

BATTLETECH™

MISSIONS



Mission 3028-06: Cutting the head off the snake
DCMS Outpost Copperhead, East of Shaula City, Shaula
September 16, 3028
Pilot Skill: 3-4

Okay boys, listen up! The Lyrans have begun their attack on Shaula city proper now. Their assault, while important to taking the planet, is actually just a feint designed to draw forces from nearby forward operating bases. Our job is to secure this one here at grid point Alpha so that our Lyran friends can use its facilities to maintain their assault and hopefully bring this part of the invasion to a close once and for all.

I'm sure you're all aware that I'm not a big fan of metaphors, but this one is for all the marbles. Hopefully all the time we've spent on planet so far will give us the leg up we're going to need, as this base looks like it's gonna be nasty.

Good luck!

Map: Use a fortress map where the fortress is clearly well defended from one side, and poorly defended from the other.



Recommended Maps:

- 1: 2018_01 Front Open Terrain 3
- 2: River Communications Center
- 3: 2019_Desert Badlands_-2

Setup: Array the Combine defenders inside the base to defend against an assault coming from the "defended" side (i.e. on the left in the suggested map). Unless otherwise noted, the PCs will enter from the "defended" side (on the left here)

Place a total of 7 defensive turrets on the map. Turrets are (by default) controlled by the OpForce. Each has an armor value of 25, unlimited ammo, a 360' firing arc, and a line of sight 1 level higher than their base elevation. Turrets are small targets (+1 to-hit penalty), but immobile (-4 to-hit bonus). They have a gunnery skill of 4. The turrets come in two different types - Missile and AC. The specific weapons are listed in the BV Bands.

In Hexes 0109, 0312, 0402, 0604, place a Missile turret.
In hexes 0714, 1206 and 1112, place an AC turret

All Walls are hardened structures with a CF of 110.
Building CFs are as follows:

Light: 15
Medium: 40
Heavy: 70

The walls are considered "Abrupt Elevated Terrain" (i.e. they cannot be climbed by 'mechs or vehicles without jump jets) from the outside, but are considered normal level 1 hills from the inside.

Special Rules

Ssshh!: If any hero has the "Where does this lead?" cert from mission 3028-05, they may scratch it off to enter on the "undefended" side (right in the sample) of the map. They can bring up to one other PC with them. Any Battlefield support must enter from the "defended" side (the tunnels are just too difficult for vehicles to manage)

That's what that code was for!: Any player with the "Scanning Whiz" cert from 3028-05 who is within 5 hexes of a turret may attempt to take it over. During the firing phase, fill in one box and make a 2d6 roll. On a roll of 2-5, nothing happens. 6-8, the turret will not fire against the heroes for the remainder of the scenario. On a roll of 9+ then the PCs can control the turret for the rest of the game. Add a +1 modifier to this roll for each subsequent attempt. This roll counts as "an attack" and must be the primary target (i.e. apply a +1 to hit penalty for any other attacks this turn)

The Bridge is open!: The "Supplies!" reward from mission 3028-04 has an extra benefit in this mission. When used, it can be applied to a total of three PC 'mechs instead of just 1.

Boom Boom!: The Combine have a single off-board Sniper artillery piece. The GM may secretly mark up to three hexes that have been "Pre-designated". They may only use HE ammunition (no Copperhead/smoke, etc.) The artillery piece may fire once per turn per the "Battlefield Support" rules (BMM, Pg. 77-78) but may only target the "Defended" mapsheet (left in the sample). Any PC may use a single use of the "Where'd our spotters go?" reward from mission 3028-03, or the "Missing Spotters" reward from mission 3028-01 to either cancel a shot as it is being fired, or to apply a +4 TN penalty (instead of the +2 from the reward) when it lands.

Wow, that bridge is really handy!: PCs may use the "A bridge to where?" reward from mission 3028-02 begin the scenario up to **twice** their walk speed from their starting side.

Come out with your hands up: The PCs are attempting to capture the base by capturing the buildings in it. To capture a building, the PCs must have a 'mech adjacent to the building while there are no OPFOR 'mechs within 2 hexes of any hex of that building during the end phase. If the PCs capture a building, the OPFOR can recapture the building using the same mechanics.

They ain't payin' me enough for this: The OPFOR 'mechs are all subject to forced withdrawl.

Optional Rule: Veteran OPFOR 'mechs have access to the "Bushido" PSA.

Okay, you can play too (Optional): At the GMs discretion, if some players have played previous missions from this season and others have not, then any players that have not played any of the previous missions this season may use one of the special rewards (3028-05 counts as two different rewards for this purpose). They must declare which one they're claiming at the beginning of the scenario. That temporary reward expires at the end of this mission whether it is used or not.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Awesome	1	AWS-8T	3039 pg 241	1593	6,598,170
Bulldog Medium Tank	2	Standard	3039 pg. 115	605	N/A
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Crab	1	CRB-20	3039 pg 420	1143	3,921,875
Dragon	1	DRG-1N	3039 pg	1125	5,036,800
Firestarter	1	FS9-K	3039 pg 169	763	3,069,225
Griffin	1	GRF-1N	3039 pg 460	1272	4,957,107
Hunchback	1	HBK-4H	3039 pg 208	1067	3,425,874
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Jenner	1	JR7-F	3039 pg 173	1011	3,121,425
Phoenix Hawk	1	PHX-1D	3039 pg 456	1083	4,057,390
Thunderbolt	1	TDR-5SE	3039 pg 484	1414	5,560,609
Urbanmech	2	UM-R60	3039 pg 165	504	1,471,925
Vedette Medium Tank	2	Standard	3039 pg. 112	475	N/A
Wolverine	1	WVR-6R	3039 pg 469	1101	4,827,682

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

3000-3500 (3918 Total)

