

# BATTLETECH™

## MISSIONS



**Mission 3029-02a (FedSuns): Honorable Defense**  
**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**  
**July 7, 3029**  
**Pilot Skill: 2-4**

Okay boys, listen up!

As you may be aware, we're currently on loan to the Federated Suns from our nominal employers in the Lyran Commonwealth. As part of that "Loan" we're taking part in the invasion of the Capellan regional capital of Sarna. Also, as you may or may not be aware, the invasion is not going well. There are a lot more troops here than we'd expected, and they're a lot better. To make matters worse, our friends in the main body of the invasion force, the Fifth Syrtis Fusiliers, walked into a huge ambush.

So we're outnumbered and outgunned on a hostile world, light years behind enemy lines. Also, we're cut off from communications, and as far as we know, the last message our friends sent off suggested that everything was going well, so we likely can't expect to get bailed out any time soon. On the other hand, we did manage to demonstrate our loyalty to our employers last month, so there's that.

Currently, the fighting has been pretty low key. Probing attacks, patrol skirmishes, stuff like that. We've been giving as good as we've been receiving, which is good, but it can't last long. It looks like McCarron's Armored Cavalry is gearing up to assault our current stronghold of Baktal. To counter this, the Crater Cobras are bringing in the big guns. I mean that literally. In this case, it's a Mobile Long Tom and its various carriages.

All we gotta do is get it past this mountain pass here at grid point Alpha so's our Feddie friends can bombard a bridge over here at grid point Omicron. If they take that bridge out then it will put a serious damper on the Big Mac's timetable - they'll have to either rebuild the bridge or go the long way around. Either way it'll buy us days, if not weeks.

Of course, the Capellans would really like to have their very own Long Tom - so if you do encounter any, they'll likely try to capture, rather than destroy, it. Having said that, I'm sure they'll have instructions to blow it up if it looks like you're going to get it out of this pass where they won't be able to keep track of it, so be careful.

### **If the half or more of the PCs have achieved the Secret Objective from Mission 3029-01**

So, just as a heads up. It looks like Henrik got that Cappy pilot you guys captured to talk. Turns out they're aware of this pass, and that the Feds are likely to try to send slow moving, vulnerable things through it. So rather than walk into a trap, you should slow the Long Tom down a little bit while you guys scout ahead and trip any traps - better than you guys hit them than the giant train full of ammo and not a lot of armor.

### **If less than half of the PCs have achieved the Secret Objective from Mission 3029-01**

For the most part, it looks like the Cappies aren't going to be in much of a condition to do anything about it, but if they do, it'll be here at the pass. But honestly, that-

Belay that. We've got movement. Can't be exactly sure where, but it's right on top of you. Stay Frosty!

**Map:** Use the Pozoristu Mountains map from the Tukayyid map pack (if available). Otherwise, any heavily mountain/hilly map will do with some modifications.



**Recommended Maps:**

1: Pozoristu Mountains

**Setup:** The enemy OPFOR Secretly choose their starting locations on any level 6 or high hex. If half the players reveal they completed the secret objective in the previous mission 3039-01 the enemy OPFOR can only pick their starting location on any level 6 or high hex on the right side of the map. After enemy OPFOR secretly pick their starting locations the players place the Long Tom and Carriages in order facing towards the right side of the map on road hex 1509. If at least half (rounded up) the players have used the secret objective from mission 3039-01 then the Long Tom must start on any road from the left side of the map to hex 1509 as long it accommodates the Long Tom and carriages on the map. Then the Players place all of their mechs within 3 hexes of the Long Tom or any of its carriages, excluding any hexes level 6 or higher.

**Special Rules**

**Be Vewy Vewy Qwiet. I'm hunting Lom Toms:** The OPFOR can use Hidden Initial Placement. To do so, they must start in a hex that has Woods or no direct line of sight to the road.

**Is that a train?:** The Long Tom is currently hooked up to its support carrages, which makes it slower (1/2 speed). The order of the carriages is Long Tom, ammo, ammo, ammo, Support, Support. The stacking limit for vehicles is 2, so the entire train takes up three hexes. The Long Tom moves first every turn, and the carriages automatically move with it. The Long Tom does get +1 movement if it stays on the road. *See Tractor/Trailer Rules, TW pg 205*

**That thing's operational!** (Optional): The Long tom can fire its main gun at target hexes between 6 and 17 hexes away, with a Gunnery skill of 4. Assume that all ammunition is standard HE. Even if not using this rule, the Long Tom can fire its machine guns normally. *See Tac Ops pg. 185 for direct fire artillery rules.* If the Long Tom fires in direct fire mode, it targets a hex that it can see. The To-hit number includes a +4 penalty for direct fire, and modifiers for attacker movement and intervening terrain. If the attack misses, it will scatter d6 hexes in a random direction. Wherever it lands, it will do 25 damage (in 5 point clusters) to targets in that hex, 15 points (in 5 point clusters) to all targets in adjacent hexes, and 5 points to all targets 2 hexes away. If the target is in hex that the attack lands, roll in the front column on the hit location chart. For other targets, roll on the appropriate column as if the attack was coming from the hex the attack landed.

**The Rockets red glare:** If one of the Ammo Carriages are destroyed, roll a standard

Determining Critical Hits roll. On an 8-9, one ton of ammo explodes for 125/75/25. On a 10-11, two tons (250/150/50), on a 12, three tons (375/225/75). Note that this will likely have a cascading effect on the rest of the train.

**They are making a run for it** The Long Tom can escape of the Right edge of the map at the end of the road. If the Long Tom gets off the edge of the map the players lose.

**That's a nice road:** All roads are leveled so it does not cost any additional movement to change elevation along them. It is asphalt, meaning that running 'mechs and flanking vehicles may skid.

**That's a nice toy you got there** To Capture the Long Tom the enemy OPFOR must have more mechs adjacent to Long Tom then there are player mechs within 2 tiles of the Long Tom or any of its attached carriages at the end of the round. Once captured the Long Tom will stay in place and not fire any weapons. If at the end of any round the requirements to be captured are not met then the Long Tom is no longer considered captured and can act as normal.

**If we can't have it, nobody can! (Secret - Don't tell the PCs)** The Cappies have instructions to capture the gun if at all possible to make up for their losses here on the planet. They will not shoot at the Long Tom until it gets to 6 hexes (or closer) of the right side of the board.

**Welp, time to go!:** The Capellans can retreat off of any side of the map except for the PCs home edge, and will do so as soon as the gun is destroyed or has escaped.

#### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Crusader	1	CRD-3L	3039RS pg 477	1297	5,722,309
Vindicator	1	VND-1R	3039 pg 199	1024	3,181,083
Raven	1	RVN-4X	SW pg 64	820	2,552,625
Clint	1	CLNT-1-2R	3039 pg 181	707	3,220,280
Catapult	1	CPLT-A1	SW pg 172	1285	5,658,124
Griffin	1	GRF-1N	3039 pg 460	1272	4,957,107
Victor	1	VTR-9A	SW pg 231	1236	8,027,219
Highlander	1	HGN-733	3039 pg 433	1801	8,307,180
Mobile Long Tom	1			0	N/A
Mobile Long Tom Ammo Carriage	1			0	N/A
Mobile Long Tom Support Carriage	1			0	N/A
Mobile Long Tom Ammo Carriage	1			0	N/A
Mobile Long Tom Ammo Carriage	1			0	N/A
Mobile Long Tom Support Carriage	1			0	N/A
Mobile Long Tom Support Carriage	1			0	N/A

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

#### 4000-4500 (4146 Total)

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (3/4)

#### 4500-5000 (4525 Total)

Crusader CRD-3L (3/4), Vindicator VND-1R (4/5), Raven RVN-4X (3/4), Clint CLNT-1-2R (4/5)

#### 5000-5500 (5079 Total)

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4)

#### 5500-6000 (5544 Total)

Crusader CRD-3L (4/5), Vindicator VND-1R (4/5), Raven RVN-4X (4/5), Clint CLNT-1-2R (4/5), Catapult CPLT-A1 (3/4)

**6000-6500 (6102 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (4/5), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (4/5)

**6500-7000 (6513 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (4/5), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4)

**7000-7500 (7046 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (4/5), Raven RVN-4X (4/5), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (4/5), Griffin GRF-1N (4/5)

**7500-8000 (7493 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (4/5), Raven RVN-4X (3/4), Clint CLNT-1-2R (4/5), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5)

**8000-8500 (8047 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5)

**8500-9000 (8454 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (3/4)

**9000-9500 (9022 Total)**

Crusader CRD-3L (4/5), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (4/5), Griffin GRF-1N (4/5), Highlander HGN-733 (4/5)

**9500-10000 (9598 Total)**

Crusader CRD-3L (4/5), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (4/5), Griffin GRF-1N (4/5), Highlander HGN-733 (3/4)

**10000-10500 (10009 Total)**

Crusader CRD-3L (4/5), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5), Highlander HGN-733 (3/4)  
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

**10500-11000 (10569 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (4/5), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (3/4), Highlander HGN-733 (3/4)

**11000-11500 (11070 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (4/5), Raven RVN-4X (4/5), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5), Highlander HGN-733 (3/4), Victor VTR-9A (4/5)

**11500-12000 (11502 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (4/5), Raven RVN-4X (3/4), Clint CLNT-1-2R (4/5), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5), Highlander HGN-733 (3/4), Victor VTR-9A (3/4)

**12000-12500 (12056 Total)**

Crusader CRD-3L (3/4), Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (4/5), Highlander HGN-733 (3/4), Victor VTR-9A (3/4)

**12500-13000 (12463 Total)**

Vindicator VND-1R (3/4), Raven RVN-4X (3/4), Clint CLNT-1-2R (3/4), Catapult CPLT-A1 (3/4), Griffin GRF-1N (3/4), Victor VTR-9A (3/4), Highlander HGN-733 (3/4), Crusader CRD-3L (3/4)

**Mission Objectives:** Keep the Long Tom safe from the Capellans. If possible, get it off the right edge of the board before the scenario is complete.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
The Long Tom is in player control (Mission Successful)	350,000	250,000	100,000
The Long Tom gets off the edge of the map or the Long Tom is undamaged at the end of the mission (Bonus Objective)	+100,000	+100,000	+100,000
Long Tom is destroyed or Captured (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Destroy 2/3 of the attacking lance	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
The Long Tom is in player control (Mission Successful)	15	5
Long Tom is destroyed or Captured (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

Long Tom Shot

The Crew assigned to the Long Tom you saved is in your debt. Check off one of the boxes above to make use of the Long Tom Artillery Battlefield Support (Battlemech Manual, Pg 77/78). Once you've used this, cross it off.

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Crusader CRD-3L**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **4**

Tonnage: **65**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



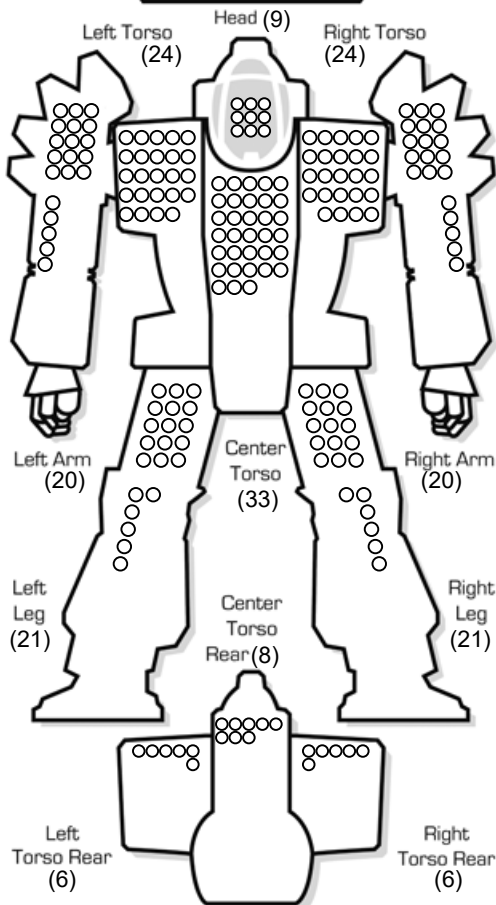
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl,C5/10	6	7	14	21
				[M.C.S]				
1	LRM 10	RA	4	1/Msl,C5/10	6	7	14	21
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	SRM 4	RL	3	2/Msl,C2/4	-	3	6	9
				[M.C.S]				
1	SRM 4	LL	3	2/Msl,C2/4	-	3	6	9
				[M.C.S]				

Cost: 5,722,309 CBills

BV: 1297

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 10
- LRM 10

- Medium Laser
- Machine Gun
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- JumpJets
- JumpJets
- 1-3 LRM 10 Ammo (12)
- 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
- SRM 4

#### 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
- SRM 4 Ammo (25)
- Machine Gun Ammo (200)

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 10
- LRM 10

- Medium Laser
- Machine Gun
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

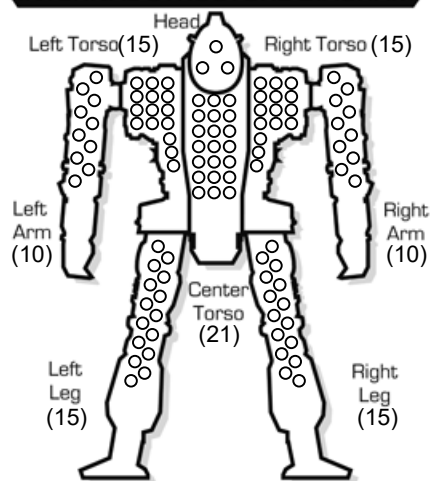
- JumpJets
- JumpJets
- 1-3 LRM 10 Ammo (12)
- Roll Again
- Roll Again
- Roll Again

