

BATTLETECH™

MISSIONS



Mission 3028-04: Hold the Line, Were river Bridge Reloaded
Hashi Bridge, Were River, Shaula
September 11, 3028
Pilot Skill: 3-4

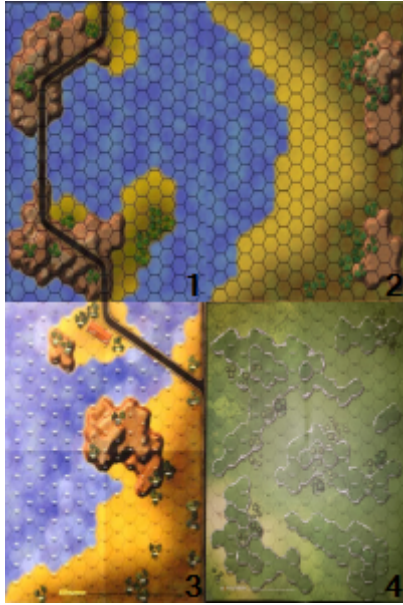
Okay boys, listen up! As we were reporting success against the Snake artillery, we lost contact with LAF command. Since our orders were to radio in for our next assignment, we're a little bit on our own until we can re-establish contact. The first step, of course, was making our ways back across the Were river and see if we can't regroup with Major Reinschadt. It's likely the Dracs will try to stop us, but since have we let a few Combine 'mechs stop us?

To make matters more interesting, it looks like the snakes are making a move on the Hashi bridge that we went to all that trouble to secure. Now we could technically cross the river in 'mechs without a bridge, but the Were is wide and moves fast. It'd be dangerous to even try. And forget all of the tanks and other heavy stuff the Lyrans are lugging around. Since we don't even know where Lyran command is right now, we'd better make sure that they can get across that bridge - regardless of what side of it they're currently on.

So that's it! Get to that bridge. Keep the Kuritans from destroying it. If it's any consolation, their ridiculous Kuritan sense of honor means they might forget their objective for long enough for you to deal with them. Oh, one more thing - if you can capture one, that'd be great. They've gotta already be on the wrong side of the river, which says there are some hiding out in our backfield. I suspect that LAF command would very much like to ask one of their pilots real nice like how many more are out there, and where they are.

Map: This should be the same map setup used for mission 3028-02, if possible. Use only the bottom halves of the top two maps so that the entire play area is 1.5 maps tall by 2 maps wide.

There are 4 bunkers around the bridge, 2 on each side adjacent to the end of the bridge (Coast #1, hexes 1103, 1203 and 1304). These bunkers are heavy buildings with a CF of 60.



Recommended Maps:

- 1: Archipelago1
- 2: Coast 2
- 3: coast 1
- 4: Rolling Hills 2

Setup: The heroes will enter from the top of the left map on the bridge on the Archipelago map. The OPFOR will enter from the bottom edge of the bottom right map.

Special Rules

Didn't we capture this bridge already?: If any player has the "A bridge to where" reward from Mission 3028-02, they may cross it off for the bunkers on the map to begin occupied by Lyran forces. The PCs will have four Platoons of Heavy Jump Infantry, one per bunker. Additionally, these troops have searchlights (see below). The Bunkers are all CF 60

They just don't make 'em like they used to!: The Bridge is a hardened structure with at least 60 CF. The total strength is listed in each BV band. The bridge is considered "Damaged" if a single hex is destroyed, and "Destroyed" if more than one hex is.

I can't see a thing!: This game takes place at night. Attacks are at +2 to hit. However, any unit may, during the "Declare fire" phase declare that they are turning their searchlight on, and they may declare a target within 30 hexes. This eliminates the +2 penalty for both the mech with the searchlight and his target. Unlit infantry do not count as being "In the open" for damage purposes.

