

BATTLETECH™

MISSIONS



Mission 3028-05: Follow the Leader
Abandoned Mining Site, Mandala foothills, Shaula
September 12, 3028
Pilot Skill: 3-4

Okay boys, listen up!

Steiner HQ sends their thanks for saving the bridge and keeping their supply lines open to the front. Unfortunately for us, our work isn't done just yet. It seems that the Lyrans have been having trouble with random Snakes popping up in all sorts of places that they aren't welcome, and they think the ones you scared away from the bridge may be part of a bigger unit that's been moving around in their backfield. Lyran command suspects there's more going on than meets the eye. So your job is simple - follow the Kuritans back to their base and figure out what's going on. You've basically got two options: Search the base for intel, or, as our bosses euphamistically put it: "Reduce their ability to conduct operations".

Be careful, though. The Snakes have likely been using that base for at least a few days. There's a good chance that they'll have the place wired to explode.

Map: This mission takes place in an old abandoned mining camp. Use the 2018 World Wide Event Map set, or construct a similar "mining Camp" map with broken terrain and at least six relatively small (2-4 hex) buildings.



Recommended Maps:
1: WWE 2018

Setup: All but one of the Kuritan 'mechs should set up on the bottom right mapsheet. Declare one Kuritan 'mech as "The Sentry". That 'mech may act normally on the first turn. During the end phase of each turn, each remaining Kuritan unit may attempt to power up by making a Piloting Skill roll with a +3 penalty. Each round after the first the penalty gets one lower. On success they may act normally the next turn. Mechs that have not powered up yet are considered Immobile and Shut Down. Any 'mech that takes damage automatically powers up.

PC 'mechs will enter from the top edge of the map.

Optional: For a quicker game, PC 'mechs can enter from the left edge of the bottom left mapsheet.

Special Rules

We're on the clock, here! (Secret: Players don't know this): The Kuritans know our heroes are coming, and they've rigged the base to explode, but our heroes don't know exactly when it'll happen. Starting in the end phase of turn 6, roll 2d6 for each building that hasn't detonated yet. On a roll of 12+ that building explodes. Any unit in any hex of the building (either on top or inside) takes 40 points of damage in 5 point clusters. Roll two 5 point locations on each of the Front, Back, Left and Right location charts. Any unit adjacent to the building takes 20 points of damage in 5 point clusters (roll on the appropriate facing chart). Any unit that is two hexes away from the building takes 10 points of damage in 5 point clusters. The Target number goes down by one for each round after the 6th - i.e. on the 7th turn the roll is 11+, and so forth. If there are more than six buildings on the map, roll for all buildings, even though only six matter for purposes of victory conditions. Once the first building explodes, let the players know just how much damage it would have dealt even if they aren't adjacent.

Construction sites: The buildings are all Medium, level 1, CF 40.

So what are you up to, anyway?: The Heroes need to get intelligence out of these buildings before they blow up. A 'mech may declare that it's scanning a building during the fire phase. To successfully scan a building, the player must roll a TN or higher equal to their Pilot Skill, plus all movement modifiers (there is no immobile or large target bonuses), plus a range modifier - +0 at 0/1 hexes, +2 at 2 hexes, +4 at 3 hexes. If the unit also makes a weapon attack that turn, then either the building or the other target must be declared as a secondary target with the usual penalties. "Scanning Equipment" increases the range to 3, 6 and 9, and eliminates the secondary target penalty. A 'mech may only scan one building per turn.

Which building is that?: (Semi-Secret. Players don't get to know all of this) There are a total of six different buildings to scan. When a building is successfully scanned, roll a d6. If the player rolls a number that has already been rolled, roll again. If the player rolls a 1-5 they have found information about the Kuritan base. If they roll a 6 they find secret tunnels (see next rule). Do not tell the players anything about the rolls other than which ones they have found so far. If the players successfully identify all 6 buildings, then additional scanning doesn't yield any additional information (You can tell them this after they've found the last building). Note that the first six buildings scanned will provide all of the relevant information. If there are more than six buildings on the map, the heroes won't need to scan the remainder.

