

BATTLETECH™

MISSIONS



Mission 3027-06: The Jig is Up
Gillfillan's Gold, Anti-Spinward Periphery
May 14, 3027
Pilot Skill: 3-4

Okay Boys, listen up! Thanks to all captured materiel we've accumulated from your last mission, there's not much doubt that the so-called 'pirates' we've been chasing are really a thinly disguised expeditionary force from the Free Worlds League. Ordinarily, I might be a little impressed at their ingenuity but that'd be when I hadn't just spent three weeks stuck on a miserable rock out in the Periphery.

Unfortunately, as you all know, they've been leading us on a merry chase all over the planet for the past couple of weeks. It seems the locals have decided not to cause us any direct trouble, but maybe they've been helping the Leaguers give us the slip from time to time.

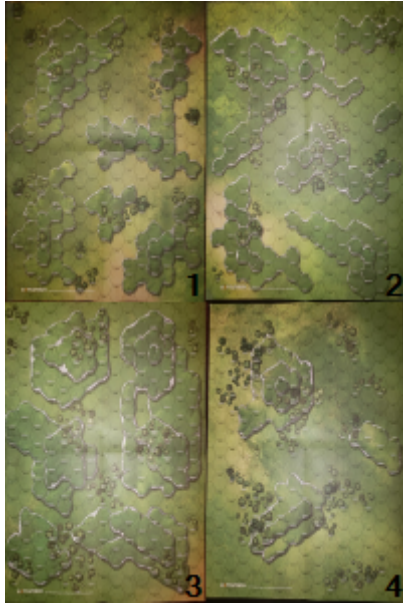
That all ends now. 45 minutes ago our borrowed aerospace fighters located a *Leopard* dropship hidden in a valley 50 klicks away at grid point Omicron. It looks like it's getting ready to take off. Our fighters would have stuck around, but it seems the Leaguers have their own fighters, and ours are really only here for recon and defense. A few minutes later they found out why the dropship hasn't taken off yet - it looks like a lance of 'mechs is making its way directly to the ship. Looks like they're getting ready to bug out.

Obviously, we'd like to prevent that. First, we'd like to bring back evidence that they were here, and second, we'd like their cool toys. Head over to grid point Iota and convince them to stand down. If they get past you there then they hit a bunch of lowland forests - finding them in there is going to be a bear, so this is pretty much your only chance to stop them. Oh, and if you get a chance to grab one of them, that'd be great. I'm sure our employers would love to know more about their plan.

Be careful, though - if our intel guy Henrik is correct, these are probably the ringleaders. There's a good chance they've got tricks up their sleeves.

Good luck, and happy hunting.

Map: This mission takes place in rolling hills and woods. Arrange the maps in a 2x2 grid.



Recommended Maps:

- 1: 2018_02 Front Rolling Hills 3
- 2: 2018_05 Front Rolling Hills 2
- 3: 2018_09 Back Rolling Hills 1
- 4: 2018 Woodland

Setup: Declare one map edge as the players' "Home Edge". The opposite edge is the enemy home edge. The players are the attackers for this scenario. Both sides enter the map through their respective map edges on turn 1. Enemy 'mechs can escape off of the Player's Home edge.

Special Rules

They ain't payin' me enough for this! (SECRET - DON'T TELL PLAYERS) The Free Worlders are professional troops on a mission, not actual pirates. If a 'mech's walking speed is reduced below 2mp or the 'mech is damaged enough to be subject to "forced withdrawal", the pilot will surrender during the next end phase hoping to be repatriated later. This counts as capturing the pilot for the bonus objective.

Get outta my way! (SECRET - DON'T TELL PLAYERS): The Free World's troops are worried about their dropship. They must disable or at least slow at least half (round up) of the PCs before they can attempt to escape. For a PC 'mech to be "Disabled" it must have a walk speed of 2 or less when at zero heat, or subject to Forced Withdrawl rules.

I feel the need...the need for SPEED (SECRET - DON'T TELL PLAYERS): The Leaguers have some aerospace support. In some BV bands they may have one or more Aerospace Battlefield Support missions. See Battlemech Manual pps 75-78. The first time the OPFOR uses an aerospace mission, read the following:

"Okay boys, listen up! It seems like the League aerospace forces have broken past our defensive cover and are making a pass. Hold onna your butts, this could get rough!"

