

# BATTLETECH™



## MISSIONS

**Mission 3029-02b (Capellan): The Sound of Silence**  
**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**  
**June 9, 3029**  
**Pilot Skill: 2-4**

Okay boys, listen up!

The Situation on Sarna is getting kinda complicated. While we're fighting for the Capellans, we're technically employed by another mercenary command, McCarron's Armored Cavalry. This is good, as we were able to get paid immediately, and we trust them to deal with other mercenary companies fairly - or risk censure by the MRB.

Currently, the Capellans definitely have the upper hand, they just don't know how much. They've dealt with the main FedSuns troops, the Fifth Syrtis Fusiliers, but they believe that that was just a diversionary attack, so they're proceeding cautiously against the Fed's mercenary companies here. To break the stalemate, our employers have intel that the Feds are moving some big guns into position on the high ground east of here to start pounding the city. To do that, they're gonna have to use this ol' service road here at grid point Alpha. You guys should take up ambush positions in the hills there and hit the escorts when they don't expect it. Our employers would really like that gun for themselves, so destroying it should be considered a last resort.

Also, Scotty says you can't use your heaters while trying to remain hidden. Sorry about that! We'll make sure the commissary equips everyone with a thermos of hot coffee for the trip.

Good Hunting!

**Map:** Use the Pozoristu Mountains map from the Tukayyid map pack (if available). Otherwise, any heavily mountain/hilly map will do with some modifications. Declare one of the short edges (right by default) as the Fed Sun's home edge, the other becomes the PCs home edge.



### Recommended Maps:

1: Pozoristu Mountains

**Setup:** The players Secretly choose their starting locations on any level 7 or higher hex on the half of the map closest to their home edge. If a player reveals they completed the secrete objective in the pervious mission 3039-01 they can pick their starting location on any level 7 or higher hex. After the players secretly pick their starting locations the GM then places their units. First the GM places the Long Tom and Carriages in order facing towards the PC's home edge of the map on any road hex up to hex 1509. If at least half (rounded up) the players have used the secrete objective from mission 3039-01 then the Long Tom must start on hex 1509. Then the

GM places all of the OPFOR mechs 3 hexes from 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 heroes 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 carriages, 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 you must have more mechs adjacent to Long Tom than there are enemy 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.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Wolfhound	1	WLF-1	SW pg 70	949	2,925,180
JagerMech	1	JM6-A	SW pg 1181	1122	5,514,574
Rifleman	1	RFL-3C	RS 3039 pg 472	1066	4,808,000
Zeus	1	ZEU-6A	SW pg 237	1405	7,856,399
Thunderbolt	1	TDR-5D	SW pg 183	1231	5,323,009
Battlemaster	1	BLR-1G	3039 pg 500	1519	8,501,243
Marauder	1	MAD-3D	3039 pg 494	1470	6,597,500

Name	#	Variant	Reference	BV (4/5)	Cost
Mobile Long Tom	1	LT-MOB-25		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 (4542 Total)**

Wolfhound WLF-1 (4/5), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (4/5)

**4500-5000 (5187 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (4/5), Rifleman RFL-3C (3/4), Zeus ZEU-6A (4/5)

**5000-5500 (5637 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (4/5), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4)

**5500-6000 (6077 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (4/5), Thunderbolt TDR-5D (4/5)

**6000-6500 (6527 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (4/5)

**6500-7000 (7171 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (4/5), Thunderbolt TDR-5D (3/4)

**7000-7500 (7621 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4)

**7500-8000 (8087 Total)**

Wolfhound WLF-1 (4/5), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Marauder MAD-3D (4/5)

**8000-8500 (8557 Total)**

Wolfhound WLF-1 (4/5), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Marauder MAD-3D (3/4)

**8500-9000 (9167 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (4/5), Marauder MAD-3D (3/4)

**9000-9500 (9561 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Marauder MAD-3D (3/4)

**9500-10000 (10076 Total)**

Wolfhound WLF-1 (4/5), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (4/5), Marauder MAD-3D (3/4)

**10000-10500 (10562 Total)**

Wolfhound WLF-1 (4/5), JagerMech JM6-A (4/5), Rifleman RFL-3C (4/5), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (3/4), Marauder MAD-3D (3/4)  
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