Bulldog Medium Tank Standard (4/5), Centurion CN9-A (4/5), Firestarter FS9-K (4/5), Javelin JVN-10N (4/5), Jenner JR7-F (4/5)

Missile Turrets: LRM-10

AC Turrents: AC-5, AC-2

3500-4000 (4298 Total)

Bulldog Medium Tank Standard (4/5), Centurion CN9-A (4/5), Crab CRB-20 (4/5), Javelin JVN-10N (4/5), Jenner JR7-F (4/5)

Missile Turrets: LRM-10

AC Turrents: AC-5, AC-2

4000-4500 (4984 Total)

Bulldog Medium Tank Standard (3/4), Centurion CN9-A (3/4), Crab CRB-20 (4/5), Javelin JVN-10N (3/4), Jenner JR7-F (4/5)

Missile Turrets: LRM-10

AC Turrents: AC-5, AC-2

4500-5000 (5484 Total)

Bulldog Medium Tank Standard (3/4), Centurion CN9-A (3/4), Crab CRB-20 (3/4), Javelin JVN-10N (4/5), Jenner JR7-F (3/4)

Missile Turrets: LRM-10

AC Turrents: AC-5, AC-2

5000-5500 (5818 Total)

Bulldog Medium Tank Standard (3/4), Centurion CN9-A (3/4), Firestarter FS9-K (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (3/4)

Missile Turrets: LRM-15
AC Turrents: 2xAC-5

5500-6000 (6375 Total)

Bulldog Medium Tank Standard (3/4), Centurion CN9-A (3/4), Crab CRB-20 (3/4), Dragon DRG-1N (3/4), Jenner JR7-F (3/4)

Missile Turrets: LRM-15
AC Turrents: 2xAC-5

6000-6500 (6808 Total)

Centurion CN9-A (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (4/5), Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4)

Missile Turrets: LRM-15
AC Turrents: 2xAC-5

6500-7000 (7606 Total)

Awesome AWS-8T (4/5), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4)

Missile Turrets: LRM-15
AC Turrents: 2xAC-5

7000-7500 (8116 Total)

Awesome AWS-8T (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4)

Missile Turrets: LRM-20
AC Turrents: AC-10, AC-5

7500-8000 (8510 Total)

Awesome AWS-8T (4/5), Griffin GRF-1N (3/4), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Wolverine WVR-6R (3/4)

Missile Turrets: LRM-20
AC Turrents: AC-10, AC-5

8000-8500 (8870 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Centurion CN9-A (3/4), Dragon DRG-1N (3/4), Firestarter FS9-K (3/4), Phoenix Hawk PHX-1D (3/4)

Missile Turrets: LRM-20
AC Turrents: AC-10, AC-5

8500-9000 (9514 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1D (3/4), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (4/5), Urbanmech UM-R60 (4/5)

Missile Turrets: LRM-20

AC Turrents: AC-10, AC-5

9000-9500 (10085 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-15

AC Turrents: 2xAC-10

9500-10000 (10679 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Javelin JVN-10N (4/5), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-15

AC Turrents: 2xAC-10

10000-10500 (11096 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (4/5), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-15

AC Turrents: 2xAC-10

10500-11000 (11690 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Javelin JVN-10N (4/5), Jenner JR7-F (4/5), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-15

AC Turrents: 2xAC-10

11000-11500 (12014 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Javelin JVN-10N (4/5), Jenner JR7-F (3/4), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-20

AC Turrents: AC-20, AC-10

11500-12000 (12503 Total)

Awesome AWS-8T (3/4), Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (4/5), Thunderbolt TDR-5SE (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4)

Missile Turrets: 2xLRM-20

AC Turrents: AC-20, AC-10

Mission Objectives: Capture more than half of the base buildings (IN the sample map case, that's at least 3 buildings) and control them at the end of the scenario. To win the bonus objective, the PCs must destroy or drive all OPFOR 'mechs out of the base. 'Mechs in Forced

Withdrawn, or that are no longer capable of standing qualify as "Driven Off" regardless of their location at the end of the scenario

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)	350,000	250,000	100,000
No enemy 'mechs remain in the base at the end of the scenario. (Bonus)	+100,000	+100,000	+100,000
At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)	15	5
At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Unlock any one *additional* 'mech from the OPFOR list regardless of whether or not it appeared or was salvagable.

Battletech Missions

Mission: 3028-06

Player Handout

The Rewards from other missions this season have extra effect in this mission. They are:

3028-01: Missing Spotters: You may use this cert to cancel a Combine artillery strike this mission, or apply a +4 TN modifier to the To-Hit roll.

3028-02: A Bridge to where?: You may use this reward to begin the scenario up to **twice** your walk speed from your entry side.

3028-03: Where'd our spotters go? You may use this cert to cancel a Combine artillery strike this mission, or apply a +4 TN modifier to the To-Hit roll.

3028-04: Supplies! When used, this can be applied to a total of three PC 'mechs instead of just 1.

3028-05: Where does this lead?" You may use this to enter from the "Undefended" side of the map. You can bring up to one other PC with you. Any battlefield support you use will enter on the "defended" side.