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Awesome	1	AWS-8T	3039 pg 241	1593	6,598,170
Orion	1	ON1-K	3039 pg 235	1429	6,674,500
Thug	1	THG-10E	3039 pg 432	1501	7,760,640
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000
Ostroc	1	OSR-2C	3039 pg 470	1228	5,040,960
Shadow Hawk	1	SHD-2H	3039 pg 465	1064	4,539,382
Centurion	1	CN9-A	3039 pg 202	945	3,491,500

Name	#	Variant	Reference	BV (4/5)	Cost
Whitworth	1	WTH-1	3039 pg 191	982	2,912,933
Hermes II "Mercury"	1	HER-2M	3039 pg 185	911	3,262,514
Flea	1	FLE-15	3039 pg 405	419	1,520,400
Battlemaster	1	BLR-1G	3039 pg 500	1519	8,501,243

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

2000-2500 (1856 Total)

Centurion CN9-A (4/5), Hermes II "Mercury" HER-2M (4/5)

2500-3000 (2409 Total)

Centurion CN9-A (4/5), Hermes II "Mercury" HER-2M (4/5), Flea FLE-15 (3/4)

3000-3500 (3339 Total)

Centurion CN9-A (4/5), Shadow Hawk SHD-2H (4/5), Hermes II "Mercury" HER-2M (4/5), Flea FLE-15 (4/5)

3500-4000 (3863 Total)

Centurion CN9-A (4/5), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

4000-4500 (4165 Total)

Centurion CN9-A (3/4), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

The League forces have two "Light Strike" Aerospace missions available.

4500-5000 (4672 Total)

Orion ON1-K (4/5), Ostroc OSR-2C (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (4/5)

The League forces have two "Light Strike" Aerospace missions available.

5000-5500 (5263 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Hermes II "Mercury" HER-2M (3/4), Flea FLE-15 (3/4)

5500-6000 (5714 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Whitworth WTH-1 (3/4), Hermes II "Mercury" HER-2M (4/5)

The League forces have two "Light Strike" Aerospace missions available.

6000-6500 (6207 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Whitworth WTH-1 (3/4), Shadow Hawk SHD-2H (3/4)

The League forces have two "Light Strike" Aerospace missions available.

6500-7000 (6527 Total)

Orion ON1-K (3/4), Ostroc OSR-2C (3/4), Rifleman RFL-3N (4/5), Thug THG-10E (3/4)

The League forces have two "Light Strike" and one "Strafing" Aerospace missions available.

7000-7500 (7009 Total)

Awesome AWS-8T (3/4), Orion ON1-K (3/4), Rifleman RFL-3N (4/5), Thug THG-10E (3/4)

The League forces have one "Strafing" and two "Heavy Strike" Aerospace missions available.

7500-8000 (7975 Total)

Awesome AWS-8T (3/4), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)

8000-8500 (7975 Total)

Awesome AWS-8T (3/4), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)
The League forces have two "Strafing" Aerospace missions available.

8500-9000 (8548 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (3/4)
The League forces have two "Strafing" Aerospace missions available.

9000-9500 (9095 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (3/4), Battlemaster BLR-1G (2/3)
The League forces have one "Strafing" and two "Light Strike" Aerospace missions available.

9500-10000 (9610 Total)

Awesome AWS-8T (2/3), Thug THG-10E (3/4), Orion ON1-K (2/3), Battlemaster BLR-1G (2/3)
The League forces have one "Strafing" and two "Light Strike" Aerospace missions available.

Mission Objectives: The heroes win if at least half the enemy 'mechs have either surrendered, or been destroyed by the end of the mission. The Bonus objective is to capture one of the enemy pilots alive by disabling his 'mech without destroying it.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
At least half of the enemy 'mechs have either surrendered or been destroyed (Primary objective)	350,000	250,000	100,000
More than half of the enemy 'mechs remain at the end of the game (Mission Failed)	150,000	100,000	50,000
Capture an enemy pilot (Secondary Objective)	100,000	100,000	100,000
Opposing 'Mech/Combat Vehicle destroyed by party	30,000	30,000	30,000

Award (XP)	Pilot Survived	Pilot Killed
At least half of the enemy 'mechs have either surrendered or been destroyed (Primary objective)	15	5
More than half of the enemy 'mechs remain at the end of the game (Mission Failed)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Look what I found! In addition to any 'mechs unlocked in this mission, if the mission is successful, you also unlock one of the following 'mechs. You may delay choosing which 'mech until you buy it. Cross off this reward when you do.