**10500-11000 (11080 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (4/5), Marauder MAD-3D (3/4)

**11000-11500 (11566 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (3/4), Marauder MAD-3D (3/4)

**11500-12000 (12113 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (2/3), Marauder MAD-3D (3/4)

**12000-12500 (12643 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (3/4), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (2/3), Marauder MAD-3D (2/3)

**12500-13000 (13148 Total)**

Wolfhound WLF-1 (3/4), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (2/3), Thunderbolt TDR-5D (3/4), Battlemaster BLR-1G (2/3), Marauder MAD-3D (2/3)

**13000-13500 (13932 Total)**

Wolfhound WLF-1 (2/3), JagerMech JM6-A (3/4), Rifleman RFL-3C (3/4), Zeus ZEU-6A (2/3), Thunderbolt TDR-5D (2/3), Battlemaster BLR-1G (2/3), Marauder MAD-3D (2/3)

**Mission Objectives:** Destroy or have control of the Long Tom at the end of the mission.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Destroy the Long Tom (Partial Success)	100,000	100,000	100,000
Capture the Long Tom (Complete Success)	450,000	350,000	200,000
Long Tom Escapes (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Destroy the Long Tom (Partial Success)	15	5
Capture the Long Tom (Complete Success)	15	5
Long Tom Escapes (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

Long Tom Shot (only unlocked if Long Tom is captured)

The Crew assigned to the Long Tom you captured 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 three times, cross it off.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Wolfhound WLF-1**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **35**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

### WARRIOR DATA

Name:

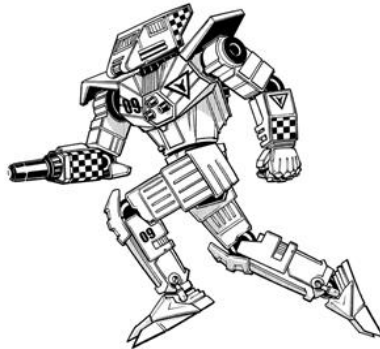
Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

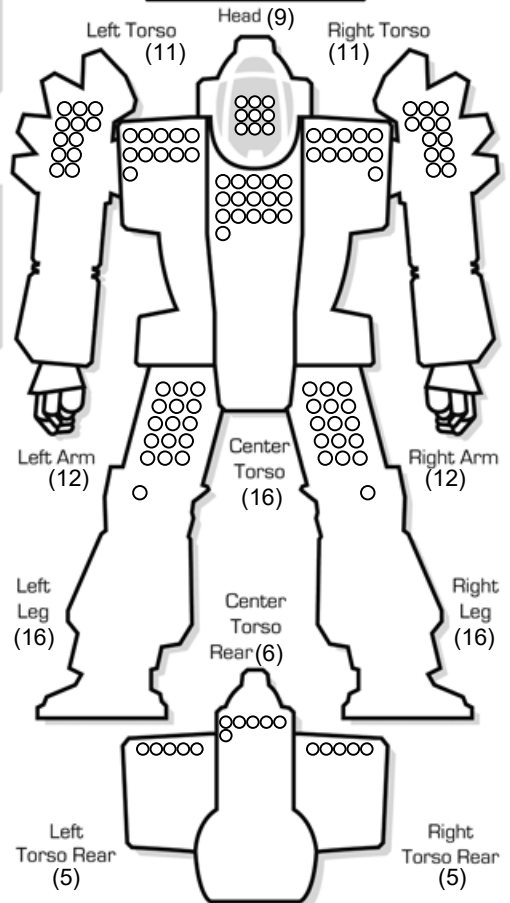
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	CT	3	5 [DE]	-	3	6	9



