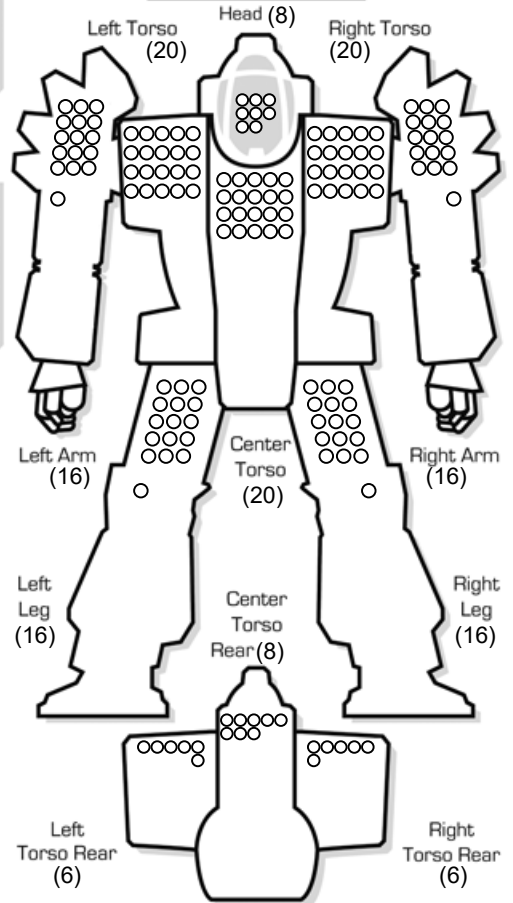
WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

- Heat Sink
- Roll Again
- Roll Again
- 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

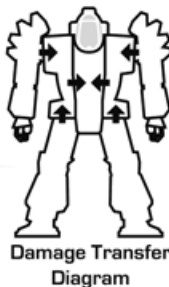
4-6

Left Leg

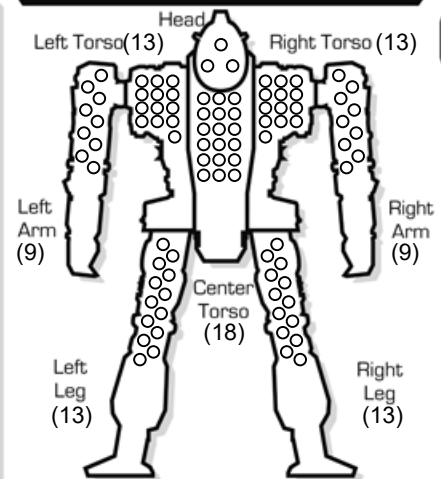
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
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20*
19*
18*
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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: **Trebuchet TBT-5N**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **50**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

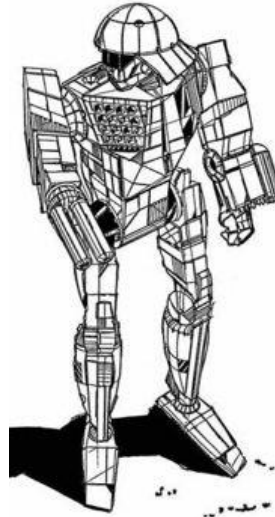
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

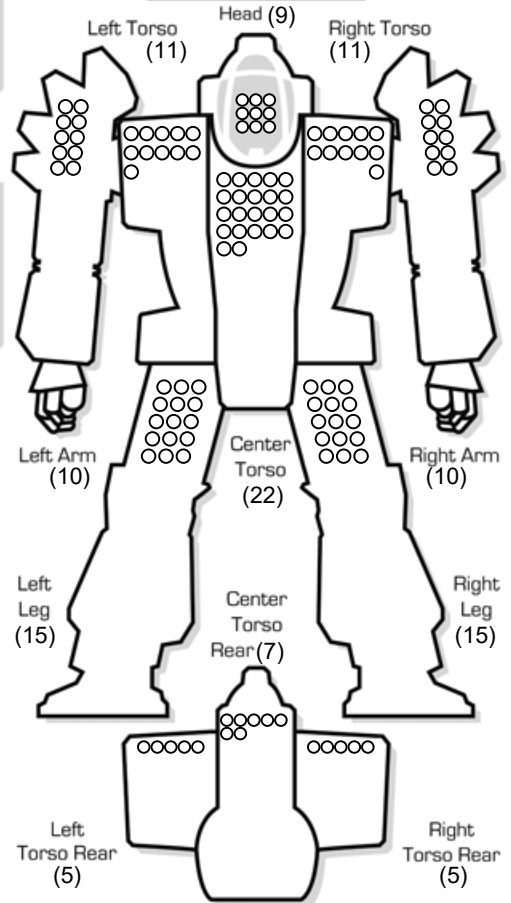
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