Hermes HER-2M, Wolverine WVR-6M, Ostroc OSR-2M, Marauder MAD-3M, Banshee BNC-3M, Banshee BNC-3Q

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8T**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **80**

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)

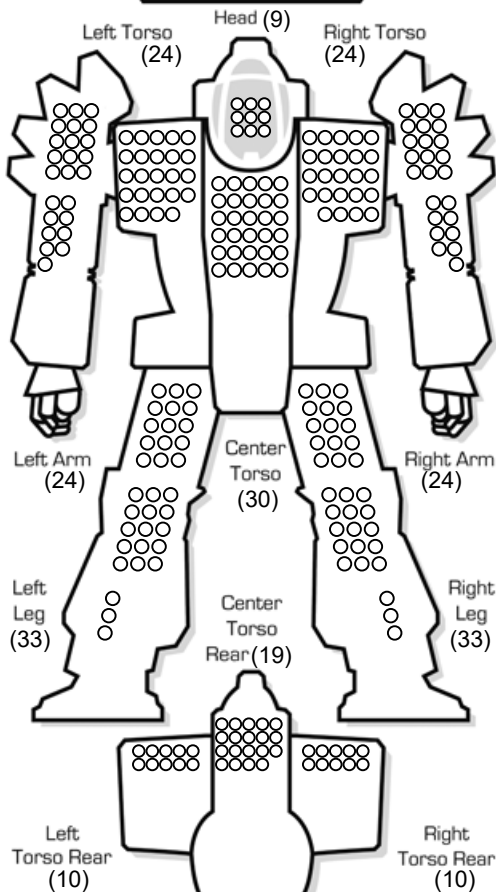
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

Cost: 6,598,170 CBills

BV: 1593



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 LRM 15
- LRM 15

- LRM 15
- 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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- 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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heat Sink
- Large Laser
- Large Laser

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

Right Torso

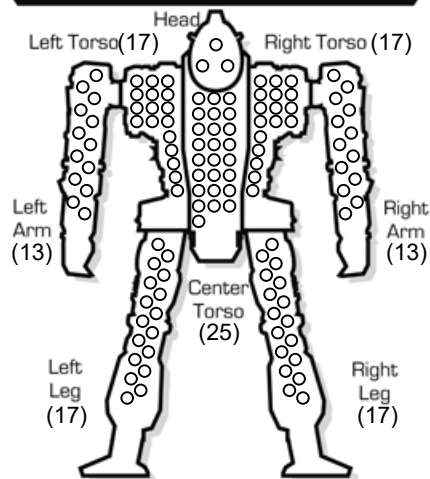
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 LRM 15

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

Heat Scale

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: Orion ON1-K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Star League

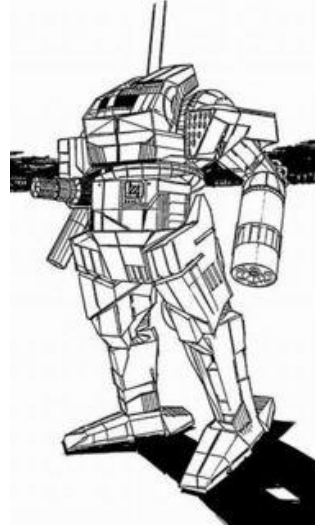
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



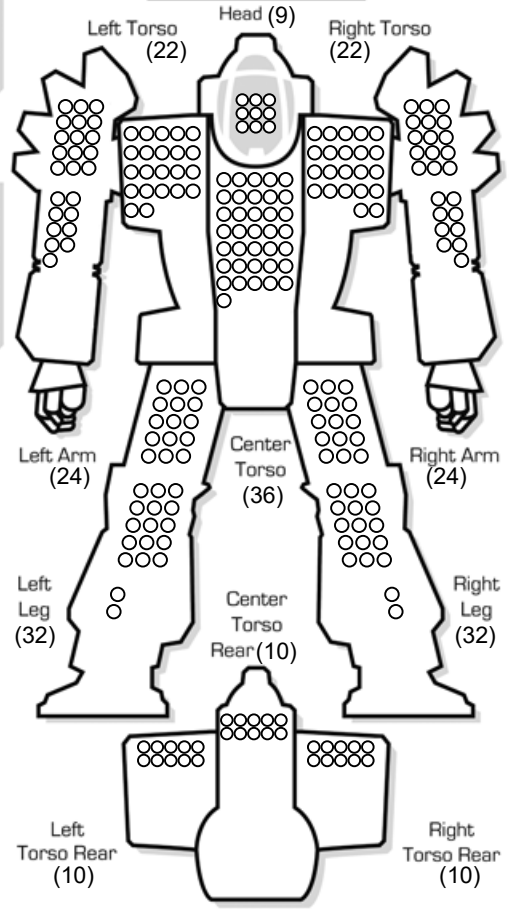
Weapons & Equipment Inventory (hexes)