3028-05: Scanning Whiz" If you are within 5 hexes of a turret you may attempt to take it over. During the firing phase, fill in one box and make a 2d6 roll. On a roll of 2-5, nothing happens. 6-8, the turret will not fire against the heroes for the remainder of the scenario. On a roll of 9+ then the PCs can control the turret for the rest of the game. Add a +1 modifier to this roll for each subsequent attempt. This roll counts as "an attack" and must be the primary target (i.e. apply a +1 to hit penalty for any other attacks this turn)

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)

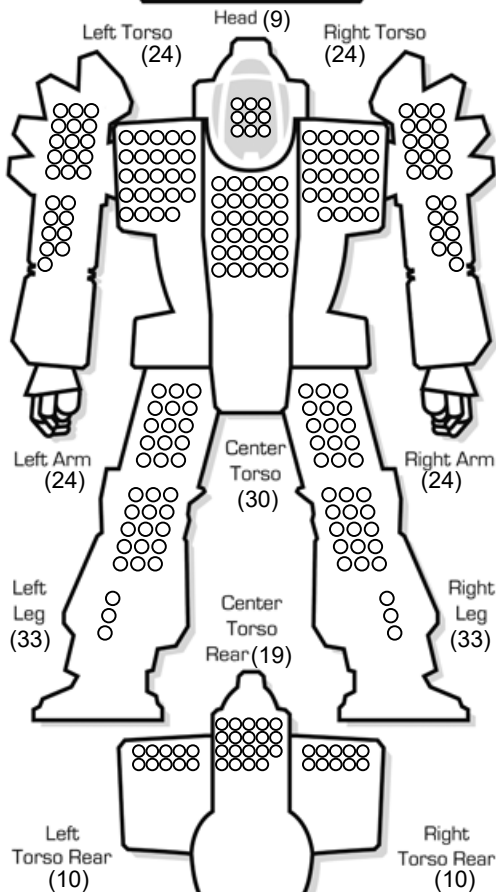
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

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

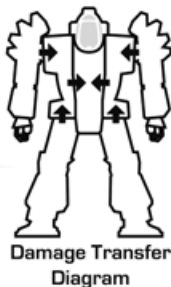
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

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

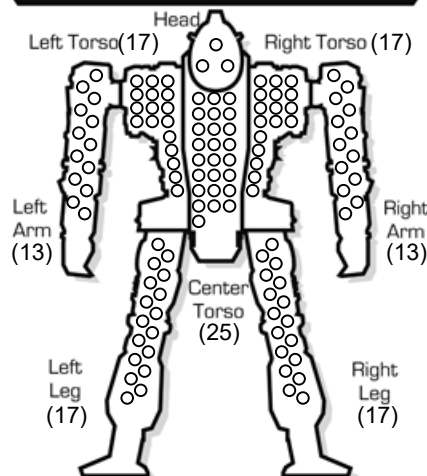
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15

- 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

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)
 Flank: 6 **Era:** Star League
Movement Type: Tracked
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

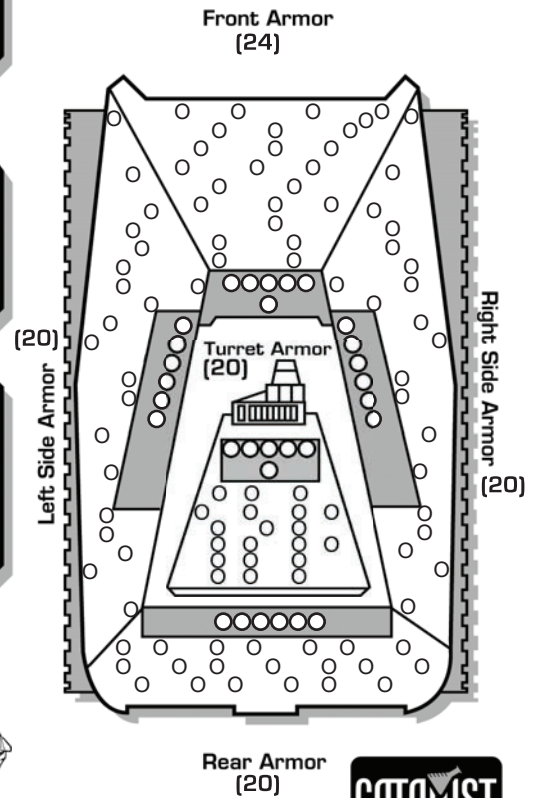
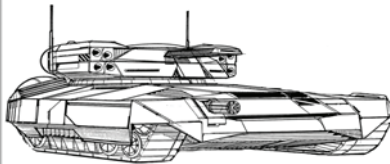
Cost: BV: 605

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)
 Flank: 6 **Era:** Star League
Movement Type: Tracked
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

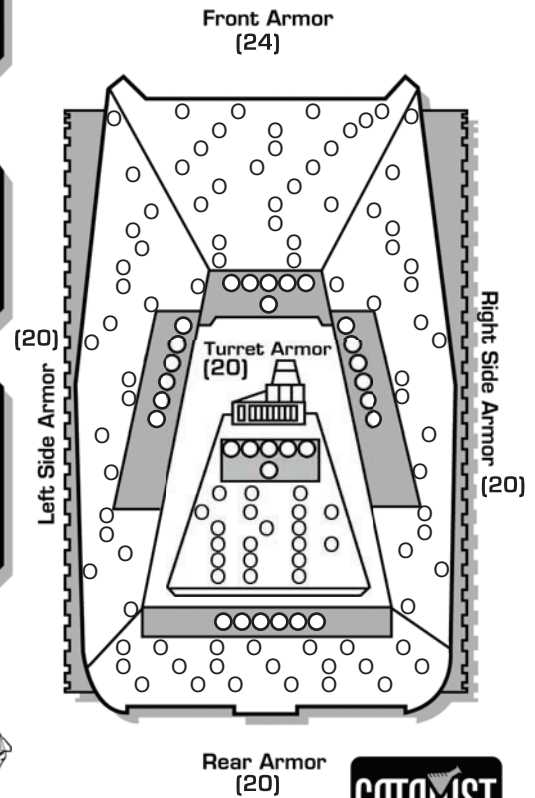
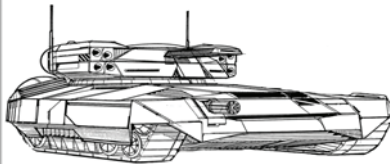
Cost: BV: 605