Cost: 2,925,180 CBills

BV: 949

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

#### Right Arm

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

1-3

#### Center Torso

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

1-3

#### Left Torso

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

1-3

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

4-6

#### Right Torso

- Medium Laser
- 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

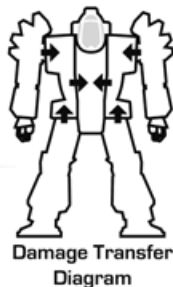
4-6

#### Left Leg

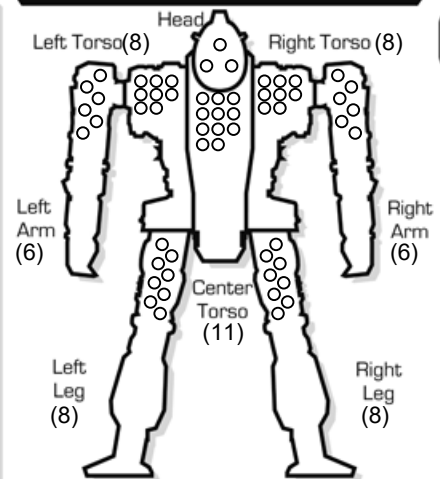
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### 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) 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	○

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: JagerMech JM6-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Inner Sphere

Era: Succession Wars

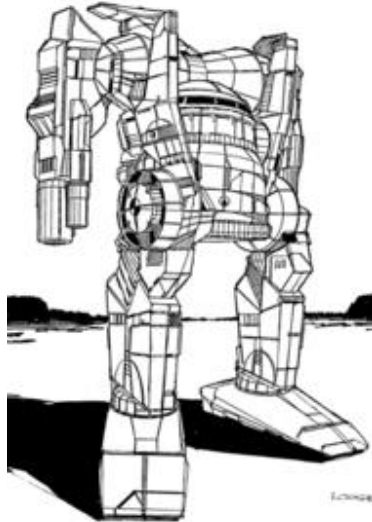
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



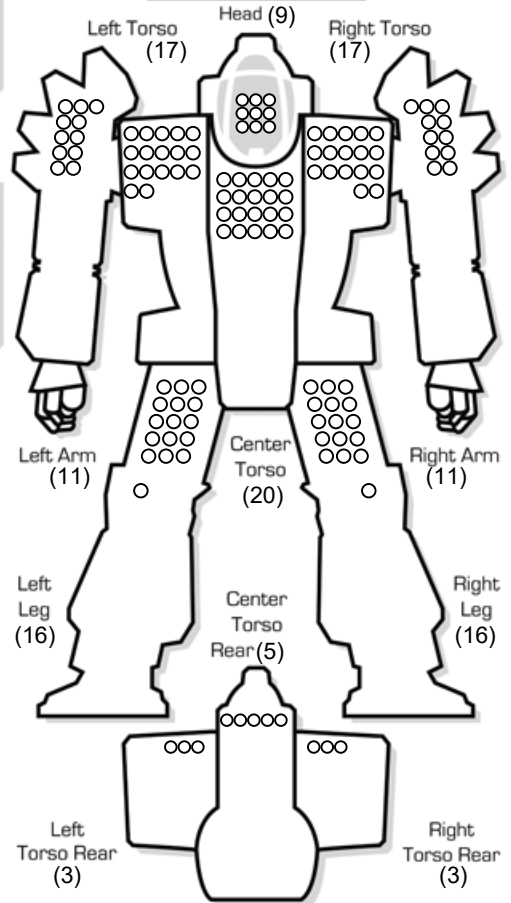
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	LA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 5,514,574 CBills

BV: 1122

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Autocannon/2

1-3

4-6

#### Head

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

1-3

#### Center Torso

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

1-3

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

4-6

#### Left Torso

- Medium Laser
- LRM 15 Ammo (8)
- AC/2 Ammo (45)
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Left Leg

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Autocannon/2

1-3

4-6

#### Right Torso

- Medium Laser
- LRM 15 Ammo (8)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

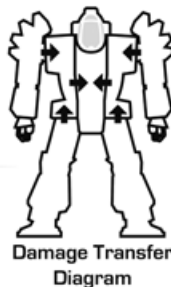
1-3

4-6

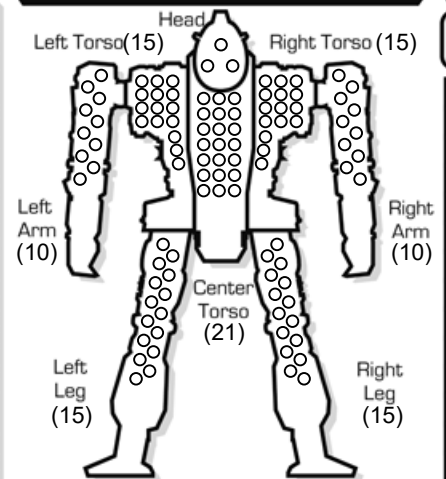
#### Right Leg

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

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



### 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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Rifleman RFL-3C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

