

# BATTLETECH™

## MISSIONS



**Mission 3029-03a (Federated Suns): Night Raid**  
**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**  
**July 17, 3029**  
**Pilot Skill: 2-4**

Okay boys, listen up!

The current situation here on Sarna is a bit of a stalemate. The defending Capellans don't seem to know exactly how many troops we've got, which is good, because they outnumber us roughly two to one. This means that for the foreseeable future, our job is to appear stronger than we are. Our friends in the Screaming Eagles and the Crater Cobras have been doing this through a series of lightning raids designed to keep the defending Big Mac regiments off balance. Now it's our turn.

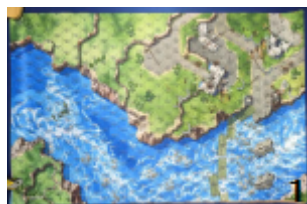
The reason why we chose the Baktal region as our landing zone is that it's fairly industrialized, and is the heart of the defense industry here on Sarna. However, during the First and Second Wars, the various Successor states learned quickly not to concentrate their industry as that tended to lead to mushroom clouds. This means that this area is riddled with small facilities, making the defenders spread out to defend them all. Our job is to hit this one here at Grid Point Alpha.

Unfortunately for us, we're going to need to cross the Tapi river to get there. Doubly unfortunately for us, we're going to need to do it close to the factory, where the river moves quite rapidly. Triply unfortunately for us, it turns out that the bridge that used to cross the river there was destroyed when some jerk with a Long Tom shot at it to slow the Big Mac down. On the positive side, however, the remnants of the bridge were lodged on debris in the river, and could still be crossed by 'mechs, so that's good. If you can at all help it, don't go in that water - it's flowing fast enough that even 'mechs are likely to get swept downstream.

Oh - one last thing. To hide our numbers, we're going at night. The facility itself is lit up, but other than that, it's going to be pretty dark. The Screaming Eagles have lent us a 'mech scale handheld spotlight, but they've only got one to spare, so be careful with it.

That's it! Good hunting out there!

**Map:** Use the Robyn's Crossing map from the Tukayyid map pack (if available). Otherwise, any River crossing map will do with some modifications.



**Recommended Maps:**  
1: Robyns crossing

**Setup:** The OPFOR mechs start on the map within 2 tiles of any building. The PCs will enter from any hexside on the south (bottom) side of the map on turn 1.

### Special Rules

**It's a night raid:** This Mission takes place at night giving a +2 penalty to shooting any unlit units. (TO, Pg. 58)

**It's dangerous to go at night. Take this:** The Screaming Eagles have lent the PCs a single handheld Spotlight (TO, pg 57). Only units with at least one hand actuator may hold a handheld searchlight. It will light all targets in a hex within 10 hexes, and all hexes in intervening hexes, as well as the holder. The hex must be in the firing arc for the hand holding the searchlight. The holding unit may switch the light on or off during the movement phase. If the 'mech with the searchlight gets hit in the arm holding the searchlight, roll 2d6. On a 7+ the searchlight is destroyed.

**Who left the lights on?** All buildings hexes illuminate 3 tiles of light in every direction.

**Fieldworks:** There are field works set up on the map. If a mech is in the fieldwork hex they have partial cover against attacks from their level or lower.

**That's a lot of rubble:** All rough terrain is considered unstable rubble. This terrain cost 1 extra movement to enter and immediately causes a +5 piloting skill roll with additional rules. If the mech falls double the fall damage taken and the mech is displaced towards the adjacent hex with the lowest elevation. If there is more than one adjacent hex, roll a die to determine the hex. If the unit falls into a water hex, it takes fall damage again from the water's surface to the bottom of the water hex.

**Cliff Diving:** There are steep cliff hexes on the map that require +4 movement points to enter and immediately causes a +5 piloting skill roll with additional rules. If the mech falls double the fall damage taken and the mech is displaced towards the adjacent hex with the lowest elevation. If there is more than one adjacent hex, roll a die to determine the hex. If the unit falls into a water hex, it takes fall damage again from the water's surface to the bottom of the water hex.

**White Water:** The River crossing is considered *Rapids* (TO, pg 50). It costs an additional MP to enter any water hex, with an additional +4 penalty to PSRs made while in water hexes. Failed rolls cause a fall, as well as the unit to displace 5 hexes "Downriver" (from the left to the right). If the unit would hit a rubble or road hex, it will take additional damage as if it fell a single level, roll on the "Facing after a fall" table to determine where the damage is applied. The unit will then stop tumbling.

**Green Replacements** (secret object reward): Any player that has completed the secret objective of mission 3029-02 can choose one enemy to not be able to shoot their weapons during the first firing phase.