Rules of Engagement (Do not share with the PCs): The Kuritans are more interested in honorable combat than attacking a poor, defenseless bridge. No Kuritan pilot will target the bridge if they have line of sight to a PC that is closer to them than the bridge or that has targeted any of the Kuritan 'mechs with its searchlight. Starting on turn five, or if at least 40% of their 'mechs have been disabled or destroyed, the Kuritan commanders will successfully get them under control, and they may target the bridge normally. The Kuritans are under *forced withdrawal* rules.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Charger	1	CGR-1A1	3039 pg	981	7,520,370
Cicada	1	CDA-3C	3039 pg 180	771	3,306,333
Griffin	1	GRF-1S	3039 pg	1253	4,783,507

Name	#	Variant	Reference	BV (4/5)	Cost
Heavy Jump Infantry	1	Marik		97	N/A
Locust	1	LCT-1M	3039 pg	424	1,571,200
Phoenix Hawk	1	PXH-1K	3039 pg 458	1073	3,628,553
Quickdraw	1	QKD-4G	3039 pg	1192	5,514,560
Shadow Hawk	1	SHD-2K	3039 pg 466	1147	4,544,807
Spider	1	SDR-5K	3039 pg 163	503	2,728,440
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194

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

3000-3500 (3201 Total)

Charger CGR-1A1 (4/5), Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 60

3500-4000 (3473 Total)

Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 60

4000-4500 (4244 Total)

Cicada CDA-3C (4/5), Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 65

4500-5000 (4454 Total)

Charger CGR-1A1 (4/5), Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 65

5000-5500 (5225 Total)

Charger CGR-1A1 (4/5), Cicada CDA-3C (4/5), Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 70

5500-6000 (5646 Total)

Charger CGR-1A1 (4/5), Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 70

6000-6500 (6070 Total)

Charger CGR-1A1 (4/5), Griffin GRF-1S (4/5), Locust LCT-1M (4/5), Phoenix Hawk PXH-1K (4/5), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (4/5)

Bridge CF: 75

6500-7000 (6684 Total)

Cicada CDA-3C (4/5), Griffin GRF-1S (4/5), Phoenix Hawk PXH-1K (4/5), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (4/5), Wolverine WVR-6K (4/5)

Bridge CF: 75

7000-7500 (7108 Total)

Cicada CDA-3C (4/5), Griffin GRF-1S (4/5), Locust LCT-1M (4/5), Phoenix Hawk PXH-1K (4/5), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (4/5), Wolverine WVR-6K (4/5)

Bridge CF: 80

7500-8000 (7423 Total)

Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (3/4)
 Bridge CF: 80

8000-8500 (8005 Total)

Charger CGR-1A1 (4/5), Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (4/5), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (4/5)
 Bridge CF: 85

8500-9000 (8785 Total)

Charger CGR-1A1 (4/5), Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (3/4), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (3/4)
 Bridge CF: 85

9000-9500 (9157 Total)

Charger CGR-1A1 (4/5), Cicada CDA-3C (4/5), Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (3/4), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (4/5)
 Bridge CF: 90

9500-10000 (9870 Total)

Charger CGR-1A1 (3/4), Cicada CDA-3C (4/5), Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (3/4), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (3/4)
 Bridge CF: 90

10000-10500 (10294 Total)

Charger CGR-1A1 (3/4), Cicada CDA-3C (4/5), Griffin GRF-1S (3/4), Locust LCT-1M (4/5), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (3/4), Shadow Hawk SHD-2K (3/4), Wolverine WVR-6K (3/4)
 Bridge CF: 95

10500-11000 (10781 Total)

Charger CGR-1A1 (3/4), Cicada CDA-3C (3/4), Griffin GRF-1S (3/4), Phoenix Hawk PXH-1K (3/4), Quickdraw QKD-4G (3/4), Shadow Hawk SHD-2K (3/4), Spider SDR-5K (3/4), Wolverine WVR-6K (3/4)
 Bridge CF: 95

Mission Objectives: Primary Objective: Prevent the enemy from destroying the bridge. The bridge is considered destroyed if two or more hexes are destroyed, or severely damaged if a single hex is destroyed. If the party prevents the bride from being severely damaged then they'll get the additional reward "Supplies" below.

Bonus Objective: Capture a Combine pilot by destroying or immobilizing his 'mech without killing him.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent destruction of the bridge (Mission Successful)	350,000	250,000	100,000
Capture a Combine pilot (Bonus Objective)	+100,000	+100,000	+100,000
2+ Hexes of bridge Destroyed (Mission Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent destruction of the bridge (Mission Successful)	15	5
2+ Hexes of bridge Destroyed (Mission Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Supplies!:

Because you kept the critical Hashi bridge open, you are able to get a quick field repair mid-mission. Cross off this reward to either get a single use of the Field Repair Kit PSA (5 points of armor repair to a single location per weight class) or fill a single ton of ammo that hasn't been destroyed.