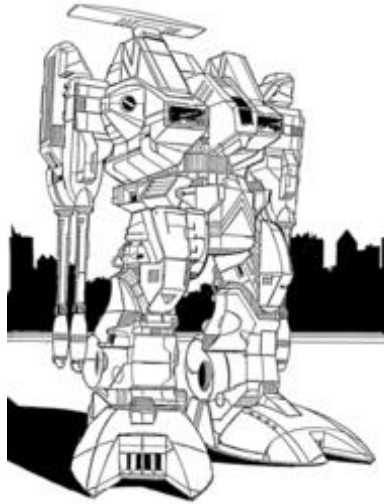
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

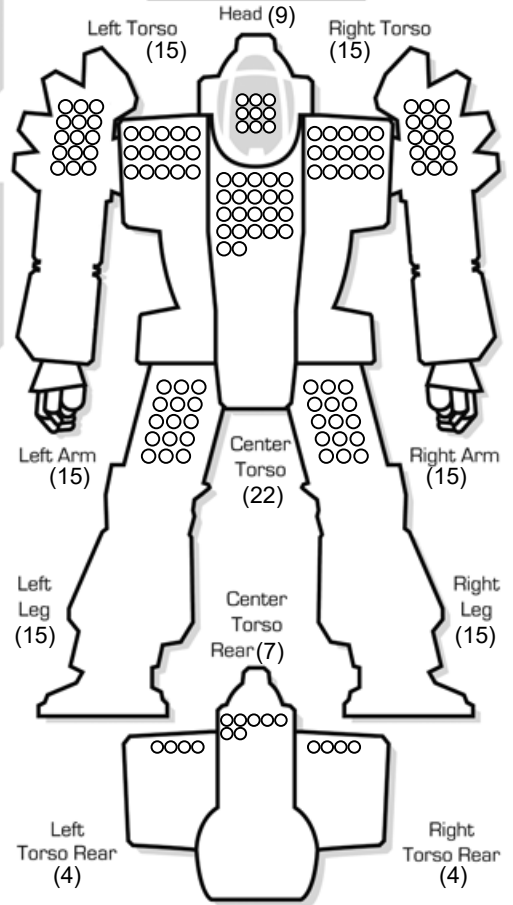
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Autocannon/10	LA	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 4,808,000 CBills

BV: 1066



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- Heat Sink
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

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

#### Right Torso

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

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

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

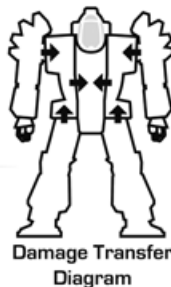
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

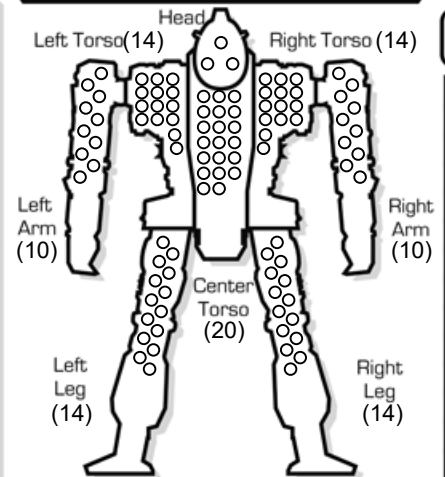
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- Roll Again
  - Roll Again

#### 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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Mobile Long Tom LT-MOB-25

Movement Points: **Tonnage:** 55  
**Crusing:** 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