Cost: 4,293,500 CBills

BV: 1191



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
- LRM 15

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- LRM 15 Ammo (8)
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Right Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- LRM 15 Ammo (8)
- Roll Again
- Roll Again

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

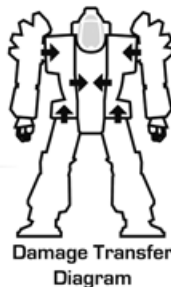
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

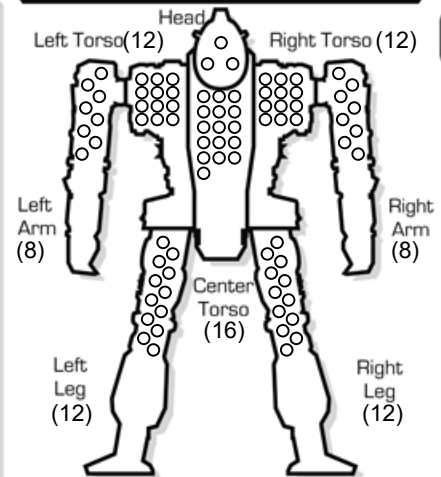
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT 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

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: **Hermes II HER-2S**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

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



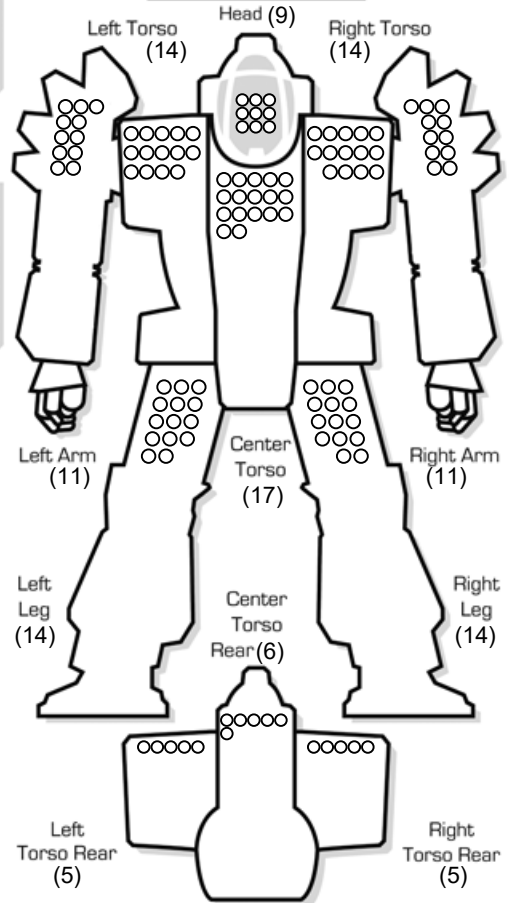
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	RA	3	5 [DE, H, AI]	-	3	6	9
1	Autocannon/5	RT	1	5 [DB, S]	3	6	12	18

Cost: 3,165,680 CBills

BV: 784

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

- Heat Sink
- AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again
6. Roll Again

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

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

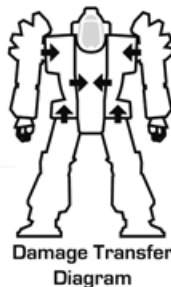
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Leg