Um, Boss? There's a hole here: (Secret - Don't tell players) One of the buildings conceals the entrance to the secret tunnel network that the Kuritans have been using the move about. If the players roll a 6 they find that building and immediately know what it is and why it's important. Additionally: If any player 'mech enters a building hex, identify which building it is using the method above. If it is building #6 (i.e. the tunnel entrance) then that building has a two level basement and the PC unit immediately falls in. Otherwise, the building does not have a basement. If a PC 'mech is in the hole when the building explodes, they take all damage on the punch chart. During the move phase a 'mech in the basement of the entrance building may decide to follow the tunnel (taking them out of the rest of the scenario), jump out, or remain in place. The hole cannot be climbed out of.

Go to ground: (Secret - Don't tell players) Kuritan forces are fanatical and will fight to the death until the buildings have all detonated. Once the buildings have all been destroyed, the Kurita forces will attempt to retreat off any board edge. Kurita units that are eligible for Forced Withdrawl can escape, but do not count against the PCs for the win condition.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Archer	1	ARC-2K	3039 pg 486	1356	6,170,773
Assassin	1	ASN-21	3039 pg 176	749	3,765,813
Awesome	1	AWS-8T	3039 pg 241	1593	6,598,170
Blackjack	1	BJ-1	3039 pg 193	949	3,147,225
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Clint	1	CLNT-2-3T	3039 pg 182	770	3,572,380
Hunchback	1	HBK-5SP	3039 pg 212	1043	3,446,874
Orion	1	ON1-V	3039 pg 236	1298	6,774,250
Ostroc	1	OSR-2C	3039 pg 470	1228	5,040,960
Panther	1	PNT-9R	3039 pg 175	769	2,485,710

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

3000-3500 (3233 Total)

Assassin ASN-21 (4/5), Centurion CN9-A (4/5), Clint CLNT-2-3T (4/5), Panther PNT-9R (4/5)

3500-4000 (3781 Total)

Assassin ASN-21 (4/5), Centurion CN9-A (3/4), Clint CLNT-2-3T (4/5), Panther PNT-9R (3/4)

4000-4500 (4267 Total)

Assassin ASN-21 (3/4), Centurion CN9-A (3/4), Clint CLNT-2-3T (3/4), Panther PNT-9R (3/4)

4500-5000 (4788 Total)

Assassin ASN-21 (4/5), Blackjack BJ-1 (3/4), Centurion CN9-A (3/4), Clint CLNT-2-3T (4/5), Panther PNT-9R (4/5)

5000-5500 (5280 Total)

Assassin ASN-21 (4/5), Blackjack BJ-1 (3/4), Centurion CN9-A (3/4), Clint CLNT-2-3T (3/4), Panther PNT-9R (3/4)

5500-6000 (5732 Total)

Archer ARC-2K (4/5), Blackjack BJ-1 (4/5), Centurion CN9-A (4/5), Orion ON1-V (3/4), Panther PNT-9R (4/5)

6000-6500 (6280 Total)

Archer ARC-2K (4/5), Blackjack BJ-1 (4/5), Centurion CN9-A (3/4), Orion ON1-V (3/4), Panther PNT-9R (3/4)

6500-7000 (6808 Total)

Archer ARC-2K (3/4), Centurion CN9-A (3/4), Hunchback HBK-5SP (4/5), Orion ON1-V (3/4), Panther PNT-9R (3/4)

7000-7500 (7369 Total)

Archer ARC-2K (3/4), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/5), Panther PNT-9R (3/4)

7500-8000 (7999 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Clint CLNT-2-3T (3/4), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4)

8000-8500 (8604 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/4)

8500-9000 (8960 Total)

Archer ARC-2K (3/4), Assassin ASN-21 (4/5), Awesome AWS-8T (3/4), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (4/5)

9000-9500 (9549 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Centurion CN9-A (4/5), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/4)

9500-10000 (10171 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Centurion CN9-A (4/5), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (4/5), Panther PNT-9R (3/4)