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Charger CGR-1A1**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **80**

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)

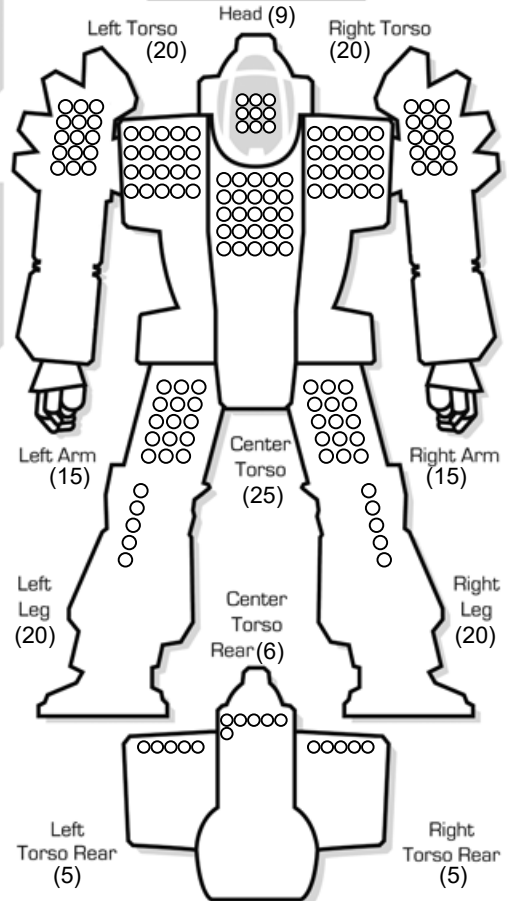
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3

Cost: 7,520,370 CBills

BV: 981



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

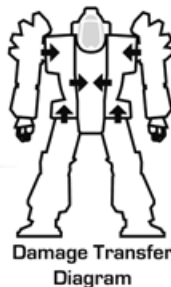
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

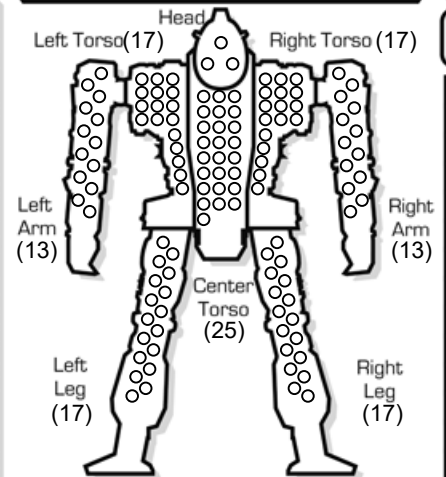
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1S

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

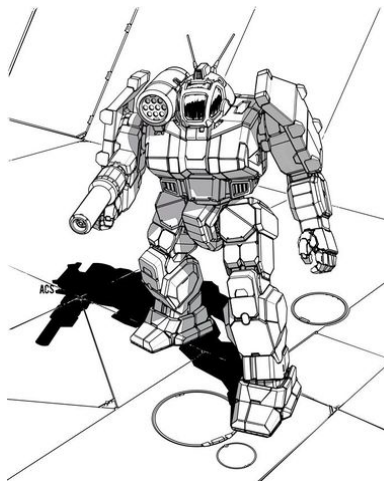
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 5	LT	2	1/MSI,C5/5	6	7	14	21

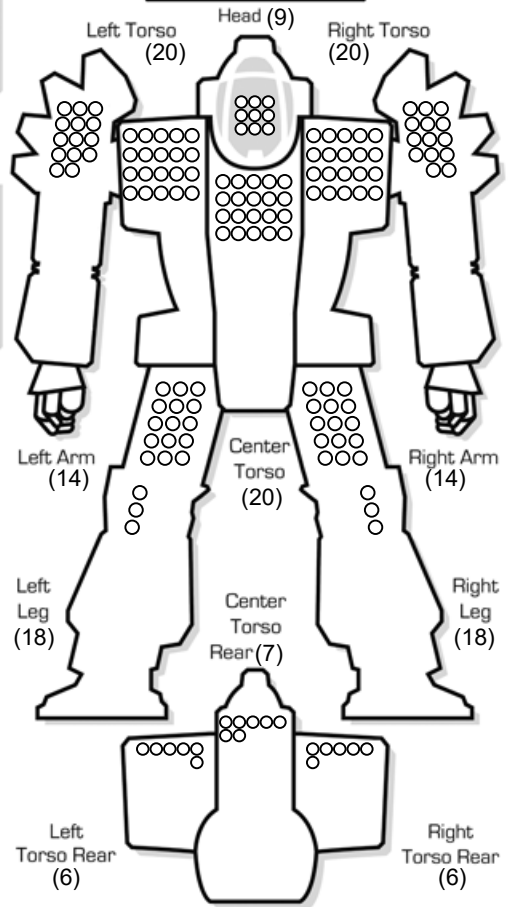
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Cost: 4,783,507 CBills