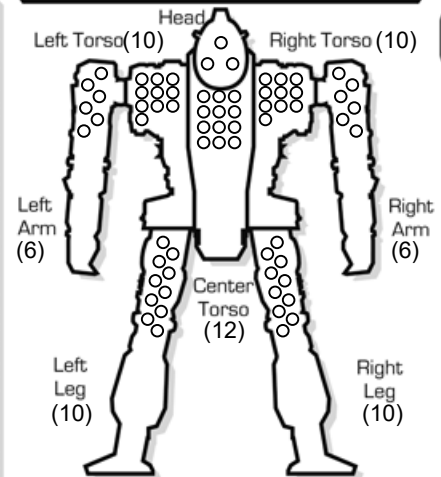
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Vulcan VLT-5T**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **6**

Tonnage: **40**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

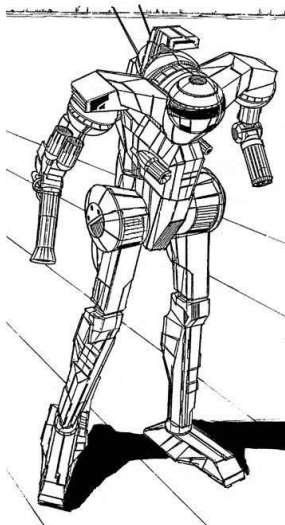
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

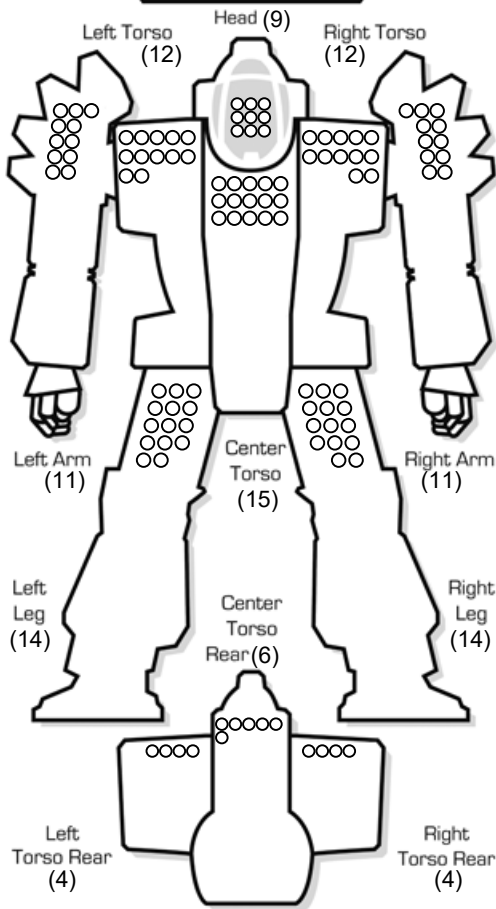
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 3,558,100 CBills

BV: 942



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- 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
- Flamer
- Roll Again
- Roll Again

4-6

Center Torso

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

1-3

Left Torso

- JumpJets
- JumpJets
- Medium Laser
- Machine Gun Ammo (200)
- Roll Again
- Roll Again

1-3

4-6

Right Torso

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

1-3

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

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

4-6

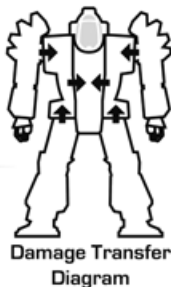
Left Leg

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

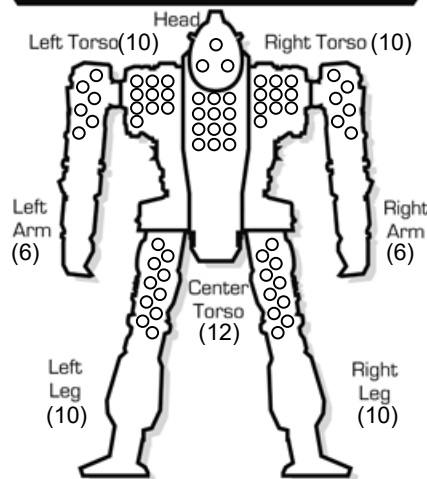
Right Leg

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

4-6



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: **Commando COM-2D**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: 25