10000-10500 (10564 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Centurion CN9-A (4/5), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/4), Panther PNT-9R (3/4)

10500-11000 (11088 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Centurion CN9-A (4/5), Clint CLNT-2-3T (4/5), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/4), Panther PNT-9R (4/5)

11000-11500 (11636 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Centurion CN9-A (3/4), Clint CLNT-2-3T (4/5), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (3/4), Panther PNT-9R (3/4)

11500-12000 (12192 Total)

Archer ARC-2K (3/4), Awesome AWS-8T (3/4), Blackjack BJ-1 (4/5), Centurion CN9-A (3/4), Clint CLNT-2-3T (3/4), Hunchback HBK-5SP (3/4), Orion ON1-V (3/4), Ostroc OSR-2C (4/5), Panther PNT-9R (4/5)

Mission Objectives: Primary Objective: Destroy all but one of the Combine 'mechs. At most one Combine 'mech may escape off of the map in good order.

Primary Objective: Scan at least 4 of the base buildings before the scenario is over. A building must be scanned before it is destroyed to qualify.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Mission Successful: Complete at least one primary objective	350,000	250,000	100,000
Bonus Objective: Complete both primary objectives	+100,000	+100,000	+100,000
Mission Unsuccessful: Neither primary objective is fulfilled	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Mission Successful: Complete at least one primary objective	15	5
Mission Unsuccessful: Neither primary objective is fulfilled	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Scanning Whiz You have gotten really good at working your 'mechs scanners to gain intel on the enemy. You may check off one or more boxes to add that many to a scanning roll. You may do this *after* the roll is made. This should start with a number of unchecked boxes equal to the number of buildings #1-5 that were successfully scanned during this mission.

Where does this lead?: On a mission where the PCs start the first turn by entering the map through a specific mapsheet, you may cross off this reward to enter from any mapsheet edge. Cross off this reward if you did not successfully scan building #6 during this mission.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

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)

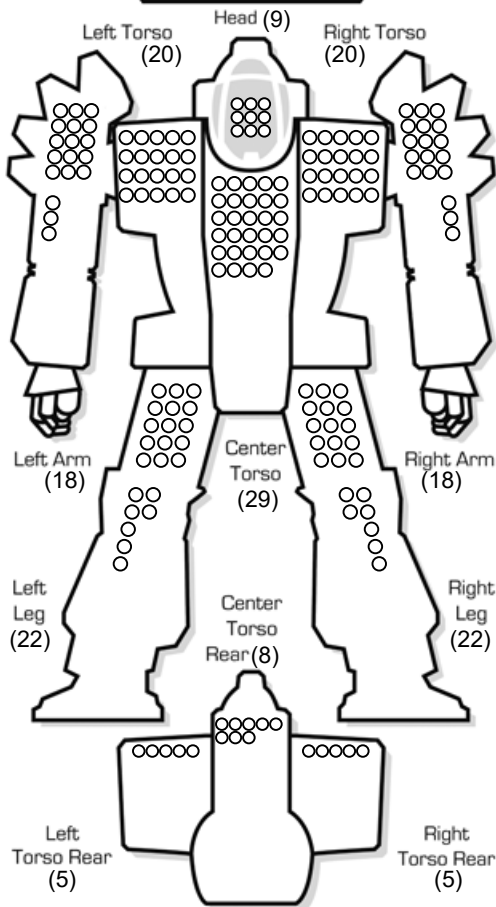
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	LT	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RT	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				

Cost: 6,170,773 CBills

BV: 1356



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

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

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

Left Leg

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

Head

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

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



Damage Transfer Diagram

Right 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

Right Torso

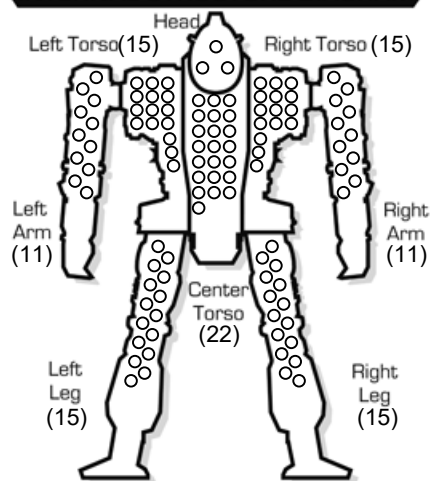
- LRM 15
- LRM 15
- LRM 15
- 1-3 LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- Roll Again