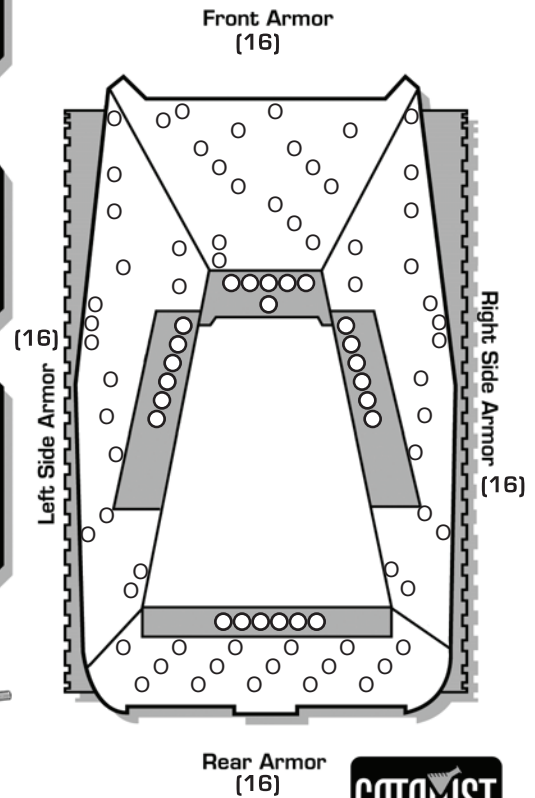
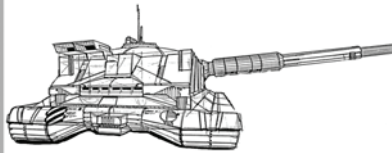
Cost: BV: 515

#### 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	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

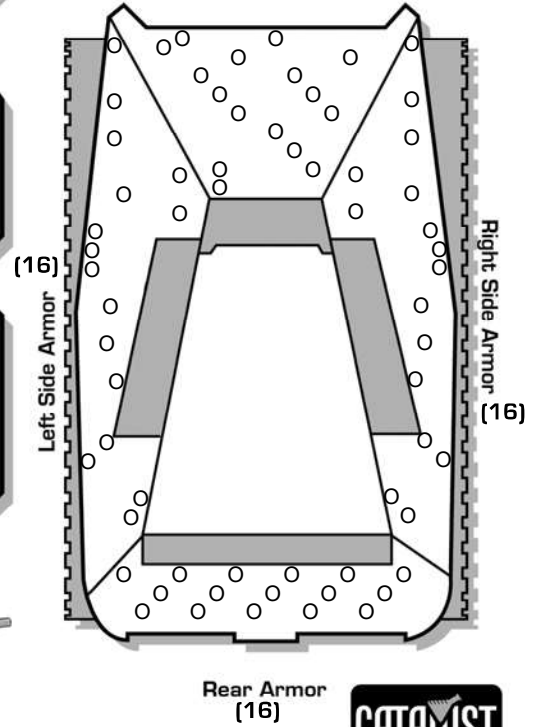
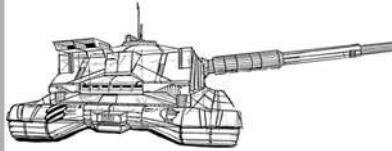
Cost: BV: 144

#### 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 (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

#### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit

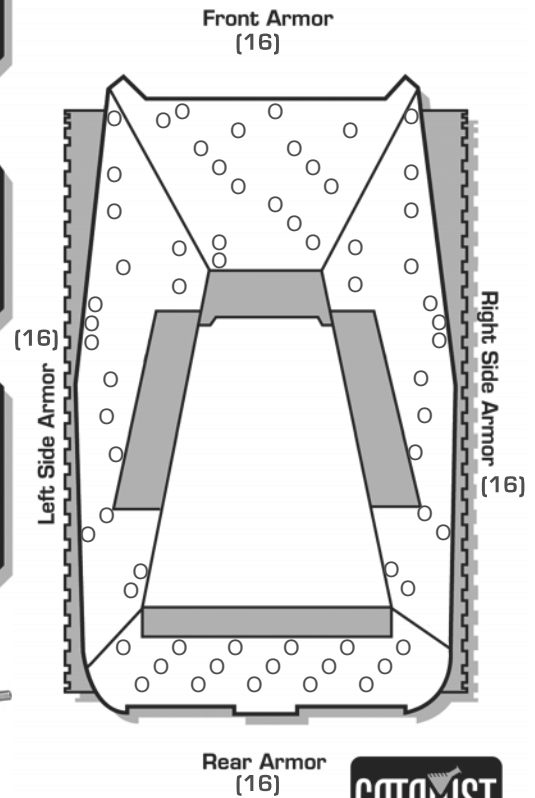
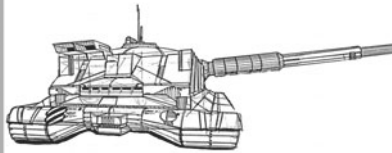
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front  Left  Right