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

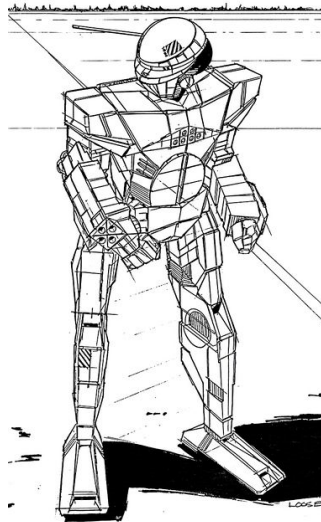
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



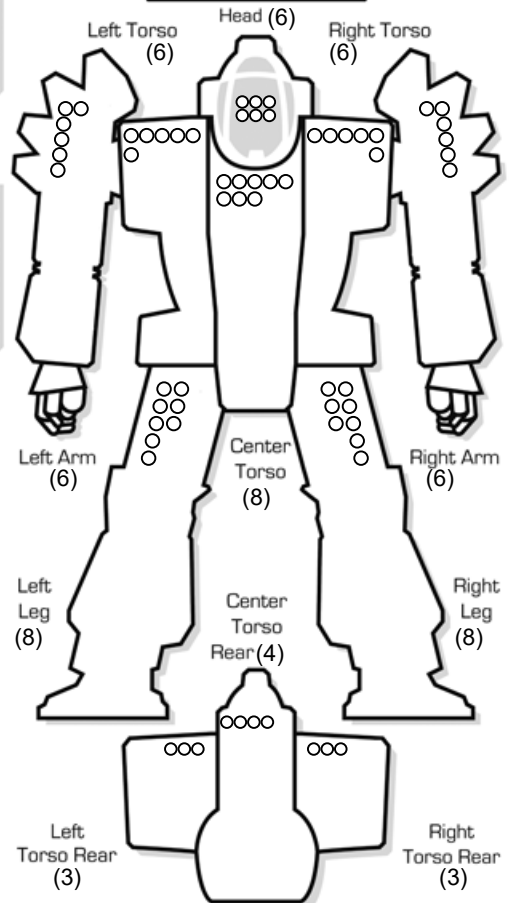
Weapons & Equipment Inventory (hexes)

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

Cost: 1,891,250 CBills

BV: 541

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

1-3

Center Torso

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

1-3

Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

4-6

Right Torso

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

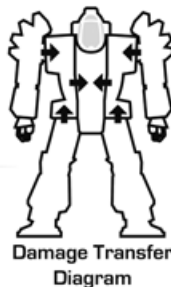
Left Leg

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

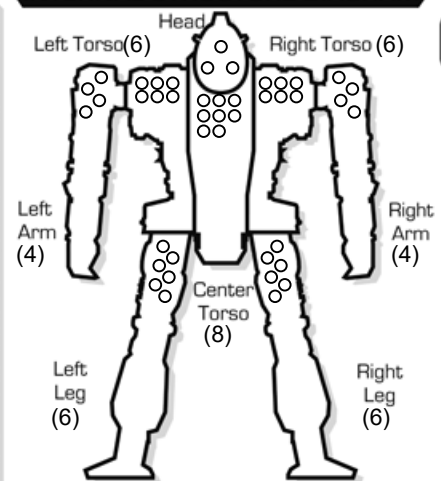
Right Leg

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

4-6



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hunter Light Support Tank

Movement Points: **Tonnage:** 35
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)
 Flank: 8 **Era:** Succession Wars
 Movement Type: Tracked
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 20	FR	1/Mel	6	7	14	21
			[M,C,S]				
1	Flamer	RR	2	—	1	2	3
			[DE,H,A]				