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- SRM 4

### 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*	
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12	
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10*	
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7	
6	
5*	
4	
3	
2	
1	
0	

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Vindicator VND-1R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

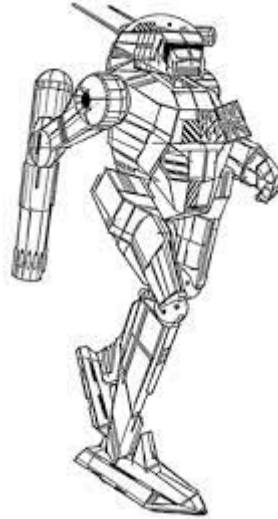
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



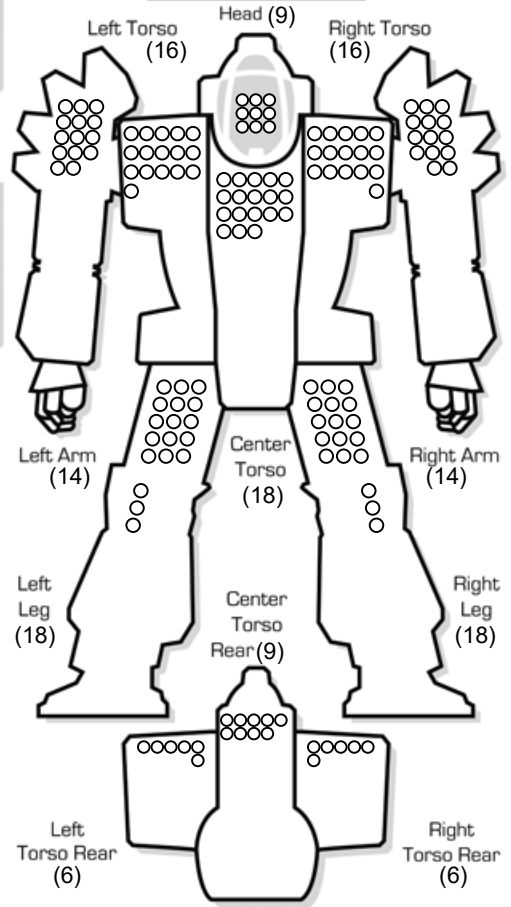
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	LRM 5	LT	2	1/MSI, C5/5 [M.C.S]	6	7	14	21
1	Medium Laser	H	3	5 [DE]	-	3	6	9

Cost: 3,181,083 CBills

BV: 1024

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

#### Right Arm

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

1-3

#### Center Torso

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

4-6

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- LRM 5 Ammo (24)

1-3

#### Right Torso

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

1-3

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

4-6

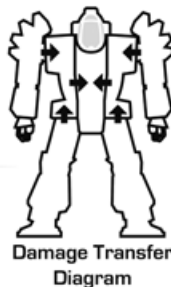
4-6

#### Left Leg

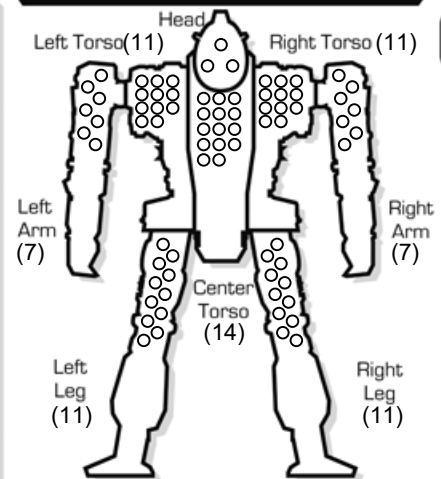
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raven RVN-4X

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 35

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)

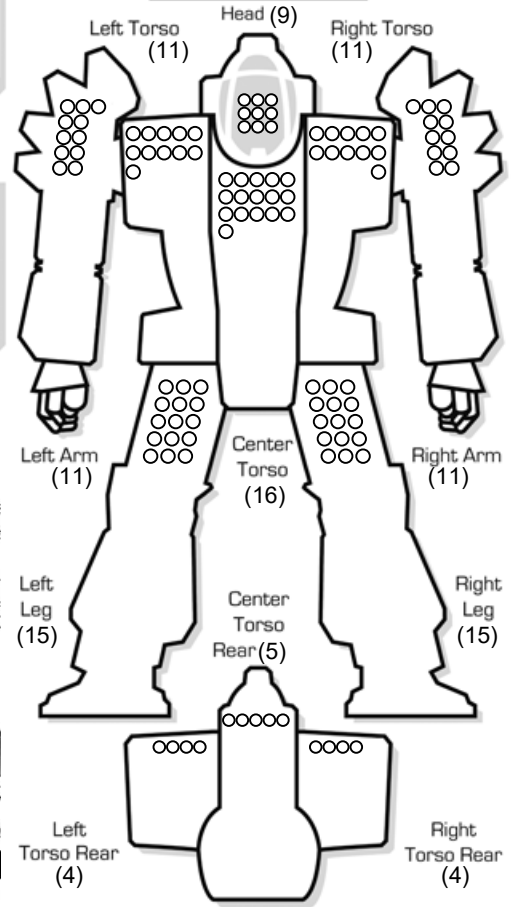
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/MSI,C2/6 [M,C,S]	-	3	6	9

Cost: 2,552,625 CBills

BV: 820



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun Ammo (200)
- Roll Again

1-3

#### Head

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

1-3

#### Right Arm

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

4-6

#### Center Torso

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

1-3

#### Right Torso

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

1-3

#### Left Torso

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

1-3

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

4-6

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

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

4-6

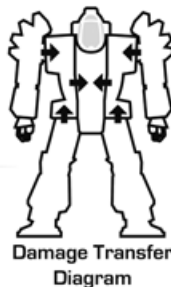
#### Left Leg

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

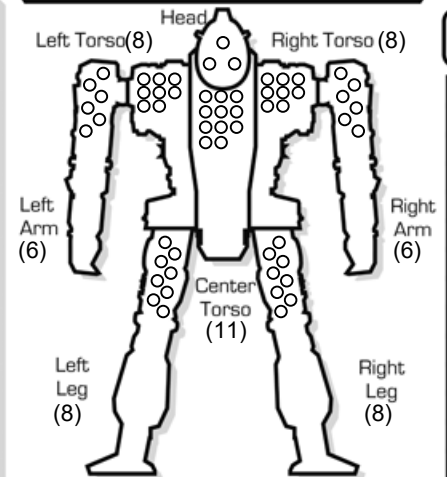
#### Right Leg

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

4-6



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Clint CLNT-1-2R**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