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Assassin ASN-21**

Movement Points:

Walking: **7**

Running: **11**

Jumping: **7**

Tonnage: **40**

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

Era: **Star League**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

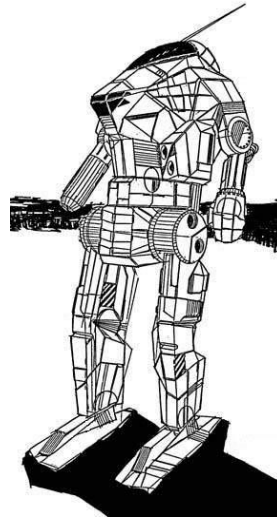
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

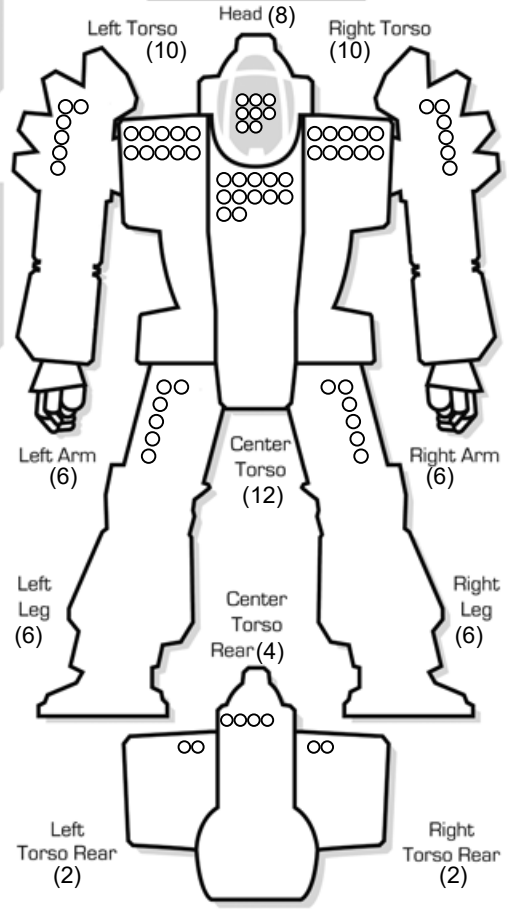
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/MSI,C5/5	6	7	14	21
				[M,C,S]				
1	SRM 2	LT	2	2/MSI,C2/2	-	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5[DE]	-	3	6	9

Cost: 3,765,813 CBills

BV: 749



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- JumpJets
 - JumpJets
 - JumpJets
 - SRM 2
 - SRM 2 Ammo (50)
 - Roll Again
- 1-3

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

Right Torso

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

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

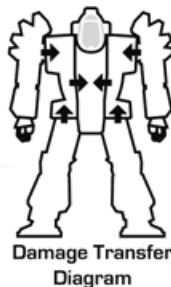
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

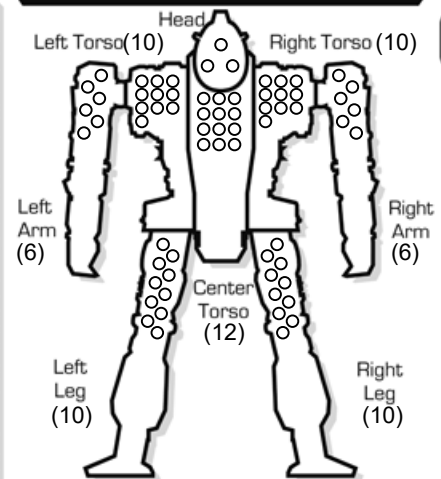
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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: **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)