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

Cost: 6,674,500 CBills

BV: 1429

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- LRM 15
- LRM 15
- LRM 15
- 1-3 SRM 4
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)

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

Right Torso

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

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

- SRM 4 Ammo (25)
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

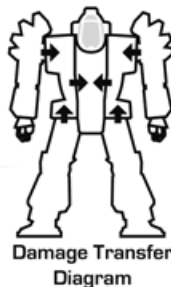
- Autocannon/10
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

Left Leg

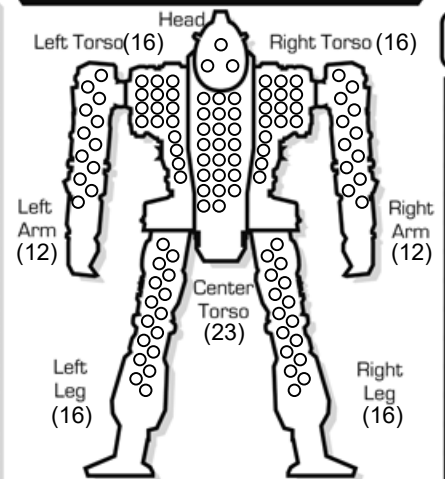
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 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: Rifleman RFL-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

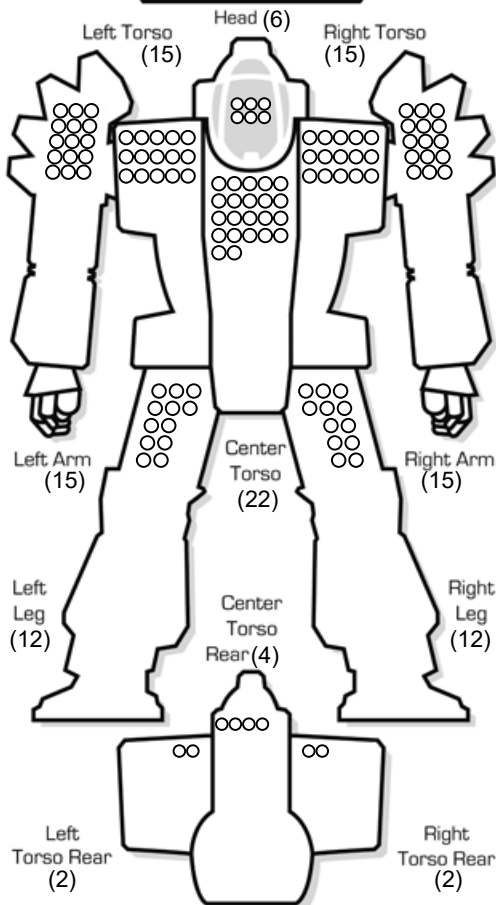
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 4,860,000 CBills

BV: 1039



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

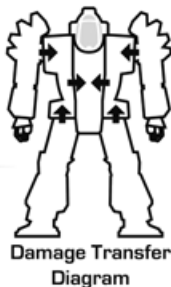
Right Torso

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

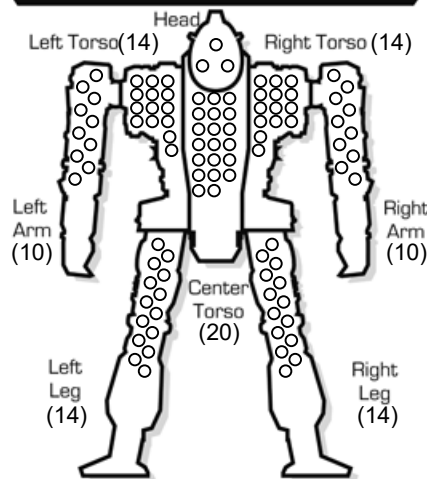
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Ostroc OSR-2C**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **60**

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

Era: **Succession Wars**

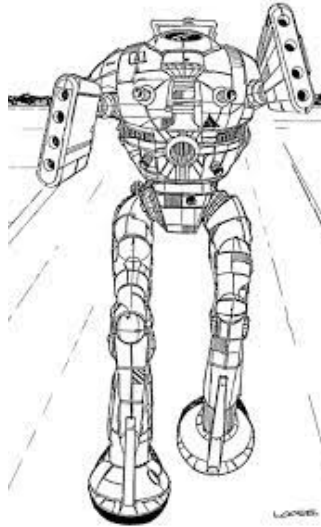
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