Rear



#### 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



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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	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™

## 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

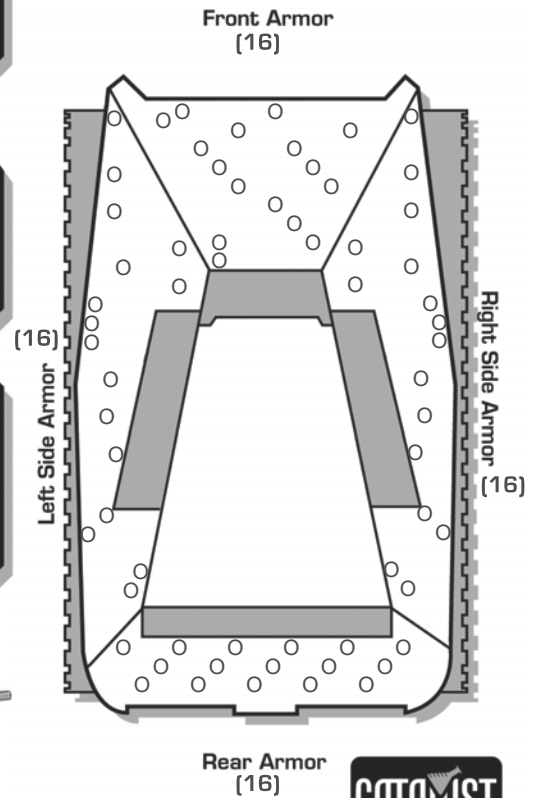
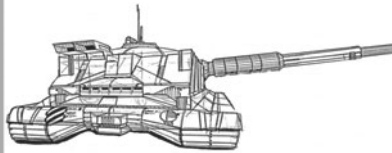
Cost: BV: 144

#### 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: **0**  
 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]	--	--	--	--

Ammo: (Long Tom) 25

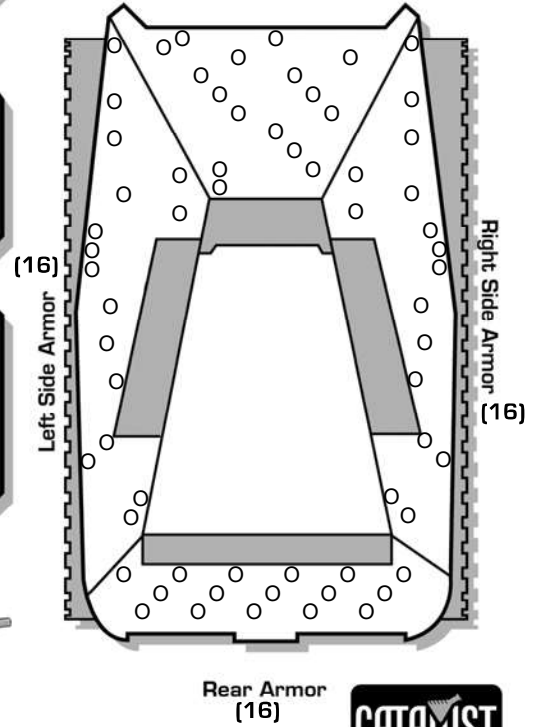
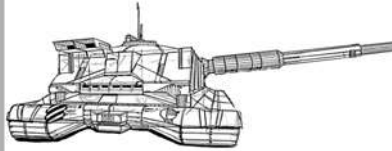
Cost: **BV: 144**

#### 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: **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]	--	--	--	--