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Centurion CN9-A**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **50**

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

Era: **Succession Wars**

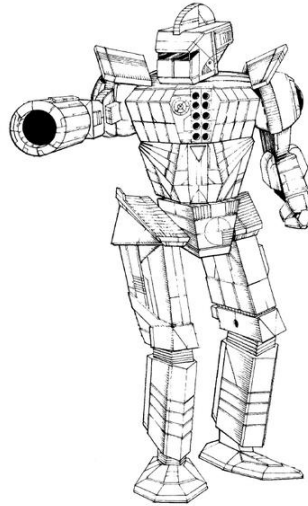
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



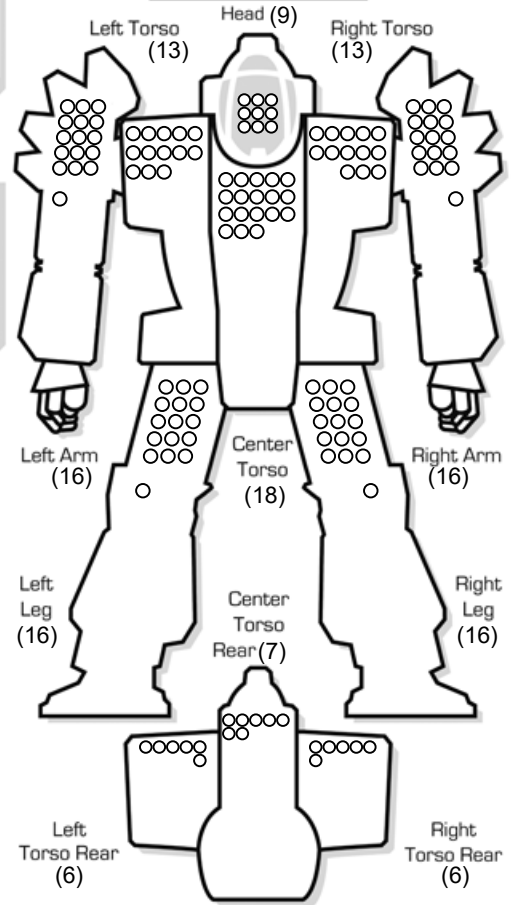
Weapons & Equipment Inventory (hexes)

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

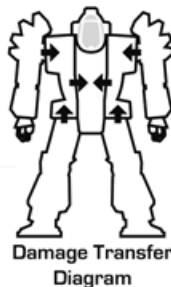
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

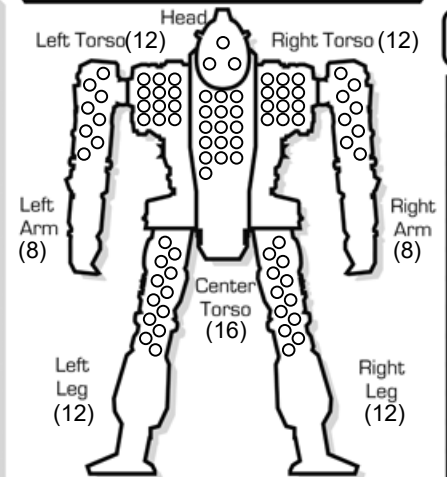
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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:
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: **Dragon DRG-1N**

Movement Points:

Walking: **5**

Running: **8**

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)

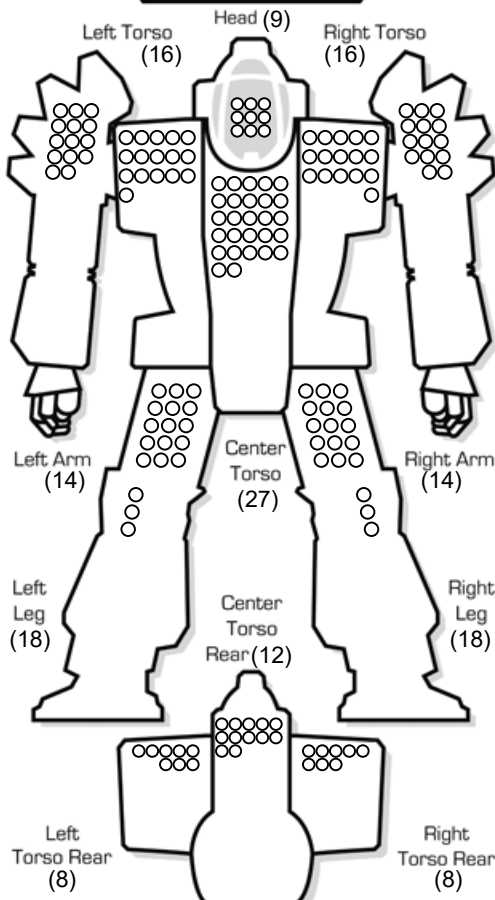
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 10	CT	4	1[M,S],C5/10	6	7	14	21
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9

Cost: 5,036,800 CBills

BV: 1125



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 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

- 1-3 LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- LRM 10
- LRM 10

Right Torso

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

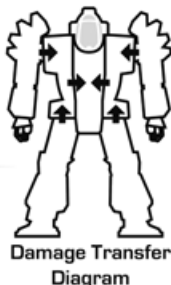
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

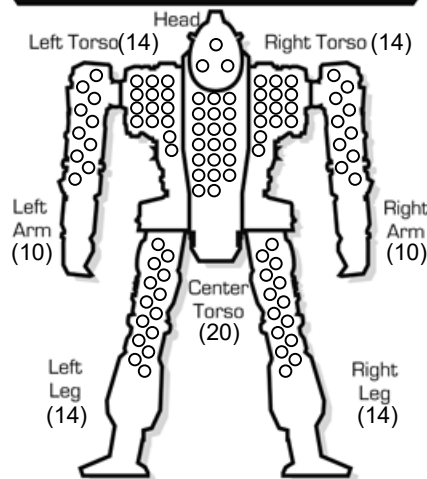
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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*
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: Firestarter FS9-K