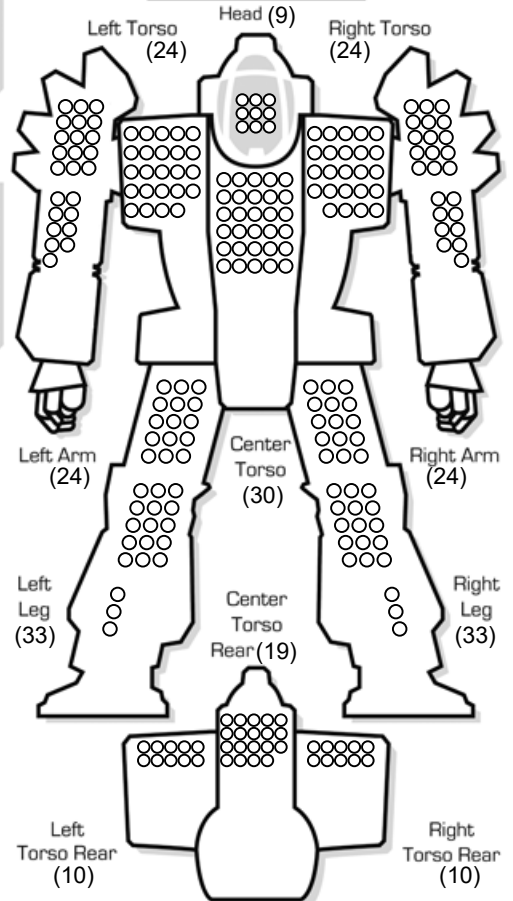
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

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
- 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

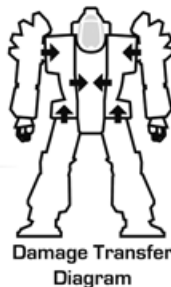
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

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 ○



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

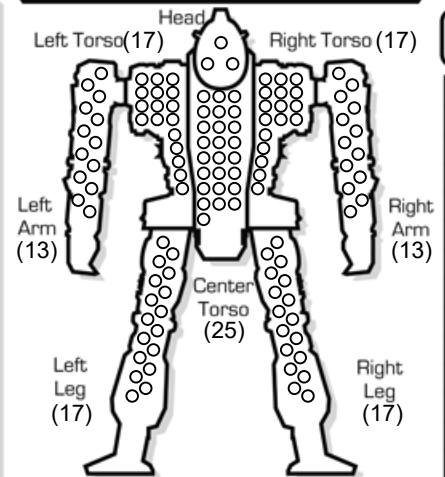
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15

- LRM 15
- LRM 15
- Roll Again
- 4-6 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: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

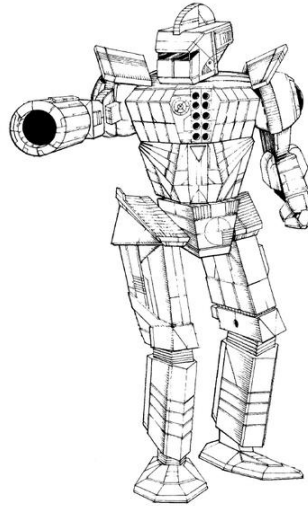
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



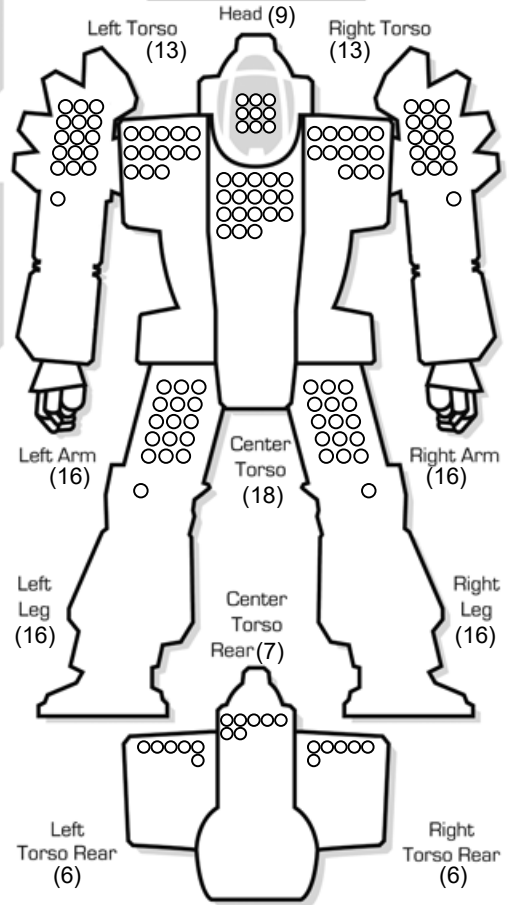
Weapons & Equipment Inventory (hexes)