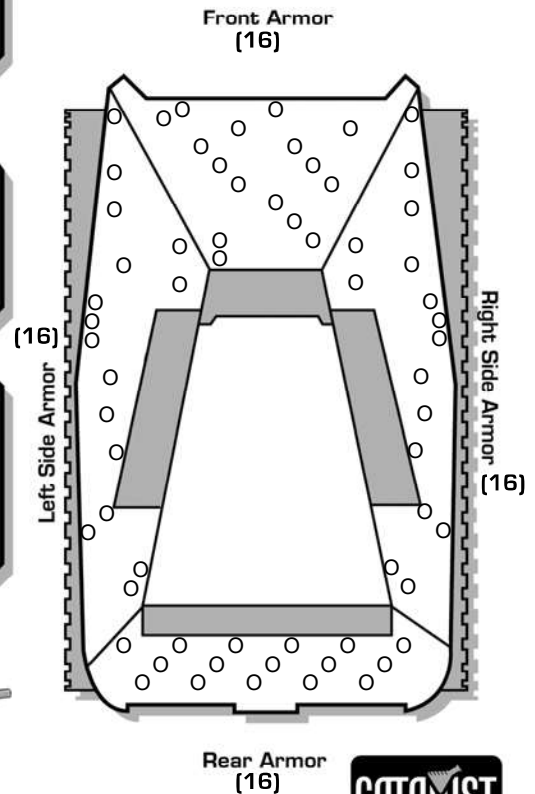
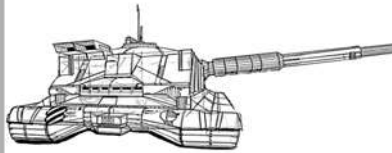
Cargo Space - 0.50 tons

#### 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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2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
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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.

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2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
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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

\*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]	--	--	--	--

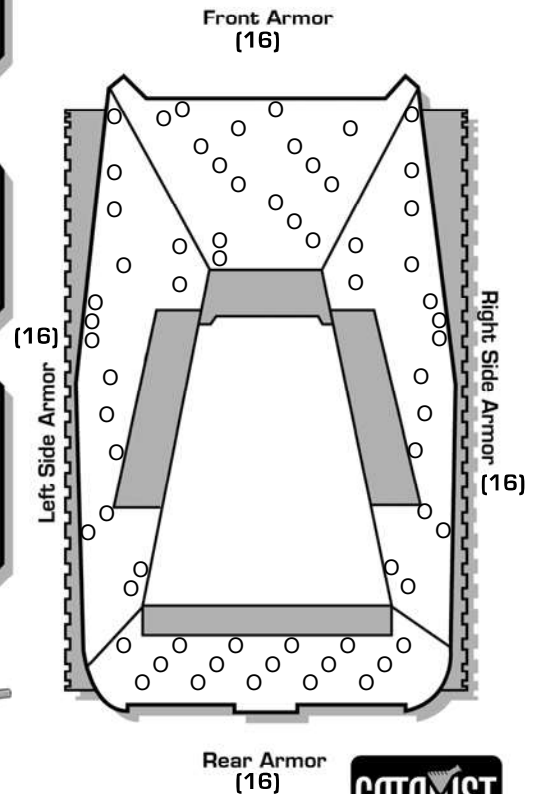
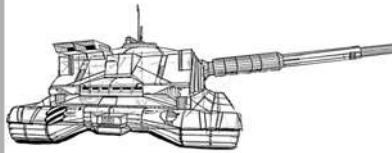
Cargo Space - 0.50 tons

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

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### 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.  
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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+100,000 C-Bills)
- New Payout

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Wolfhound WLF-1 (2,925,180 C-Bills)
- JagerMech JM6-A (5,514,574 C-Bills)
- Rifleman RFL-3C (4,808,000 C-Bills)
- Zeus ZEU-6A (7,856,399 C-Bills)
- Thunderbolt TDR-5D (5,323,009 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)

### Additional Rewards

Long Tom Shot (only unlocked if Long Tom is captured)

The Crew assigned to the Long Tom you captured 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 three times, cross it off.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-02b (Capellan) Debrief**

**The Sound of Silence**

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

**June 9, 3029**

Surprisingly enough, at the end of the day, you find yourselves in a regular, run-of-the-mill bar in the (still!) Capellan town of Baktal. Sure, after the time you spent in Lyran space, the beer here is definitely subpar, but on the other hand, you find your C-Bills go a lot farther. Before you can get too hammered, however, you get called back to the Grover's Folly for a debrief, to quote the Major, "Away from Prying Eyes and Ears".