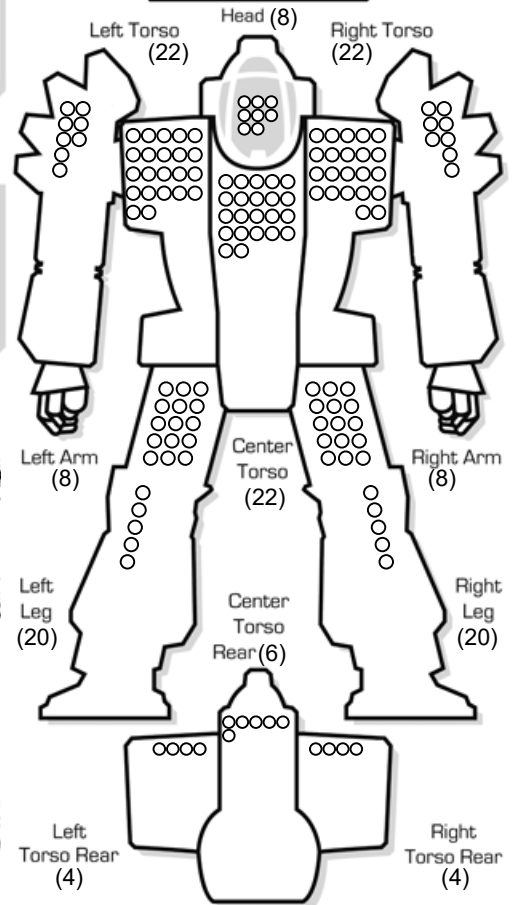
Weapons & Equipment Inventory (hexes)

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

Cost: 5,025,600 CBills

BV: 1228

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

- Large Laser
 - Large Laser
 - Medium Laser
 - SRM 4
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

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

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

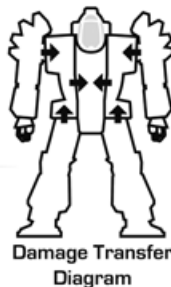
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

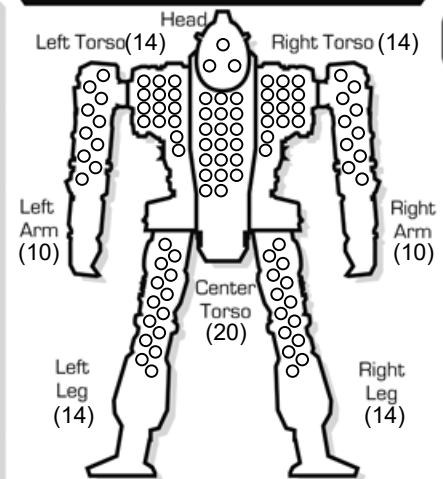
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



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: Shadow Hawk SHD-2H

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere (Intro)
 Running: 8 Era: Star League
 Jumping: 3

Weapons & Equipment Inventory (hexes)

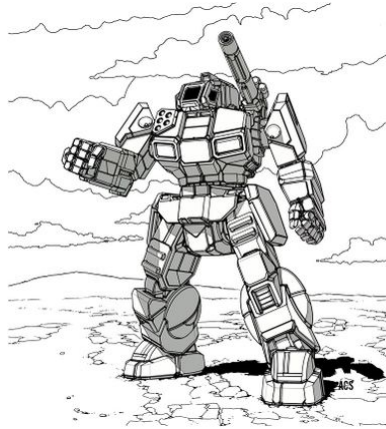
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	H	2	2[Msl,C2/2 [M.C.S]	-	3	6	9
1	LRM 5	RT	2	1[Msl,C5/5 [M.C.S]	6	7	14	21
1	Autocannon/5	LT	1	5[DB,S]	3	6	12	18
1	Medium Laser	RA	3	5[DE]	-	3	6	9