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

- 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
- 4-6 Fusion Engine
- Fusion Engine
- 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 ○

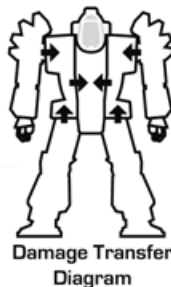
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

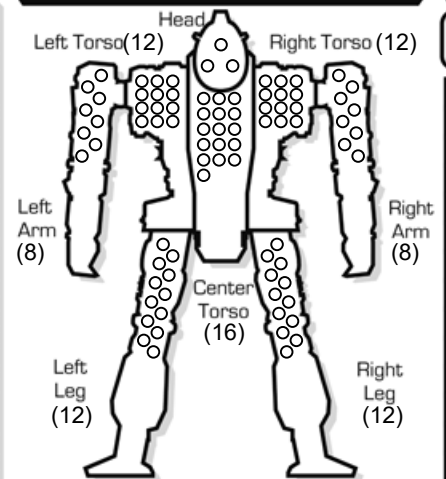
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat 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: **Clint CLNT-2-3T**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **6**

Tonnage: **40**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

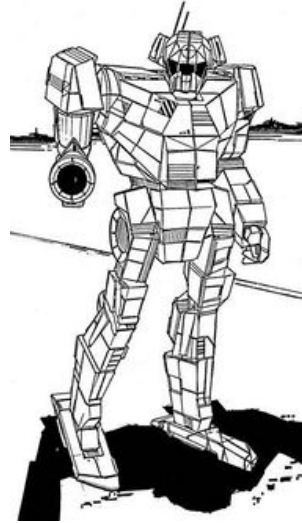
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

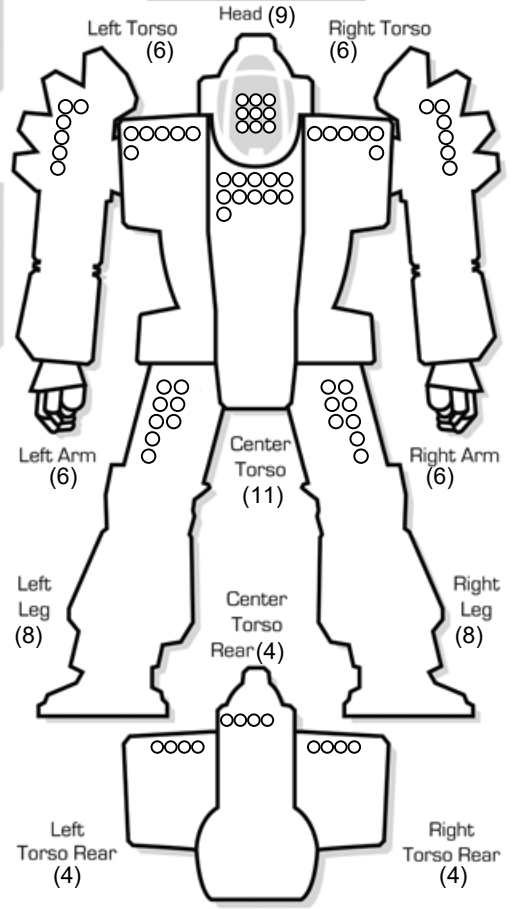
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 3,572,380 CBills

BV: 770



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/5
- Autocannon/5
- Autocannon/5

Center Torso

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

- 1-3 Autocannon/5
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Right Torso