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere

Era: Star League

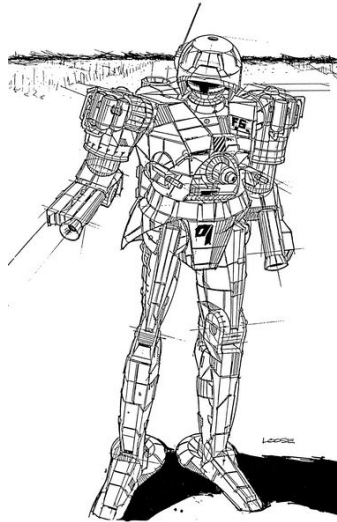
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



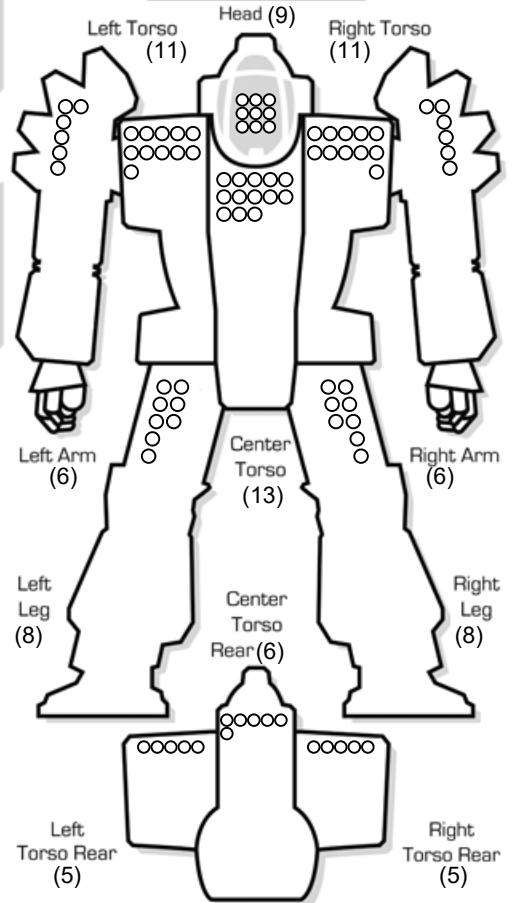
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer (R)	CT	3	2	-	1	2	3
				[DE,H,AI]				

Cost: 3,069,225 CBills

BV: 763

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Flamer
- Flamer (R)

Right Torso

- JumpJets
- JumpJets
- JumpJets
- 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

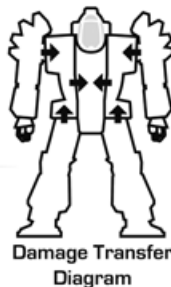
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

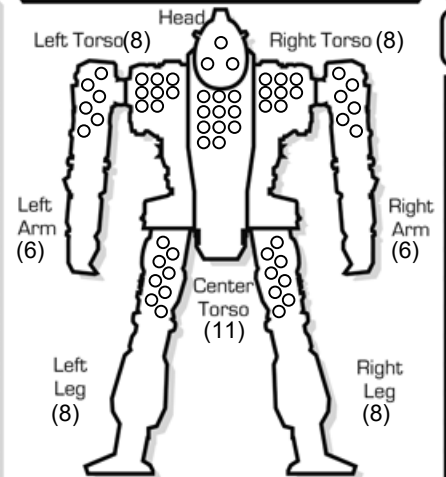
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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:
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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

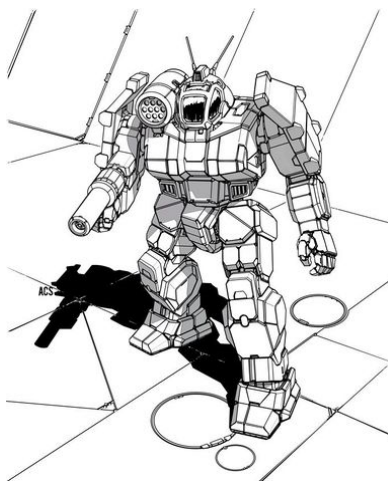
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl, C5/10	6	7	14	21

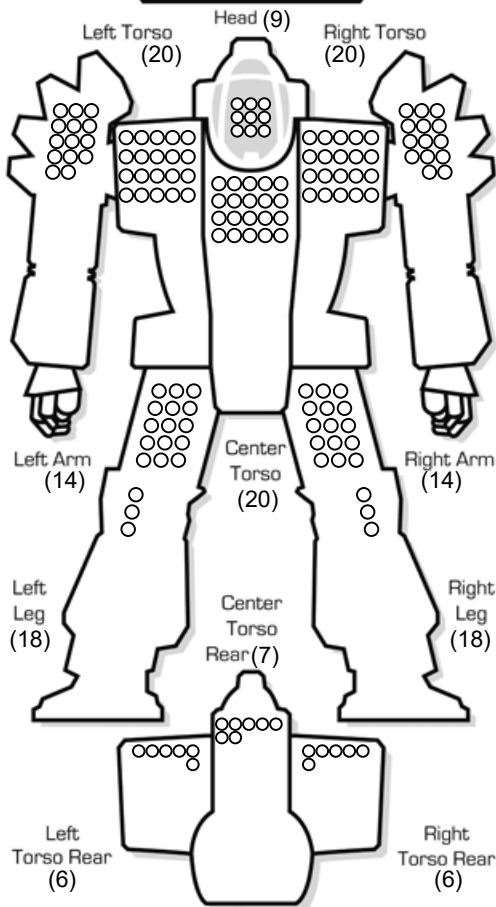
[M.C.S]