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

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

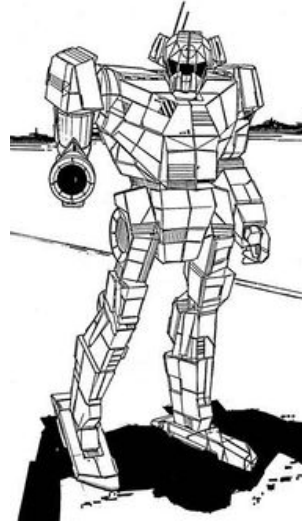
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

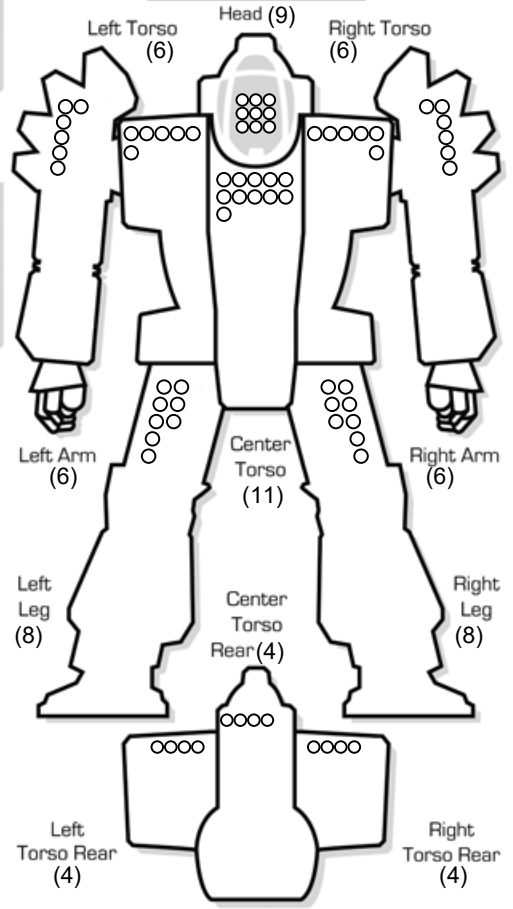
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	[DB,S] 5[DE]	-	3	6	9

Cost: 3,220,280 CBills

BV: 707



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

#### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

#### Right Torso

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

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

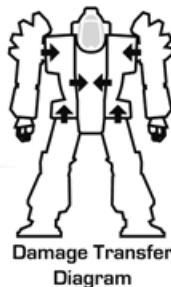
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

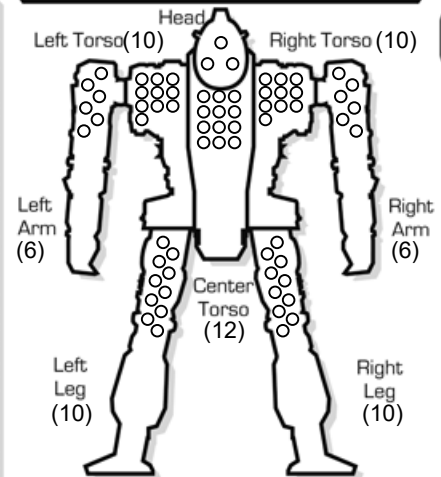
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- 1-3 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	○

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-A1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

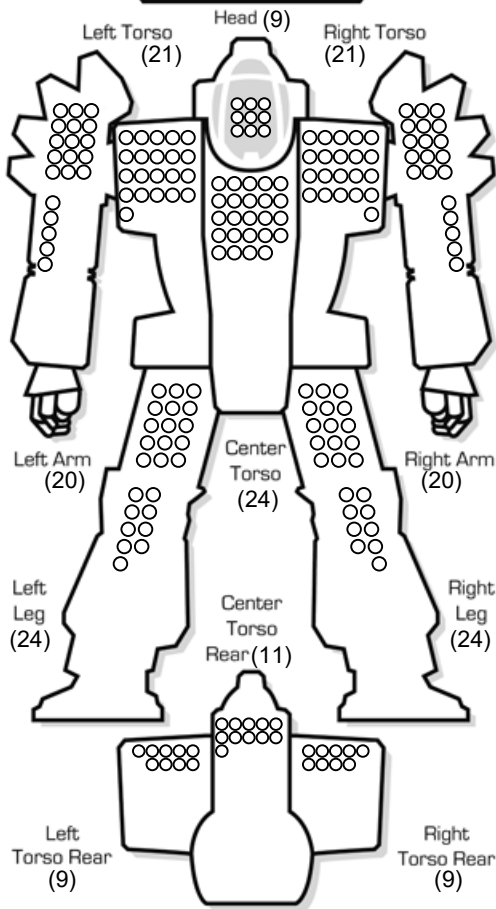
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				
1	LRM 15	RA	5	1/Msl,C5/15	6	7	14	21
				[M,C,S]				

Cost: 5,658,124 CBills

BV: 1285



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

4-6

#### Left Torso

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

1-3

4-6

#### Left Leg

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

#### 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

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

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

#### Right Arm

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

1-3

4-6

#### Right Torso

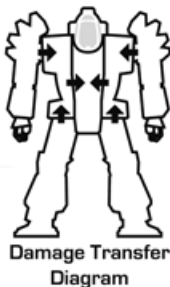
- JumpJets
- JumpJets
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- Roll Again
- Roll Again

1-3

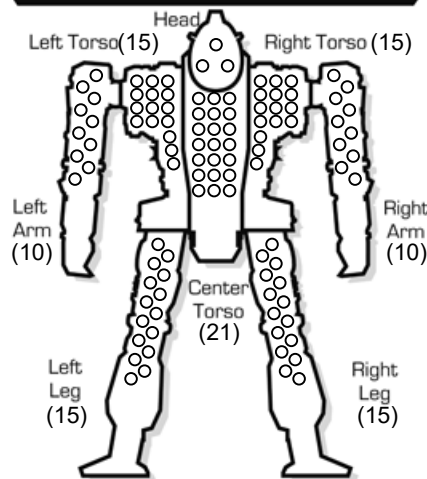
4-6

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

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# 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

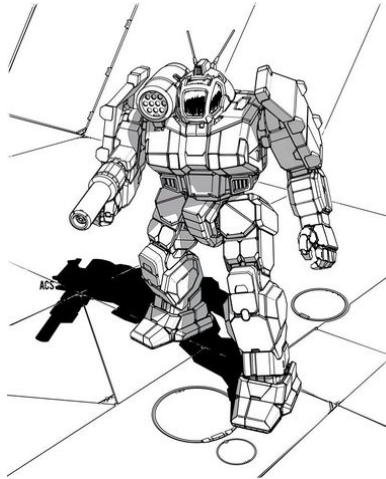
### Weapons & Equipment Inventory (hexes)