- Heat Sink
- JumpJets
- AC/5 Ammo (20)
- 1-3 Medium Laser
- Roll Again
- Roll Again

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

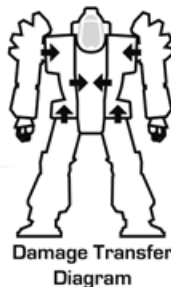
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

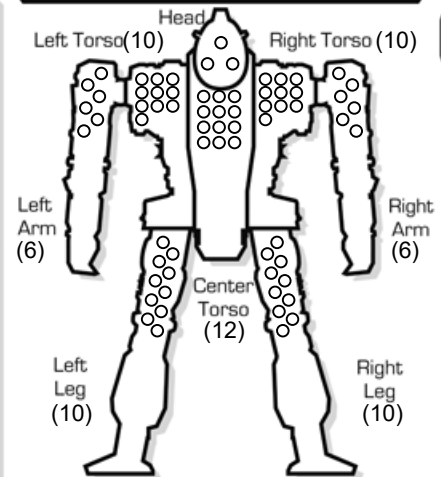
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- JumpJets
- JumpJets



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: Orion ON1-V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

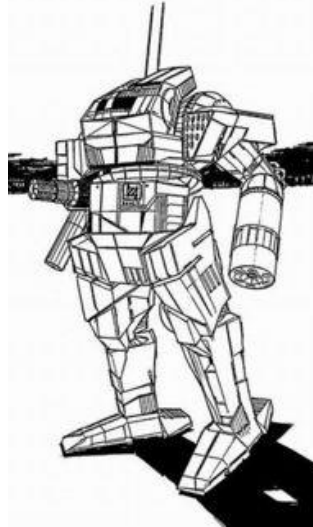
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

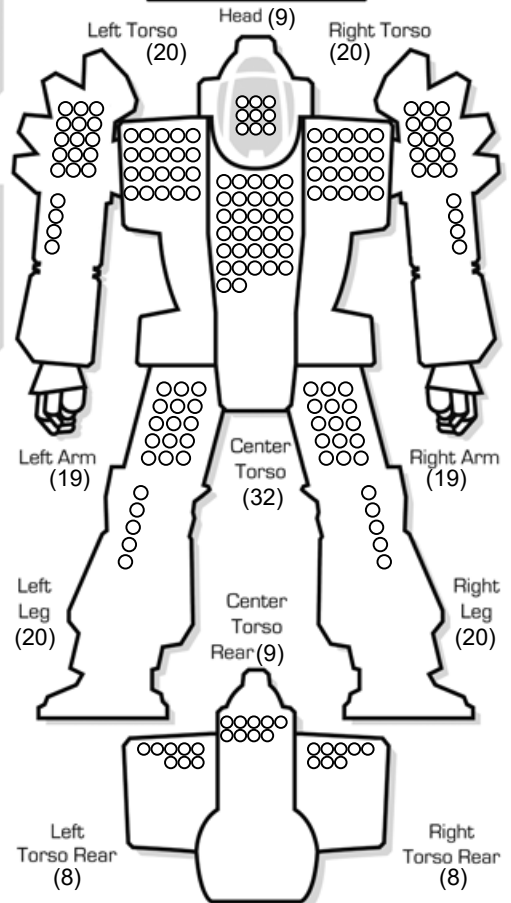
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	LRM 15	LT	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				
1	SRM 4	LA	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	SRM 4	RA	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6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

Cost: 6,774,250 CBills

BV: 1298



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Head

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

Center Torso

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

1-3

4-6

Left Torso

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

1-3

4-6

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

4-6

Right Arm

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

1-3

4-6

Right Torso

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

1-3

4-6

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



Damage Transfer Diagram

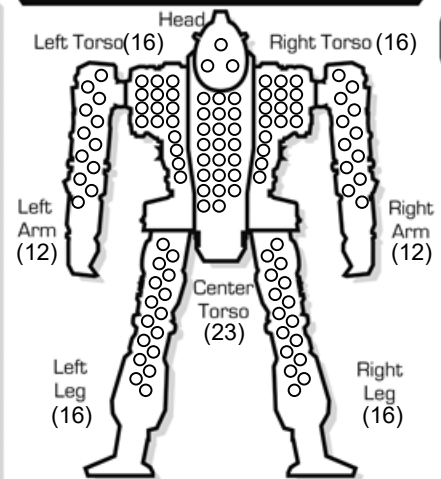
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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**