Cost: 4,957,107 CBills

BV: 1272



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

1-3

Center Torso

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

1-3

Right Arm

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

1-3

Left Torso

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

4-6

Right Torso

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

Right Torso

- JumpJets
- JumpJets
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)

1-3

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

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

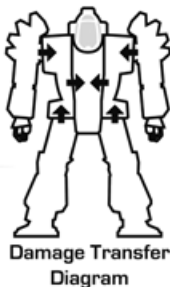
4-6

Left Leg

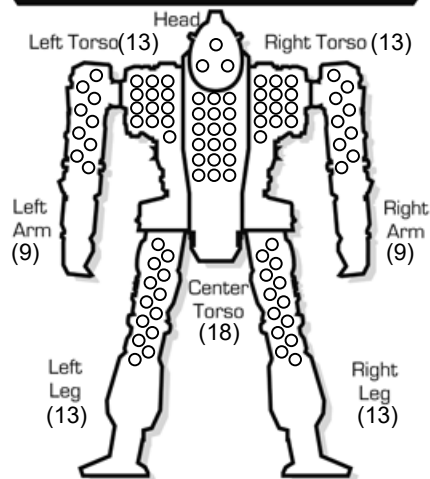
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT 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: Hunchback HBK-4H

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:

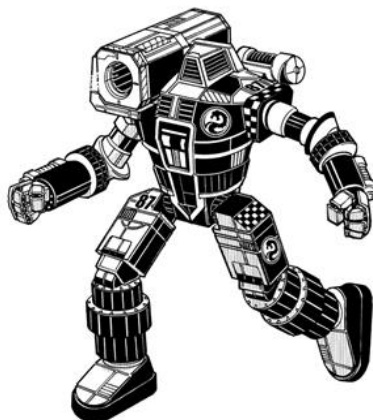
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

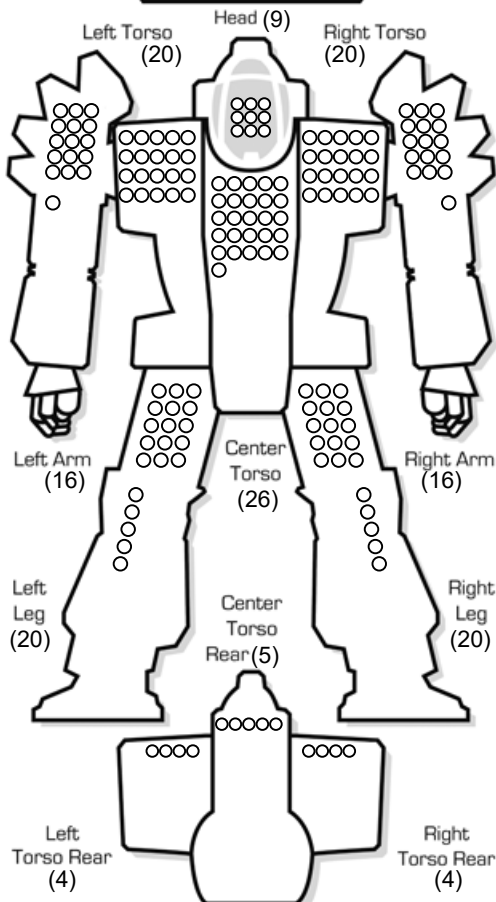
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 3,425,874 CBills

BV: 1067



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- AC/10 Ammo (10)

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 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
- Hand Actuator
- Medium Laser
- Roll Again

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

Right Torso

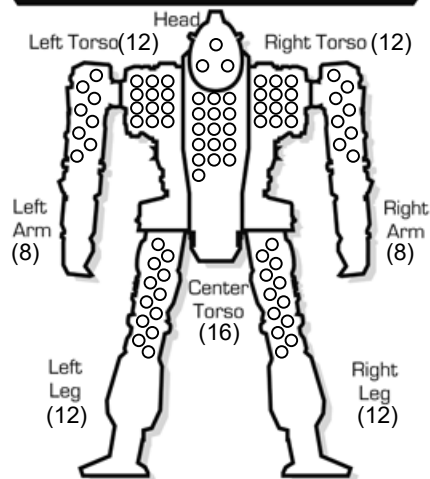
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

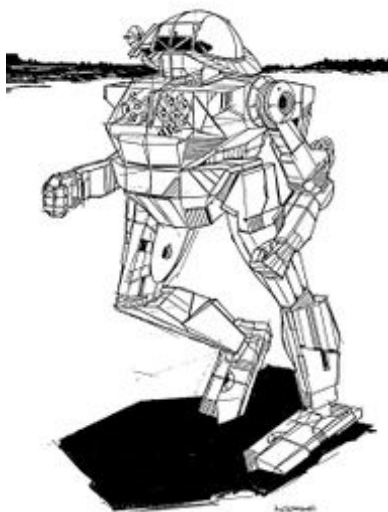
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

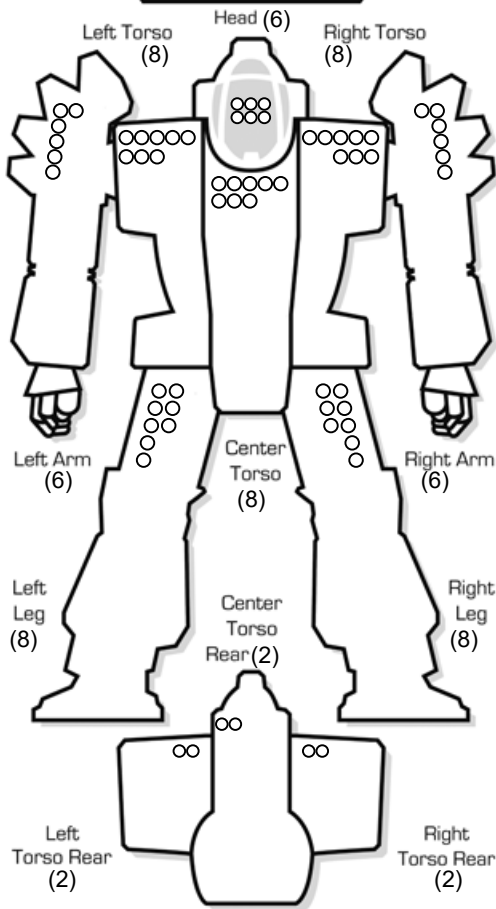
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