BV: 1253



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

- JumpJets
- JumpJets
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- JumpJets
- JumpJets
- LRM 5 Ammo (24)
- Roll Again
- Roll Again
- Roll Again

1-3

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

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

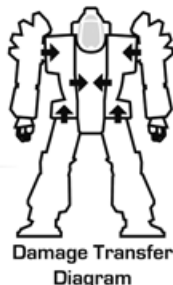
4-6

Left Leg

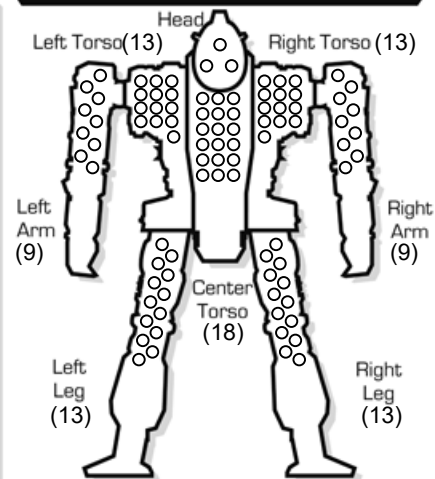
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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	
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BATTLETECH



HEAVY JUMP INFANTRY RECORD SHEET

HEAVY JUMP INFANTRY PLATOON 1

Armor Type: Free Worlds League Std. Infantry Kit Divisor: 2

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

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
—	—	—	—	—	—	—	—	—	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	0

Notes:

Cannot conduct Anti-Mech or Swarming Attacks

*Damage is always applied in 2-point Damage Value groupings

		RANGE IN HEXES (TO-HIT MODIFIER)																						
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					
Disposable Weapon:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					

BV: 97 Transport Wt: 4 tons Movement MP: 2 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY JUMP INFANTRY PLATOON 2

Armor Type: Free Worlds League Std. Infantry Kit Divisor: 2

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

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
—	—	—	—	—	—	—	—	—	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	0

Notes:

Cannot conduct Anti-Mech or Swarming Attacks

*Damage is always applied in 2-point Damage Value groupings

		RANGE IN HEXES (TO-HIT MODIFIER)																						
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					
Disposable Weapon:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					

BV: 97 Transport Wt: 4 tons Movement MP: 2 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY JUMP INFANTRY PLATOON 3

Armor Type: Free Worlds League Std. Infantry Kit Divisor: 2

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

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
—	—	—	—	—	—	—	—	—	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	0

Notes:

Cannot conduct Anti-Mech or Swarming Attacks

*Damage is always applied in 2-point Damage Value groupings

		RANGE IN HEXES (TO-HIT MODIFIER)																						
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					
Disposable Weapon:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					

BV: 97 Transport Wt: 4 tons Movement MP: 2 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY JUMP INFANTRY PLATOON 4

Armor Type: Free Worlds League Std. Infantry Kit Divisor: 2

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

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
—	—	—	—	—	—	—	—	—	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	0

Notes:

Cannot conduct Anti-Mech or Swarming Attacks

*Damage is always applied in 2-point Damage Value groupings

		RANGE IN HEXES (TO-HIT MODIFIER)																						
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					
Disposable Weapon:	N/A						Ammo: N/A						Disposable Weapon: N/A						Ammo: N/A					

BV: 97 Transport Wt: 4 tons Movement MP: 2 Type: Jump
 Movement MP: 1 Type: Foot



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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Locust LCT-1M**

Movement Points:

Walking: **8**

Running: **12**

Jumping: **0**

Tonnage: **20**

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

Era: **Star League**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

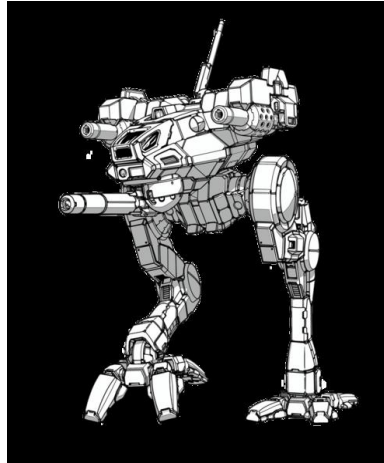
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

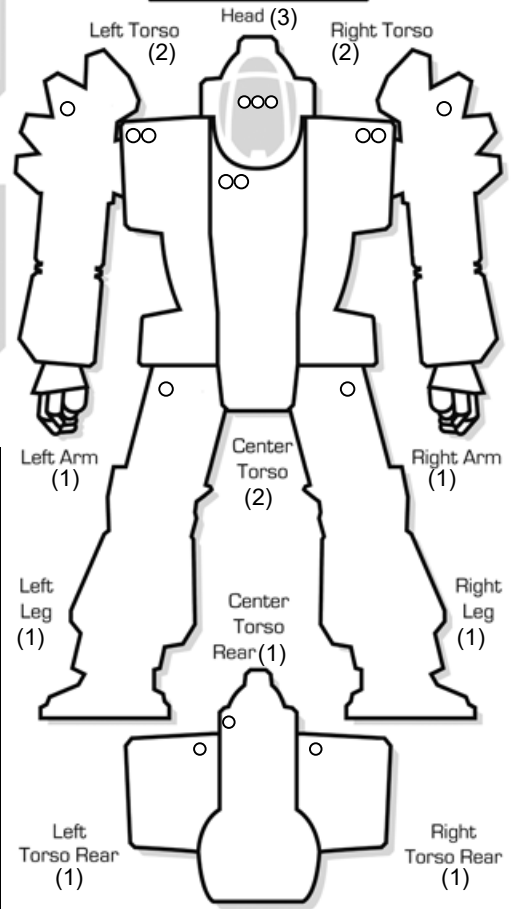
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LRM 5	RA	2	1/Msl,C5/5	6	7	14	21
				[M,C,S]				
1	LRM 5	LA	2	1/Msl,C5/5	6	7	14	21
				[M,C,S]				

Cost: 1,571,200 CBills

BV: 424



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

Center Torso

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

1-3

Left Torso

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

1-3

Right Torso

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

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

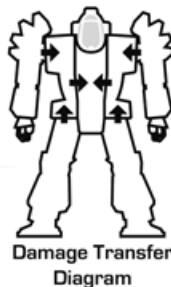
Life Support ○

Left Leg

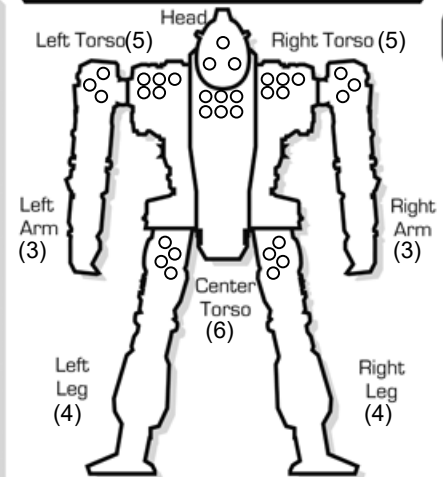
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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:
30	Shutdown	10 (10)
28	Ammo Exp. avoid on 8+	Single
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	○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1K

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Small Laser	CT	1	3 [DE]	-	1	2	3