Ammo: [LRM 20] 12

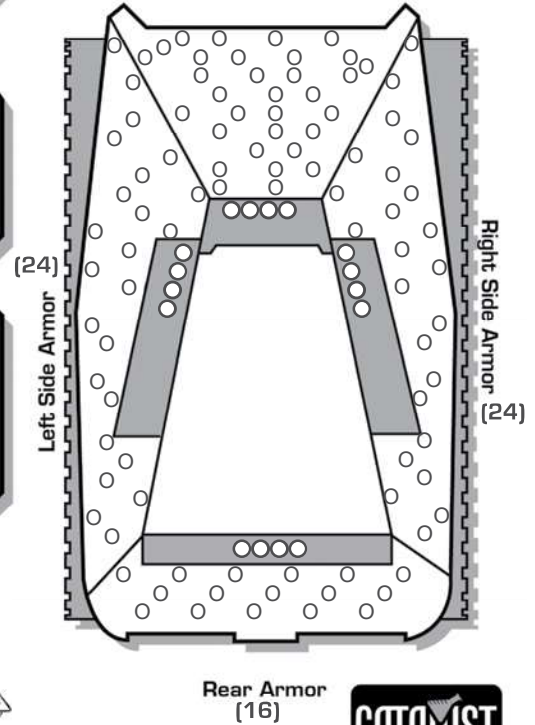
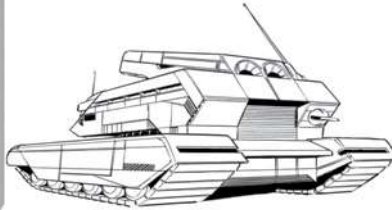
Cost: BV:648

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



Rear Armor (16)

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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

*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: **Hetzer Wheeled Assault Gun (AC10)**

Movement Points: **Tonnage:** 40
Cruising: 4 **Tech Base:** Inner Sphere (Intro)
Flank: 6 **Era:** Succession Wars

Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/10	FR	10 [DB,S]	5	10	15	

Ammo: (AC/10) 50

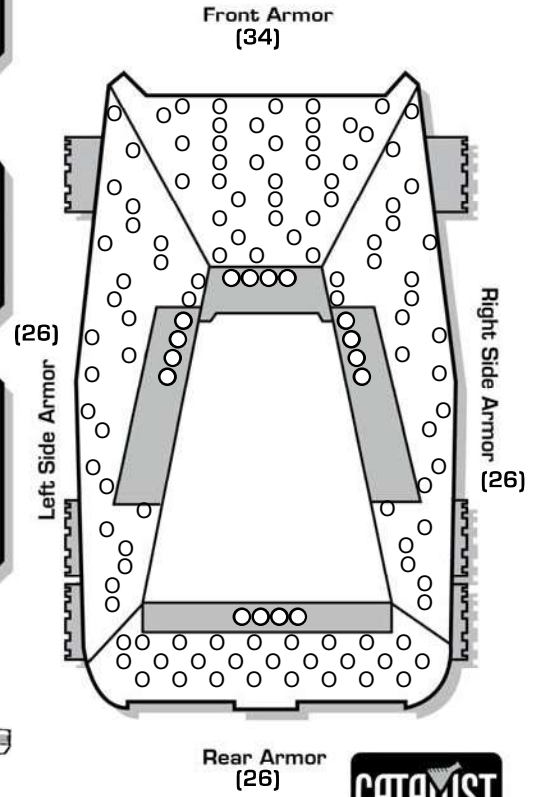
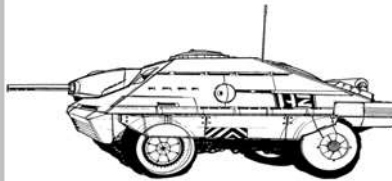
Cost: BV: 536

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-03

Taking out the Trash

Aberyswyth, Timbuktu Theater, Lyran Commonwealth

April 2, 3027

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Pilot Status

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C-Bill Reward _____ **XP Reward** _____

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GM Report
Mission 3027-03 - Taking out the Trash

Date: _____

GM: _____

Venue _____

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
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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