Cost: 2,400,840 CBills

BV: 594



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 Hand Actuator
- Roll Again
- Roll Again

Center Torso

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

Right Arm

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

Left Torso

- Heat Sink
- SRM 6
- SRM 6
- 1-3 SRM 6 Ammo (15)
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Heat Sink
- SRM 6
- 1-3 SRM 6
- SRM 6 Ammo (15)
- Roll Again

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

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

Right Torso

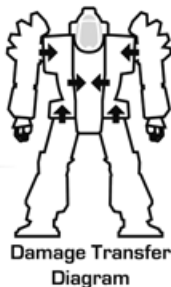
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

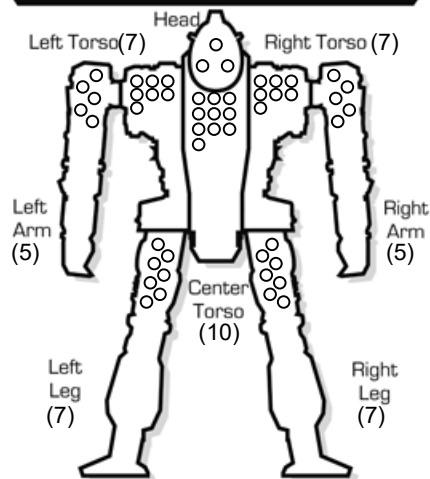
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank

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

Weapons & Equipment Inventory (hexes)

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

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

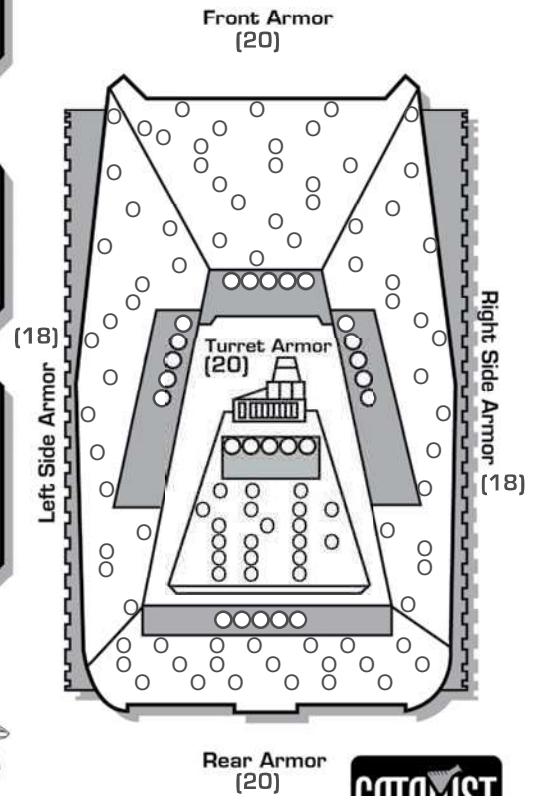
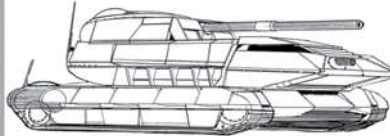
Cost: **BV:** 475

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank

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

Weapons & Equipment Inventory (hexes)

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

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

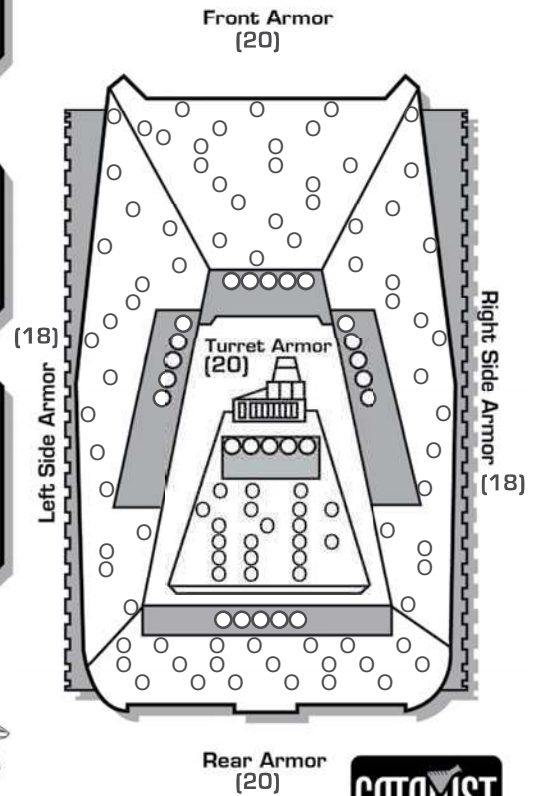
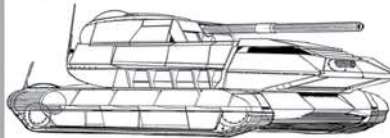
Cost: BV:475

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolverine WVR-6R**

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

Weapons & Equipment Inventory (hexes)