"Okay Boys, listen up!" says the major from his usual lectern at the front of the briefing room. "Good job with the Artillery piece today. I think our new employers in the Big MAC are a little suspicious of us, but this should go a ways in convincing them that we're legit.

"So here's the situation. We know that the FedSuns invasion of Sarna has gone pear shaped from the outset, for two reasons. First: The Feds had seriously out of date intel on the defenses of the planet, believing that the MAC was elsewhere, and Second: the fifth Fusiliers RCT really wanted to get here first to prove to the First Prince that they were excited to be here, so they rushed ahead and got hammered."

This is news to nobody.

"Here's the key takeaway for you guys. We have a clause in our previous contract stating that we would not, for the period of a year, reveal any information that we have about troop locations or concentrations to any powers hostile to the Federated Suns. It's a pretty common clause that rarely comes up, but it has come up in spades right now. We happen to know that the remaining Fed mercenaries are badly outnumbered by the Cappie- Sorry - 'the Capellans', but if we tell them that we'll be in violation of that clause. So you are not, under any circumstances, to reveal that information. If we do, we'd face censure from the MRB, and as a small, relatively new unit, it's unclear that we could survive that. Is that understood?"

There's a general murmur of assent.

"So with that - I know you guys like your little informal post-mission debriefs from Henrik and Sarge. For now, those sessions will have to take place here on this ship, where we can be certain that nothing leaks to the Cappies - at least not until they figure out for themselves what troops the Feds have remaining."

"I've arranged with Captain Archer to have local beer brought in actual bottles to be stored in refrigerated storage in bay C to make the whole process a little more palatable.

"Any questions?"

About half a dozen hands shoot up. Well, this is about to get interesting. And not in a good way,

but in that Capellan curse kind of way. Well, it's not like you signed up to be a Mercenary to live an 'uninteresting' life...

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+100,000 C-Bills)
- New Payout

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Wolfhound WLF-1 (2,925,180 C-Bills)
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# BATTLETECH™

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

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### Mech Status

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### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

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- JagerMech JM6-A (5,514,574 C-Bills)
- Rifleman RFL-3C (4,808,000 C-Bills)
- Zeus ZEU-6A (7,856,399 C-Bills)
- Thunderbolt TDR-5D (5,323,009 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)

### Additional Rewards

Long Tom Shot (only unlocked if Long Tom is captured)

The Crew assigned to the Long Tom you captured 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 three times, cross it off.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-02b (Capellan) Debrief**

**The Sound of Silence**

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

**June 9, 3029**

Surprisingly enough, at the end of the day, you find yourselves in a regular, run-of-the-mill bar in the (still!) Capellan town of Baktal. Sure, after the time you spent in Lyran space, the beer here is definitely subpar, but on the other hand, you find your C-Bills go a lot farther. Before you can get too hammered, however, you get called back to the Grover's Folly for a debrief, to quote the Major, "Away from Prying Eyes and Ears".

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+100,000 C-Bills)
- New Payout

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Wolfhound WLF-1 (2,925,180 C-Bills)
- JagerMech JM6-A (5,514,574 C-Bills)
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- Thunderbolt TDR-5D (5,323,009 C-Bills)
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### Additional Rewards

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

# BATTLETECH™

## MISSIONS



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**The Sound of Silence**

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

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+100,000 C-Bills)
- New Payout

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

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# BATTLETECH™

## MISSIONS



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**The Sound of Silence**

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

**June 9, 3029**

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+100,000 C-Bills)
- New Payout

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

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## MISSIONS



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## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

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### Mech Status

- Mech Survived
- Mech Severely Damaged
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C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-02b (Capellan)**

**The Sound of Silence**

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

**June 9, 3029**

### Mission Results

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### Mech Status

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

### Salvaged Mechs

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-02b (Capellan) Debrief**

**The Sound of Silence**

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

**June 9, 3029**

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**GM Report**  
**Mission 3029-02b (Capellan) - The Sound of Silence**

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**

- Wolfhound WLF-1 (2,925,180 C-Bills)
- JagerMech JM6-A (5,514,574 C-Bills)
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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