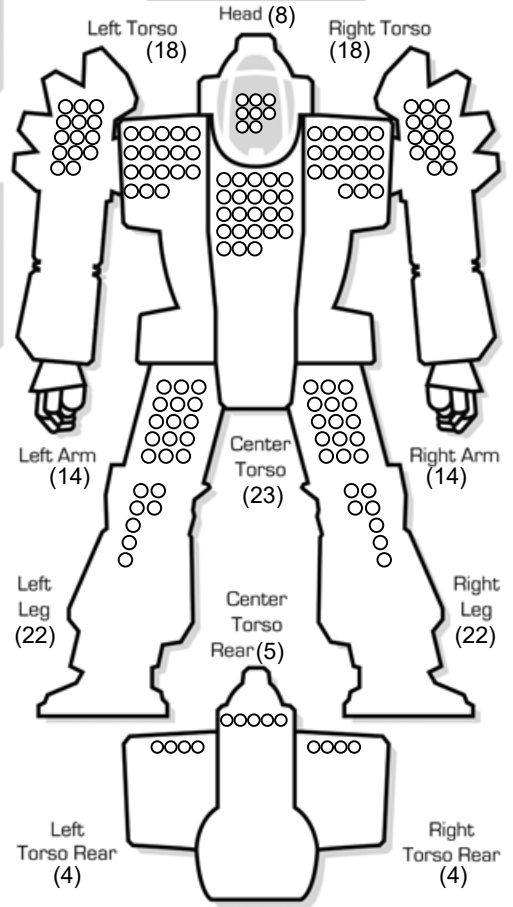
Cost: 3,628,553 CBills BV: 1073

WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM

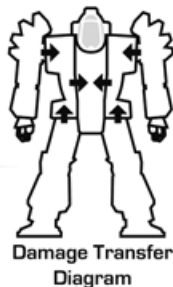


CRITICAL HIT TABLE

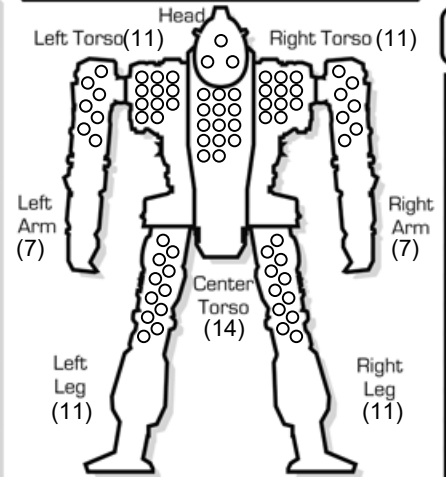
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Center Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Right Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Left Leg**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser
- 1-3
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Right Torso**
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Small Laser
- 4-6
- Right Leg**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-4G

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 60

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

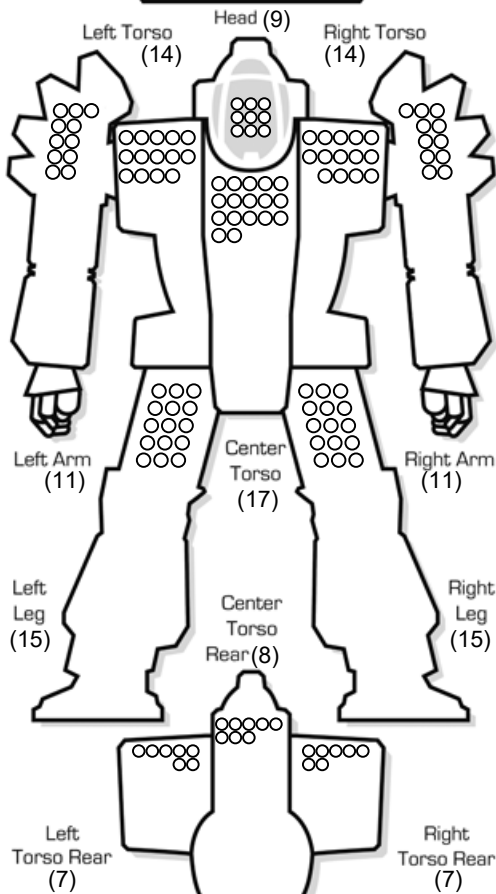
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl, C5/10	6	7	14	21
				[M.C.S]				
1	SRM 4	CT	3	2/Msl, C2/4	-	3	6	9
				[M.C.S]				
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9

Cost: 5,514,560 CBills

BV: 1192



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

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

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

Left Leg

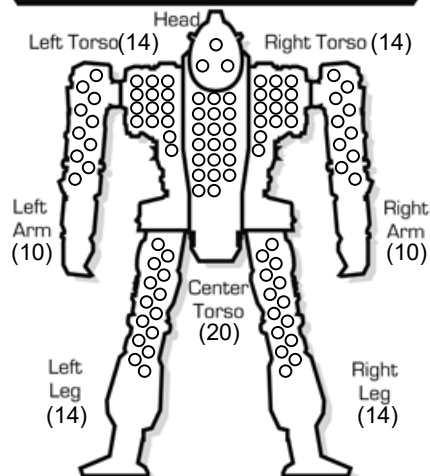
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Spider SDR-5K