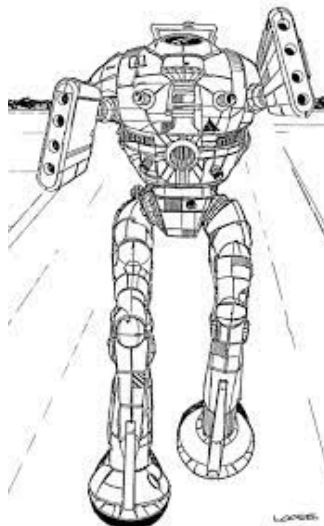
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



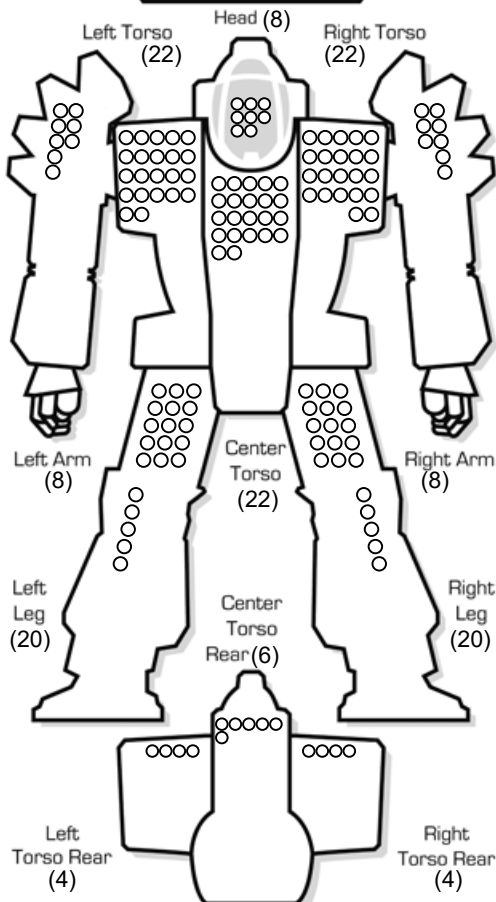
Weapons & Equipment Inventory (hexes)

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/Msl,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

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

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

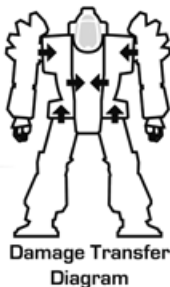
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

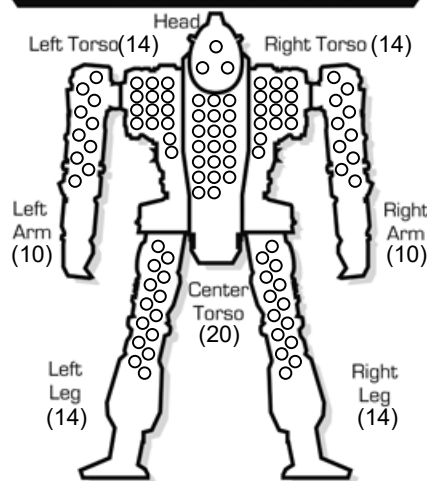
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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

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: 3028-05

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

September 12, 3028

Mission Results

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C-Bill Reward _____ XP Reward _____

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GM Report
Mission 3028-05 - Follow the Leader

Date: _____

GM: _____

Venue _____

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

Salvaged Mechs

- Archer ARC-2K (6,170,773 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Awesome AWS-8T (6,598,170 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Clint CLNT-2-3T (3,572,380 C-Bills)
- Hunchback HBK-5SP (3,446,874 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Ostroc OSR-2C (5,040,960 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)

	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.