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

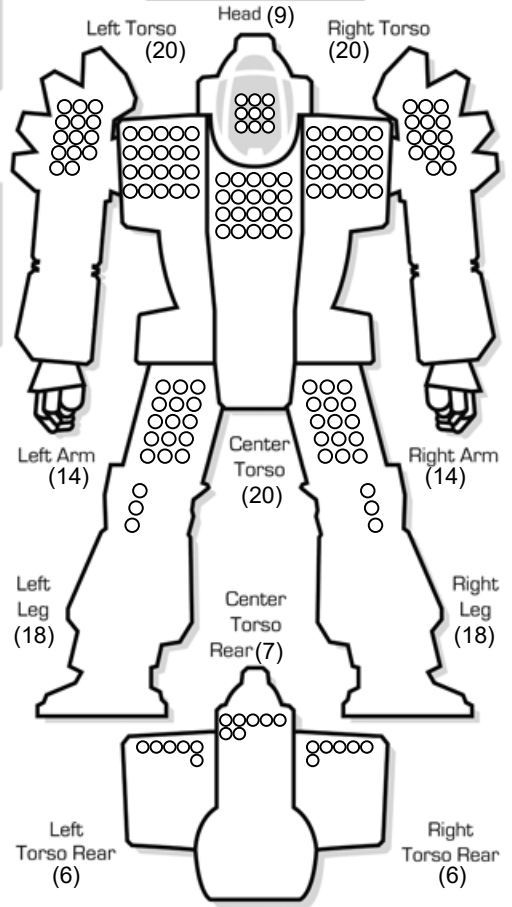
[M.C.S]

Cost: 4,957,107 CBills

BV: 1272



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Center Torso

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

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

#### Left Torso

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

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

#### Right Torso

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

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

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

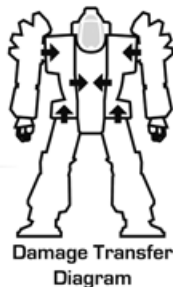
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

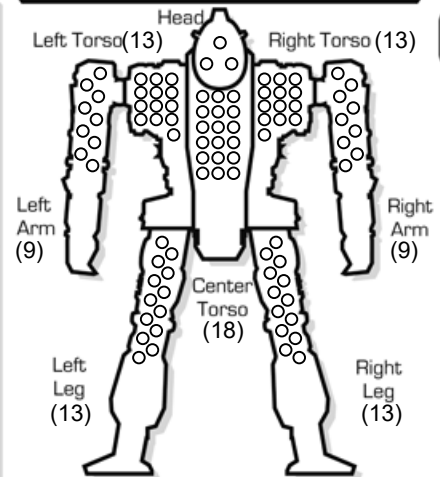
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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1
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Victor VTR-9A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 80

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



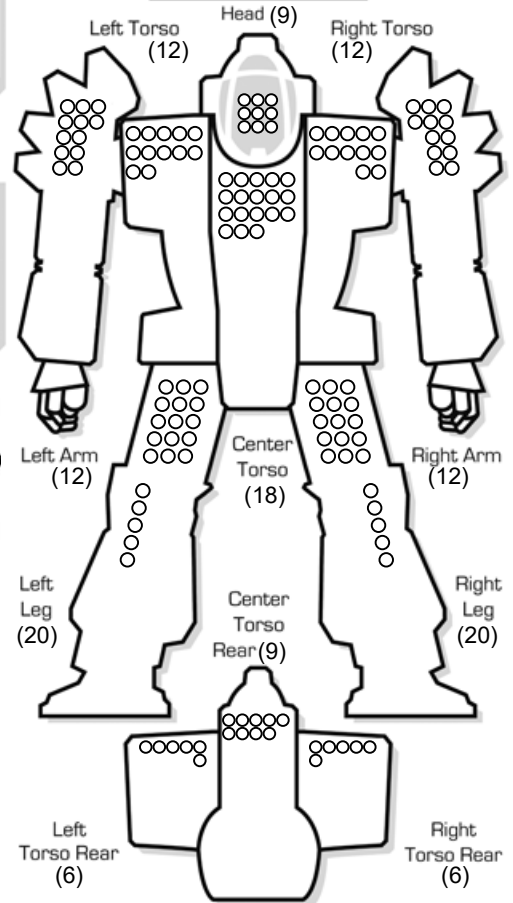
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
				[DB,S]				
1	Flamer	RT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	RT	3	2	-	1	2	3
				[DE,H,AI]				
1	SRM 4	LT	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Machine Gun	LT	0	2 [DB,AI]	-	1	2	3

Cost: 8,027,219 CBills

BV: 1236

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

1-3

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

#### Center Torso

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

4-6

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

4-6

#### Left Torso

- Heat Sink
- SRM 4
- SRM 4 Ammo (25)
- Machine Gun
- Machine Gun Ammo (1/2 Ton) (50)
- Roll Again

1-3

4-6

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

#### Right Torso

- Flamer
- Flamer
- AC/20 Ammo (5)
- AC/20 Ammo (5)
- AC/20 Ammo (5)
- Roll Again

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

1-3

1-3

4-6

4-6

4-6

4-6

4-6

4-6

4-6

4-6

4-6

4-6

4-6

#### Left Leg

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

4-6

#### Right Leg

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

4-6

4-6

4-6

4-6

4-6

4-6

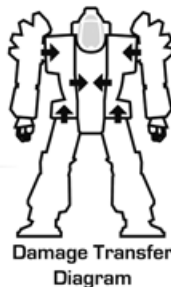
4-6

4-6

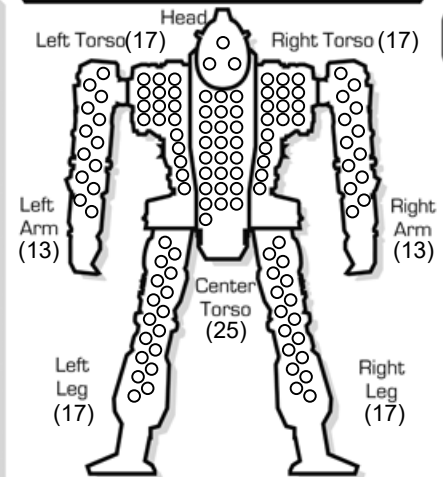
4-6

4-6

4-6



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○○○○○○○○○○○○○○○○○○○○

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Highlander HGN-733

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 90

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

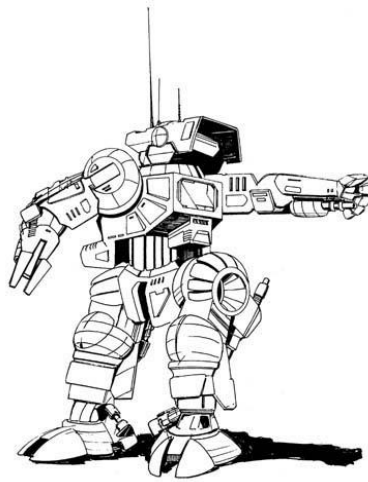
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