Movement Points:

Walking: 8

Running: 12

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

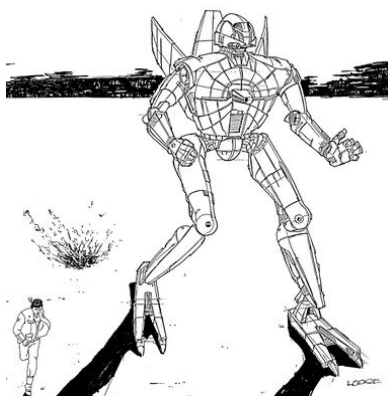
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

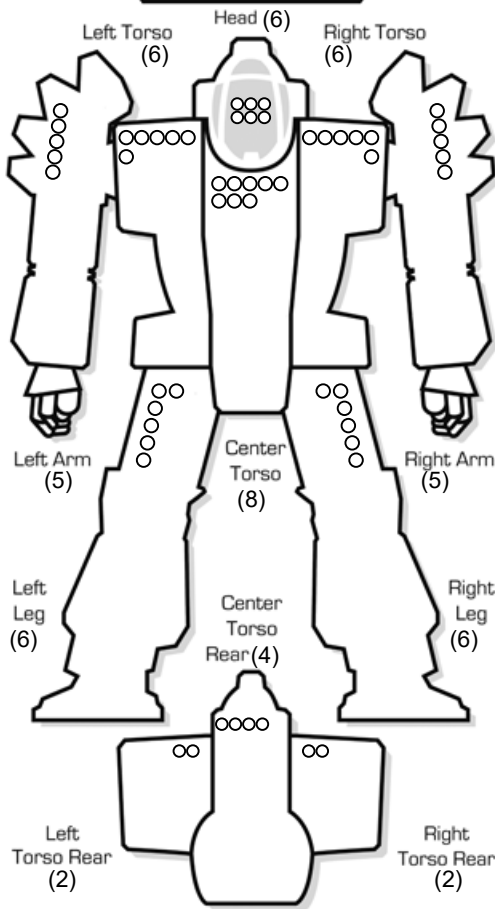
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 2,728,440 CBills

BV: 503



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Center Torso

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

1-3

Left Torso

- JumpJets
- JumpJets
- JumpJets
- Roll Again
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Machine Gun Ammo (200)

4-6

Right Torso

- JumpJets
- JumpJets
- JumpJets
- Roll Again
- Roll Again
- Roll Again

1-3

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

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

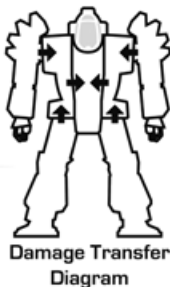
4-6

Left Leg

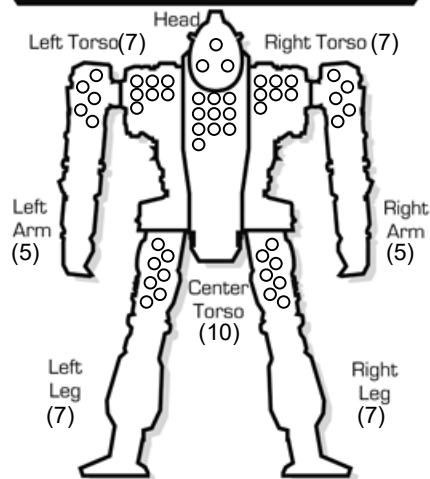
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolverine WVR-6K**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **55**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

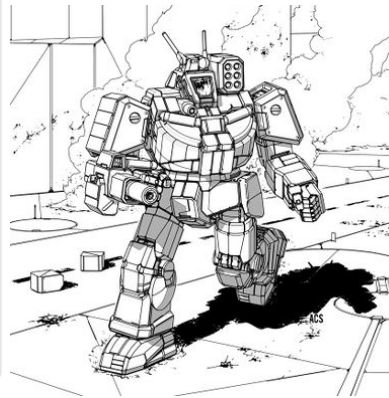
Weapons & Equipment Inventory (hexes)