Cost: 4,539,382 CBills BV: 1064

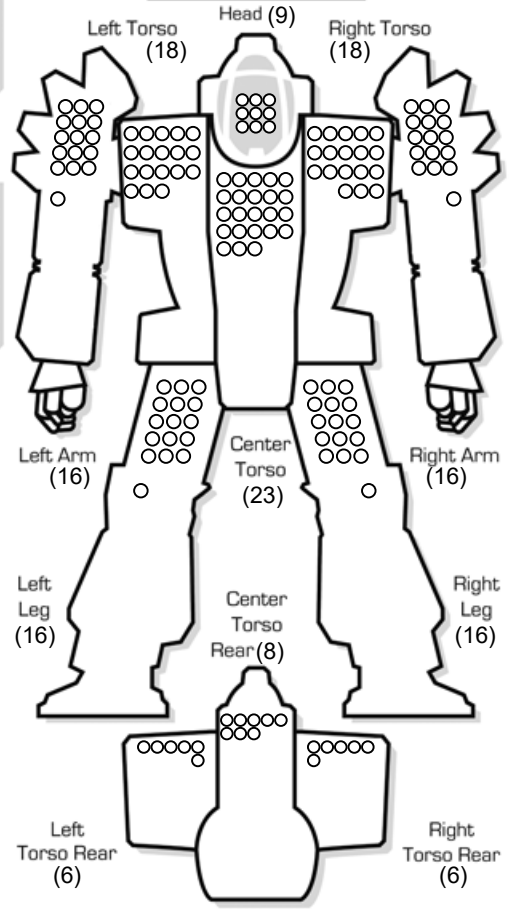
WARRIOR DATA

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
- 1-3 Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

Right Arm

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

Center Torso

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

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

Left Torso

- JumpJets
- Autocannon/5
- Autocannon/5
- 1-3 Autocannon/5
- Autocannon/5
- AC/5 Ammo (20)

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- JumpJets
- SRM 2 Ammo (50)

Right Torso

- Heat Sink
- JumpJets
- LRM 5
- 1-3 LRM 5 Ammo (24)
- Roll Again
- Roll Again

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

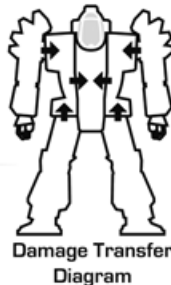
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

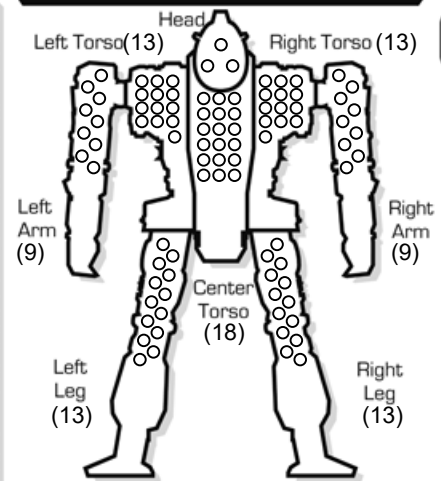
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Centurion CN9-A**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **50**

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

Era: **Succession Wars**

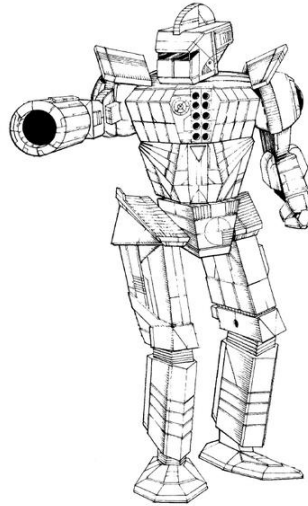
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



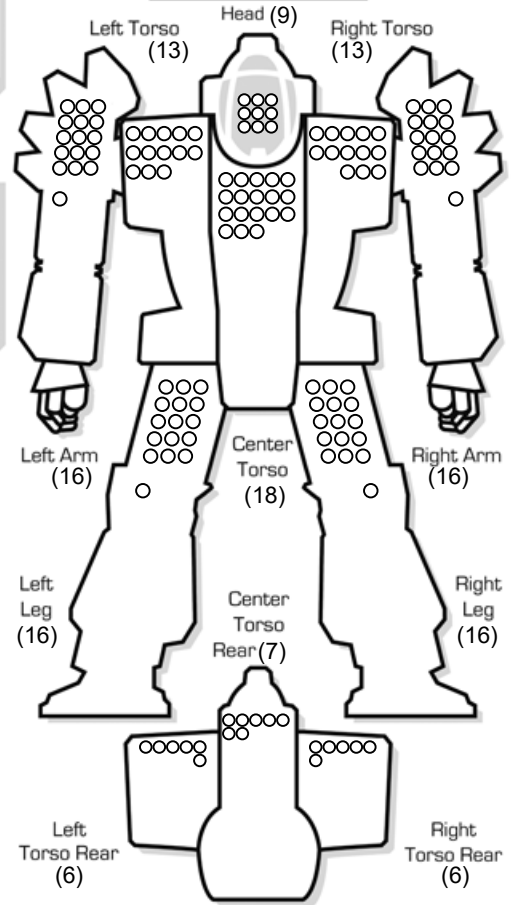
Weapons & Equipment Inventory (hexes)