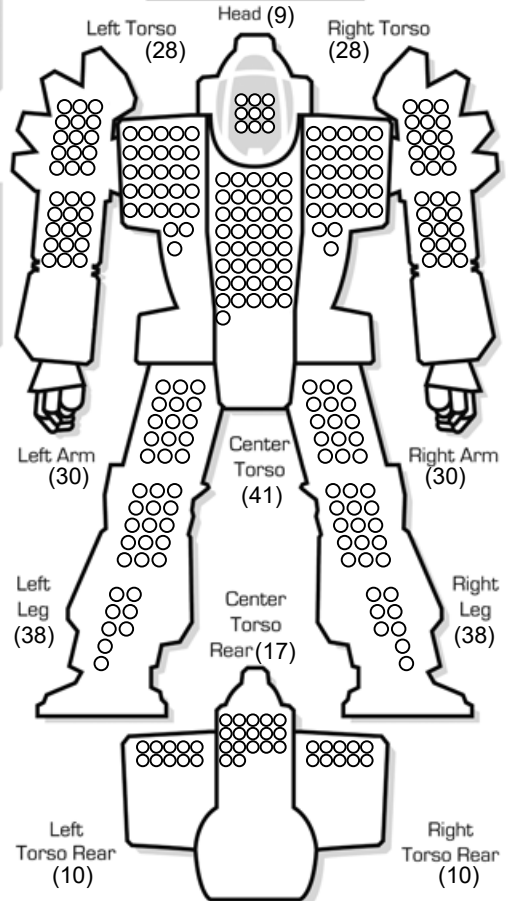
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1	LRM 20	LT	6	1/Msl,C5/20 [M,C,S]	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 8,307,180 CBills

BV: 1801



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- SRM 6

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

#### Left Torso

- JumpJets
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- SRM 6 Ammo (15)
- SRM 6 Ammo (15)
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- Roll Again

#### Left Leg

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

#### Head

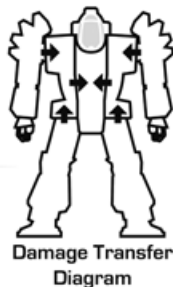
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

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

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again

#### Right Torso

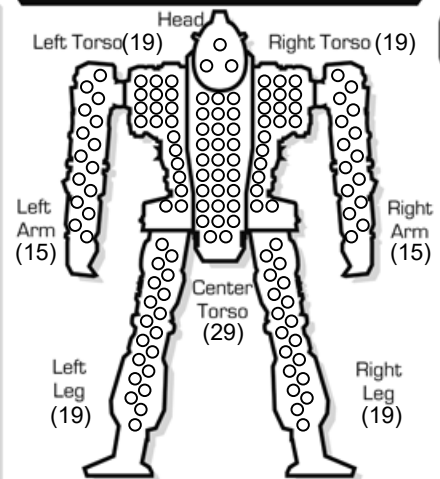
- JumpJets
- Medium Laser
- Medium Laser
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 (13)
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	○○○

Heat Scale

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom LT-MOB-25

**Movement Points:**      **Tonnage:** 55  
**Cruising:** 2              **Tech Base:** Inner Sphere  
**Flank:** 3                      (Advanced)  
**Movement Type:** Tracked      **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (2 ton)	BD	[E]	—	—	—	—
1	Long Tom	FR	25 [AE,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Machine Gun) 300

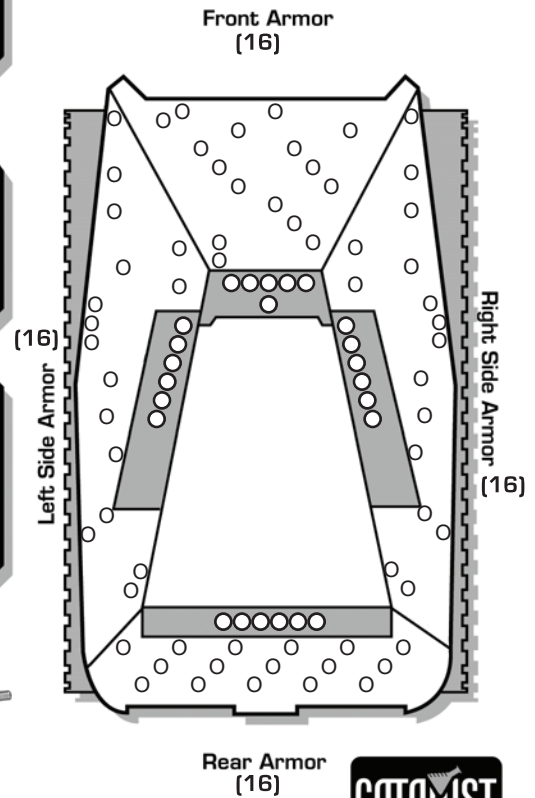
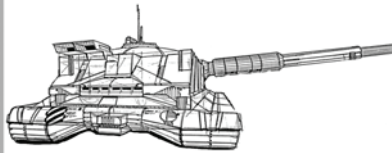
**Cost:**                              **BV:** 515

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	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: Mobile Long Tom (Ammo Carriage)

Movement Points: **Tonnage:** 0  
**Cruising:** 0 **Tech Base:** Inner Sphere  
**Flank:** 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

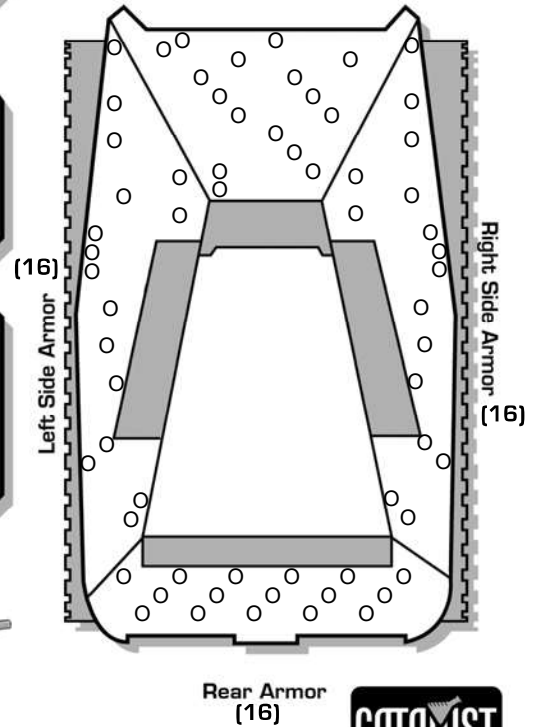
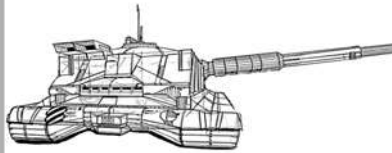
Cost: BV: 144