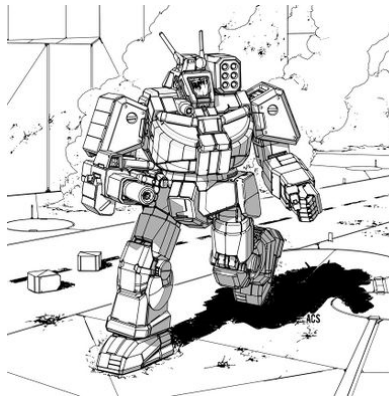
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/[MSI,C2/6]	-	3	6	9
				[M,C,S]				

Cost: 4,827,682 CBills BV: 1101

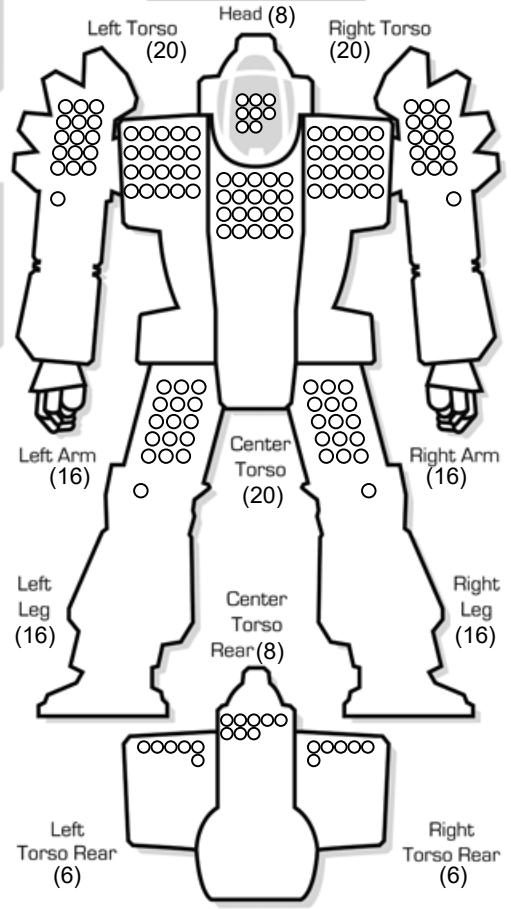
WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

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

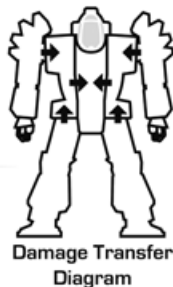
4-6

Left Leg

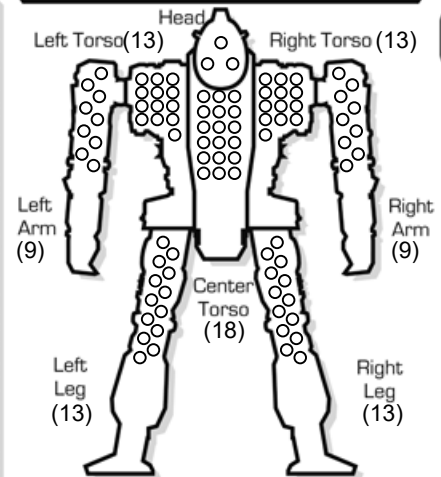
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat 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: 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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BATTLETECH™



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Interestingly enough, the Lancers are one of the few 'Mech forces that make up the Lyran TO&E on Shaula, as the majority of the Lyran troops are conventional units of Infantry and Combat Vehicles. This means that several additional salvage opportunities present themselves before you lift off planet. While perhaps not as nice as the eternal gratitude of the Archon, it does give you a few opportunities to upgrade your rides.

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-06

Cutting the head off the snake

DCMS Outpost Copperhead, East of Shaula City, Shaula

September 16, 3028

Mission Results

- More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)
- No enemy 'mechs remain in the base at the end of the scenario. (Bonus) (+100,000 C-Bills)
- At least half of the base buildings remain in OPFOR hands at the end of the scenario (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

- Awesome AWS-8T (6,598,170 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Crab CRB-20 (3,921,875 C-Bills)
- Dragon DRG-1N (5,036,800 C-Bills)
- Firestarter FS9-K (3,069,225 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4H (3,425,874 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-F (3,121,425 C-Bills)
- Phoenix Hawk PHX-1D (4,057,390 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Wolverine WVR-6R (4,827,682 C-Bills)

Additional Rewards

Unlock any one *additional* 'mech from the OPFOR list regardless of whether or not it appeared or was salvagable.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3028-06 Debrief

Cutting the head off the snake

DCMS Outpost Copperhead, East of Shaula City, Shaula

September 16, 3028

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GM Report
Mission 3028-06 - Cutting the head off the snake

Date: _____

GM: _____

Venue _____

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

Salvaged Mechs

- | | |
|--|--|
| <input type="checkbox"/> Awesome AWS-8T (6,598,170 C-Bills) | <input type="checkbox"/> Phoenix Hawk PHX-1D (4,057,390 C-Bills) |
| <input type="checkbox"/> Centurion CN9-A (3,491,500 C-Bills) | <input type="checkbox"/> Thunderbolt TDR-5SE (5,560,609 C-Bills) |
| <input type="checkbox"/> Crab CRB-20 (3,921,875 C-Bills) | <input type="checkbox"/> Urbanmech UM-R60 (1,471,925 C-Bills) |
| <input type="checkbox"/> Dragon DRG-1N (5,036,800 C-Bills) | <input type="checkbox"/> Wolverine WVR-6R (4,827,682 C-Bills) |
| <input type="checkbox"/> Firestarter FS9-K (3,069,225 C-Bills) | |
| <input type="checkbox"/> Griffin GRF-1N (4,957,107 C-Bills) | |
| <input type="checkbox"/> Hunchback HBK-4H (3,425,874 C-Bills) | |
| <input type="checkbox"/> Javelin JVN-10N (2,400,840 C-Bills) | |
| <input type="checkbox"/> Jenner JR7-F (3,121,425 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.