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

Cost: 3,491,499 CBills

BV: 945

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

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

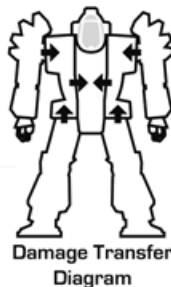
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

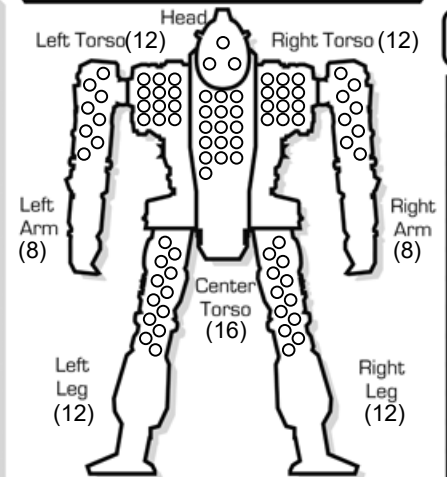
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 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: Whitworth WTH-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 40

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

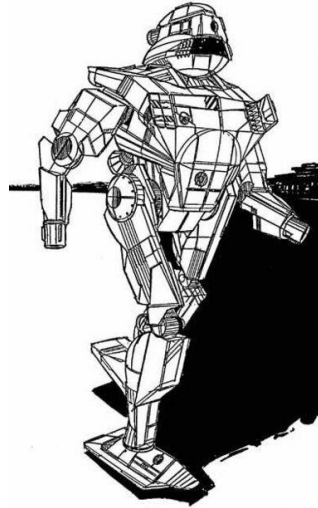
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

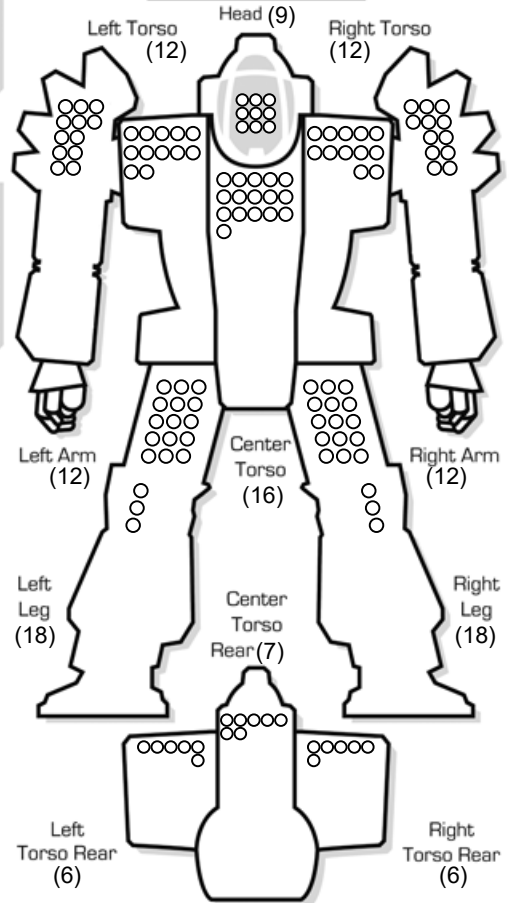
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
1	LRM 10	RT	4	1/Msl,C5/10	6	7	14	21

Cost: 2,912,933 CBills

BV: 982



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

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

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

Right Torso

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

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

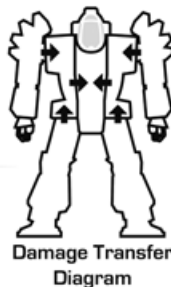
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

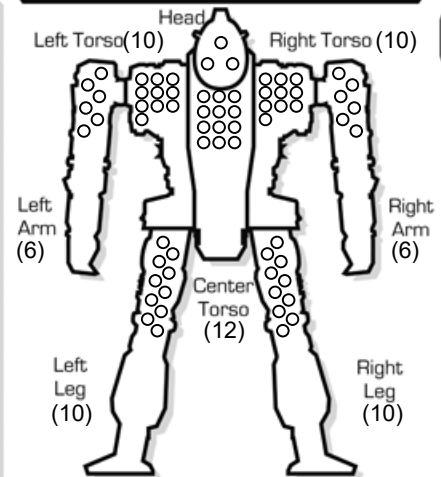
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
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: Flea FLE-15