#### CREW DATA

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

#### CRITICAL DAMAGE

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



Rear Armor (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom (Support Carriage)

Movement Points: **Tonnage:** 0  
 Cruising: 0 **Tech Base:** Inner Sphere  
 Flank: 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

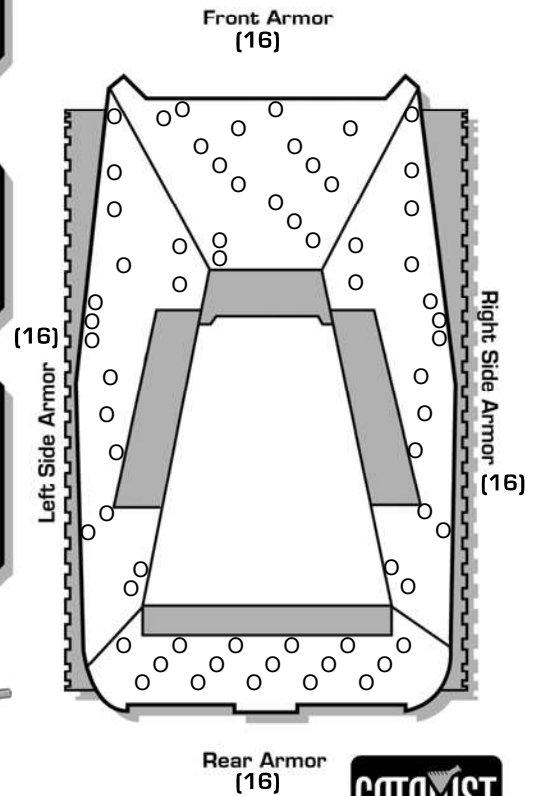
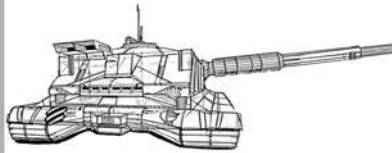
Cargo Space - 0.50 tons

#### 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



Cost: BV: 144



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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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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom (Ammo Carriage)

Movement Points: **Tonnage:** 0  
**Crusing:** 0 **Tech Base:** Inner Sphere  
**Flank:** 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

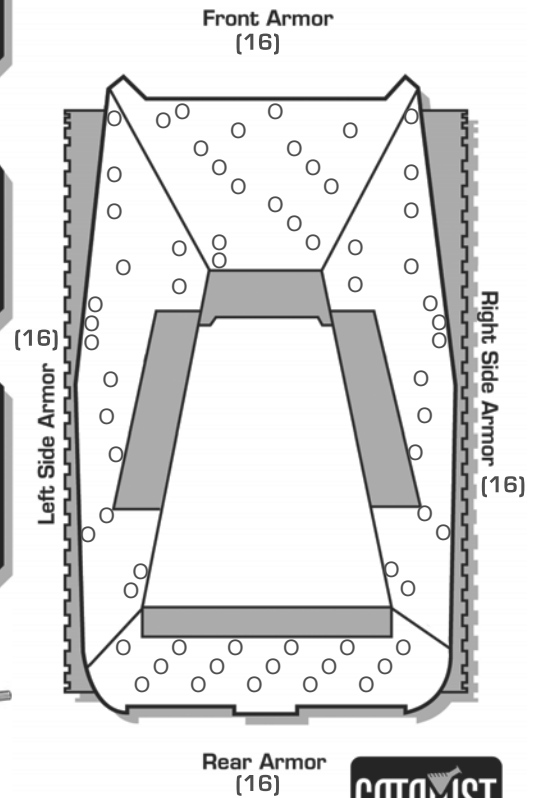
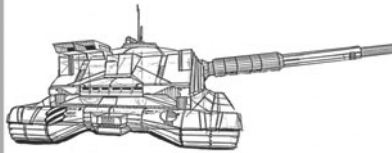
Cost: BV: 144

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE
	+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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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom (Ammo Carriage)

Movement Points: **Tonnage:** 0  
**Cruising:** 0 **Tech Base:** Inner Sphere  
**Flank:** 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

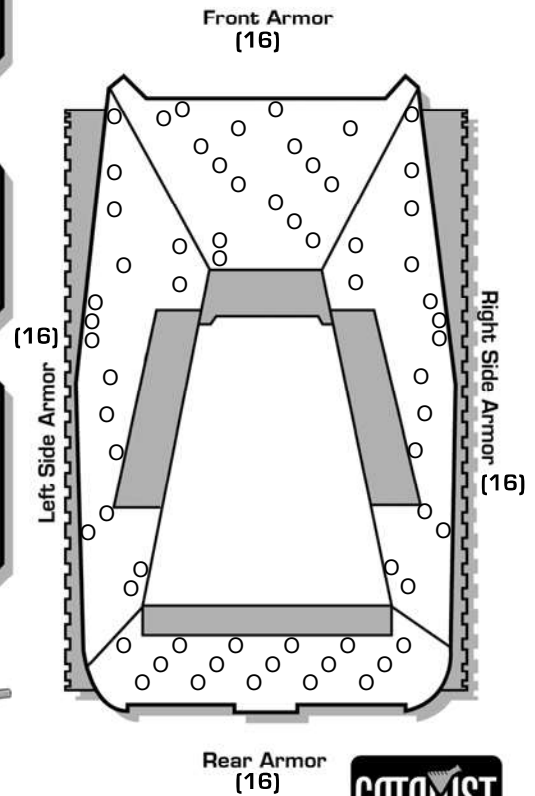
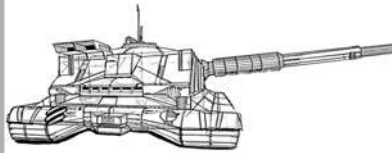
Cost: BV: 144

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom (Support Carriage)

Movement Points: **Cruising:** 0 **Flank:** 0 **Movement Type:** Tracked **Engine Type:** I.C.E.  
**Tonnage:** 0 **Tech Base:** Inner Sphere (Advanced) **Era:** Star League