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

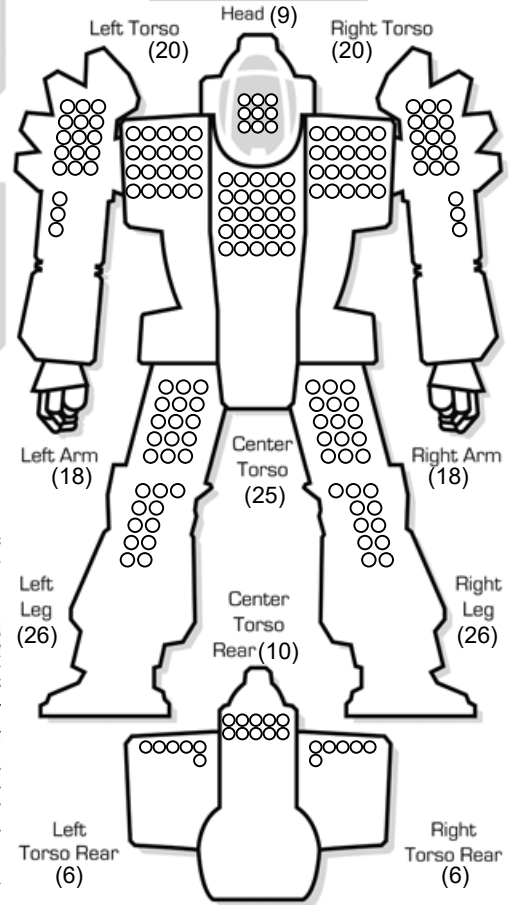
[M.C.S.]

Cost: 4,514,194 CBills

BV: 1248



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

4-6

Right Torso

- SRM 6 Ammo (15)
- SRM 6 Ammo (15)
- 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

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

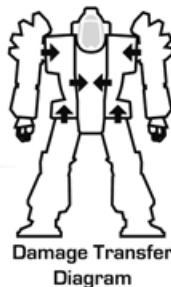
4-6

Left Leg

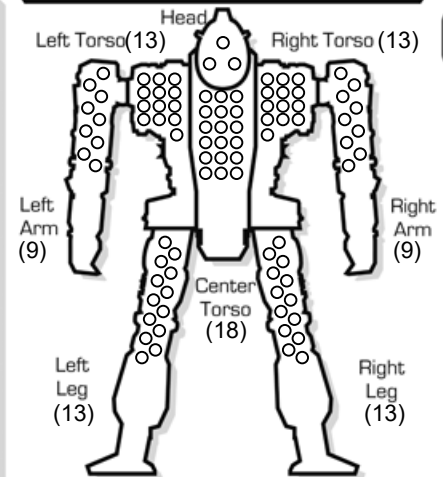
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



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

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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-04

Hold the Line, Were river Bridge Reloaded

Hashi Bridge, Were River, Shaula

September 11, 3028

Mission Results

- Prevent destruction of the bridge (Mission Successful)
- Capture a Combine pilot (Bonus Objective) (+100,000 C-Bills)
- 2+ Hexes of bridge Destroyed (Mission Failure)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Charger CGR-1A1 (7,520,370 C-Bills)
- Cicada CDA-3C (3,306,333 C-Bills)
- Griffin GRF-1S (4,783,507 C-Bills)
- Locust LCT-1M (1,571,200 C-Bills)
- Phoenix Hawk PXH-1K (3,628,553 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Shadow Hawk SHD-2K (4,544,807 C-Bills)
- Spider SDR-5K (2,728,440 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)

Additional Rewards

Supplies!:

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GM Signature _____ Game Date _____

BATTLETECH™



MISSIONS

Mission: 3028-04 Debrief
Hold the Line, Were river Bridge Reloaded
Hashi Bridge, Were River, Shaula
September 11, 3028

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BATTLETECH™

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GM Report
Mission 3028-04 - Hold the Line, Were river Bridge Reloaded

Date: _____

GM: _____

Venue _____

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	
1				
2				
3				
4				
5				
6				
7				
8				

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	PI
GUNNERY	0
0	2.42 2.
1	2.21 2.
2	1.93 1.
3	1.66 1.
4	1.38 1.
5	1.31 1.
6	1.24 1.
7	1.17 1.
8	1.10 0.