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 20

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

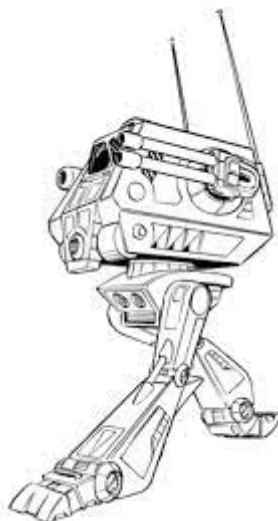
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

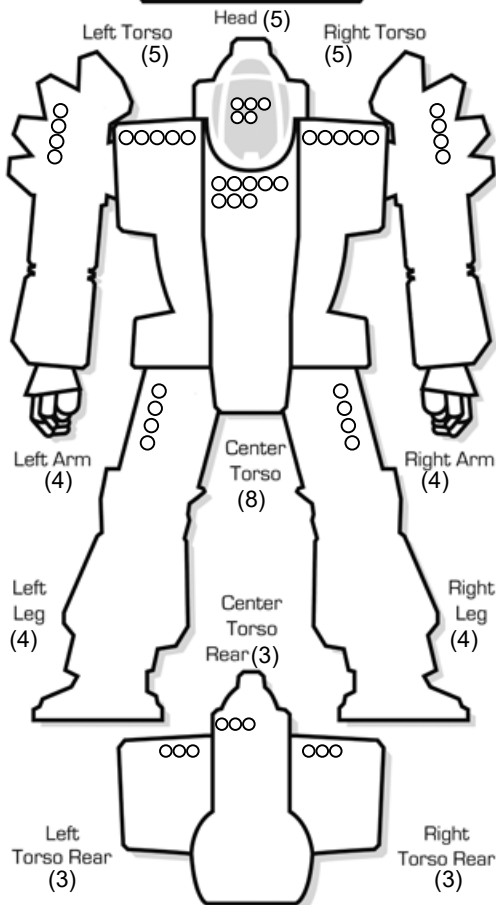
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Flamer	CT	3	2 [DE,H,AI]	-	1	2	3
1	Small Laser (R)	LT	1	3 [DE]	-	1	2	3
1	Small Laser (R)	RT	1	3 [DE]	-	1	2	3

Cost: 1,520,400 CBills

BV: 419



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again

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

Left Torso

- Heat Sink
- Heat Sink
- Small Laser (R)
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun Ammo (200)
- Flamer

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again

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

Right Torso

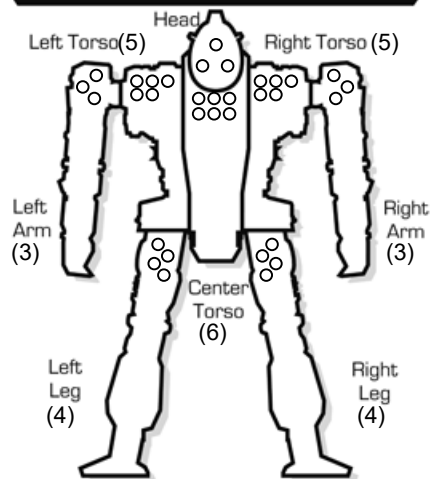
- Heat Sink
- Heat Sink
- Small Laser (R)
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-06

The Jig is Up

Gillfillan's Gold, Anti-Spinward Periphery

May 14, 3027

Mission Results

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- More than half of the enemy 'mechs remain at the end of the game (Mission Failed)
- Capture an enemy pilot (Secondary Objective) (100,000 C-Bills)
- Opposing 'Mech/Combat Vehicle destroyed by party (30,000 C-Bills, +1 XP)
- New Payout

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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- Thug THG-10E (7,760,640 C-Bills)
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- Ostroc OSR-2C (5,040,960 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)
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GM Signature _____ Game Date _____

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GM Report
Mission 3027-06 - The Jig is Up

Date: _____

GM: _____

Venue _____

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

Salvaged Mechs

- | | |
|---|--|
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GUNNERY	PILOTING/DRIVING/ANTI-'MECH								
	0	1	2	3	4	5	6	7	8
0	2.42	2.31	2.21	2.10	1.93	1.75	1.68	1.59	1.50
1	2.21	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
2	1.93	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
3	1.66	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
4	1.38	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
5	1.31	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.17	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
8	1.10	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64