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Cargo Space - 0.50 tons

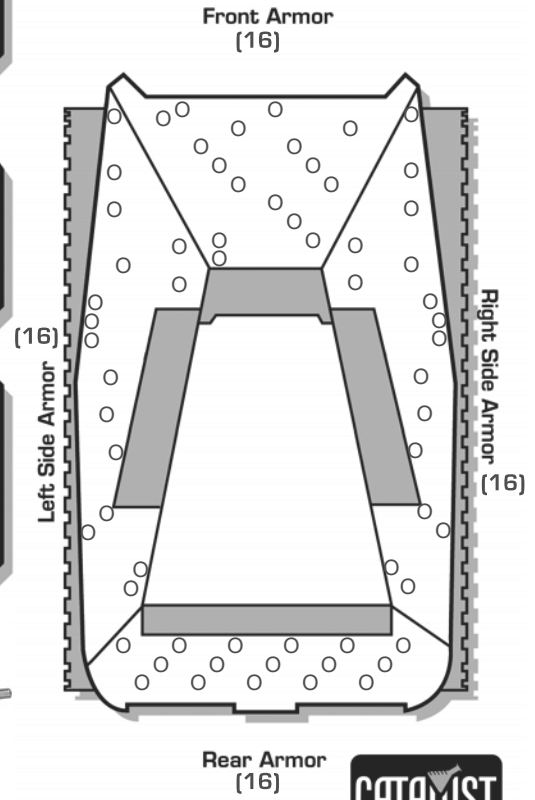
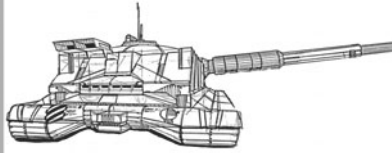
Cost: BV: 144

#### 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   
**Front:**  **Rear:**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom (Support Carriage)

Movement Points: **Cruising:** 0 **Flank:** 0 **Movement Type:** Tracked **Engine Type:** I.C.E.  
**Tonnage:** 0 **Tech Base:** Inner Sphere (Advanced) **Era:** Star League

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Cargo Space - 0.50 tons

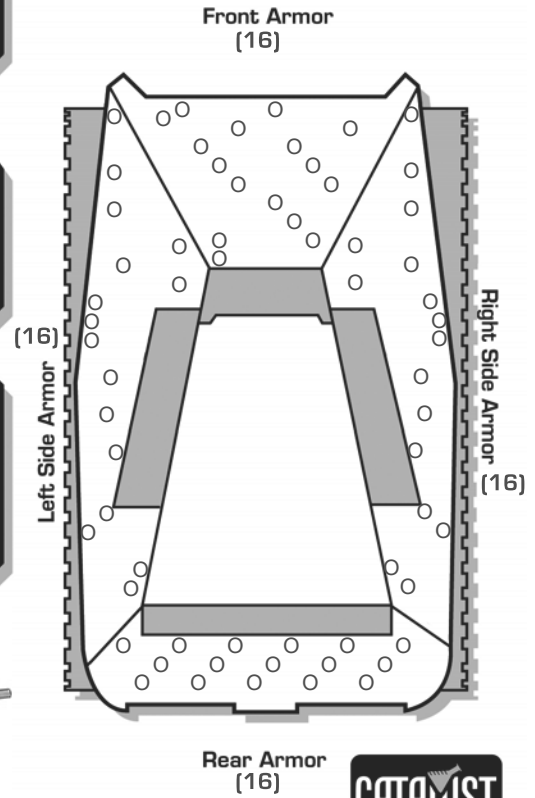
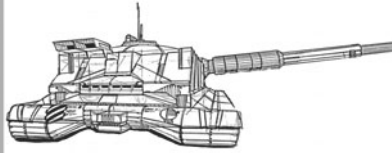
Cost: BV: 144

#### 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   
**Front:**  **Rear:**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
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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.  
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 ‡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	Weapons Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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# BATTLETECH™



## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3029-02a (FedSuns)**

**Honorable Defense**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**July 7, 3029**

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**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_

# BATTLETECH™

## MISSIONS



**Mission: 3029-02a (FedSuns) Debrief**

**Honorable Defense**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**July 7, 3029**

At the end of the day you find yourself in a bivouac bar at the edge of the Federated Suns' drop zone. There's a scattering of different troops here, including some survivors from the Fifth Syrtis Lancers. You can tell that something is up long before Henrik, the unit's intelligence officer, joins you at your table. He has this strange habit of speaking as if he expects someone is listening in, but this time he may be on to something.

"So here's the deal", he starts, before he has even ordered his first beer. "I've got some good news, and some bad news. First off, it looks like this whole situation wasn't a trap as we'd suspected, but instead was just bad luck and bad intel. McCarron's Armored cavalry appears to have been here for R&R after getting trashed in the first few waves. It looks like the Cappies weren't actually expecting an assault here, so it's likely that with everything else going on, they may not be getting any reinforcements any time soon."

"Now for the bad news. We're completely cut off. The Comstar Interdiction happened immediately after our friends in the Fifth landed, but before they'd realized they'd walked into a trap. This means that as far as the Feds are concerned, this invasion is going swimmingly. That means that we can't expect reinforcements either. That would be fine if we were on an even footing with the Cappies, but we're not - they've got us outnumbered two to one, and it's only a matter of time before they realize that."

"Oh - one other thing. This whole interdiction thing that happened with Comstar? Yeah - they're claiming that a company of 'mechs from the fifth attacked the Comstar facility in Sarna city. They've even got video to prove it. Problem is, the fifth never got close to the city - at least, that's what all the survivors are saying. I'm still trying to learn more, but for now it seems like something definitely stinks. I'll let you know when I know more."

With that, he finishes off his beer in one long swig, and is gone. What a buzzkill. After leaving the bar you notice just how shell-shocked the few AFFS troops look. You're actually a little worried you're starting to look the same.

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## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3029-02a (FedSuns)**

**Honorable Defense**

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**July 7, 3029**

### Mission Results

- The Long Tom is in player control (Mission Successful)
- The Long Tom gets off the edge of the map or the Long Tom is undamaged at the end of the mission (Bonus Objective) (+100,000 C-Bills)
- Long Tom is destroyed or Captured (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destroy 2/3 of the attacking lance (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

### Salvaged Mechs

- Crusader CRD-3L (5,722,309 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Raven RVN-4X (2,552,625 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Catapult CPLT-A1 (5,658,124 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Victor VTR-9A (8,027,219 C-Bills)
- Highlander HGN-733 (8,307,180 C-Bills)

### Additional Rewards

Long Tom Shot

The Crew assigned to the Long Tom you saved is in your debt. Check off one of the boxes above to make use of the Long Tom Artillery Battlefield Support (Battlemech Manual, Pg 77/78). Once you've used this, cross it off.

GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

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**GM Report**  
**Mission 3029-02a (FedSuns) - Honorable Defense**

Date: \_\_\_\_\_

GM: \_\_\_\_\_ Venue \_\_\_\_\_

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

**Salvaged Mechs**

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