**They're not paying me enough for this... Stuff:** (Secret - Don't tell the PCs): The Capellans are under *forced withdrawl* rules.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Vindicator	1	VND-1X	SW pg 108	1009	3,177,095
Raven	1	RVN-2X	SW pg 61	887	2,429,775

Name	#	Variant	Reference	BV (4/5)	Cost
Cataphract	1	CTF-1X	3039 pg 391	1316	5,998,053
Cicada	1	CDA-3C	SW pg 77	771	3,306,333
Marauder	1	MAD-3L	3039 pg 495	1369	6,467,125
Catapult	1	CPLT-C1	3039 pg 228	1399	5,790,124
Highlander	1	HGN-733C	SW pg 265	1857	8,395,530

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

**4000-4500 (3983 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (4/5), Cataphract CTF-1X (4/5), Cicada CDA-3C (4/5)

**4500-5000 (4590 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (4/5), Cicada CDA-3C (4/5)

**5000-5500 (5011 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5)

**5500-6000 (5636 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (4/5), Cicada CDA-3C (4/5),  
Marauder MAD-3L (4/5)

**6000-6500 (6057 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5),  
Marauder MAD-3L (4/5)

**6500-7000 (6534 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (4/5), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5),  
Marauder MAD-3L (3/4)

**7000-7500 (7065 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4),  
Marauder MAD-3L (3/4)

**7500-8000 (7495 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (4/5), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5),  
Marauder MAD-3L (4/5), Catapult CPLT-C1 (4/5)

**8000-8500 (8026 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4),  
Marauder MAD-3L (4/5), Catapult CPLT-C1 (4/5)

**8500-9000 (8464 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4),  
Marauder MAD-3L (3/4), Catapult CPLT-C1 (4/5)

**9000-9500 (8912 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4),  
Marauder MAD-3L (3/4), Catapult CPLT-C1 (3/4)

**9500-10000 (9477 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (4/5), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5),  
Marauder MAD-3L (4/5), Catapult CPLT-C1 (3/4), Highlander HGN-733C (4/5)

**10000-10500 (10008 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4), Marauder MAD-3L (4/5), Catapult CPLT-C1 (3/4), Highlander HGN-733C (4/5)  
 Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

**10500-11000 (10602 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4), Marauder MAD-3L (4/5), Catapult CPLT-C1 (3/4), Highlander HGN-733C (3/4)

**11000-11500 (11040 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4), Marauder MAD-3L (3/4), Catapult CPLT-C1 (3/4), Highlander HGN-733C (3/4)

**11500-12000 (11462 Total)**

Vindicator VND-1X (4/5), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (4/5), Marauder MAD-3L (3/4), Catapult CPLT-C1 (3/4), Highlander HGN-733C (2/3)

**12000-12500 (12032 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (3/4), Cicada CDA-3C (3/4), Marauder MAD-3L (3/4), Catapult CPLT-C1 (3/4), Highlander HGN-733C (2/3)

**12500-13000 (12506 Total)**

Vindicator VND-1X (3/4), Raven RVN-2X (3/4), Cataphract CTF-1X (2/3), Cicada CDA-3C (3/4), Marauder MAD-3L (3/4), Catapult CPLT-C1 (3/4), Highlander HGN-733C (2/3)

**Mission Objectives:** Capture the supply base on the other side of the destroyed bridge. To do that, you must have more 'mechs within three hexes of buildings in the base as the Capellans.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Capture the supply base.	350,000	250,000	100,000
Destroy or cripple half of the enemy mechs (Bonus Objective)	+100,000	+100,000	+100,000
Base remains in Capellan control at the end of the mission (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Destroy or cripple all of the enemy mechs (no witnesses)	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Capture the supply base.	15	5
Base remains in Capellan control at the end of the mission (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards****Pontoon Bridge**

Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water. Cross off this reward when you have used it.

**No Witnesses** (Secret Objective. Cross off if the PCs do not succeed in destroying or crippling all Capellan forces)

You left no Capellans at the supply base on the Tapi river to report back.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Vindicator VND-1X

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

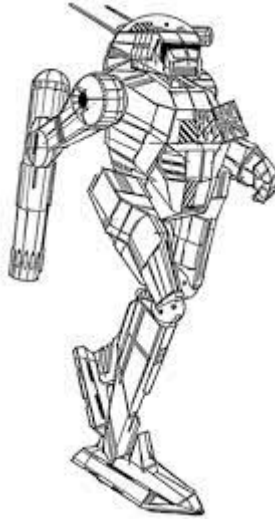
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



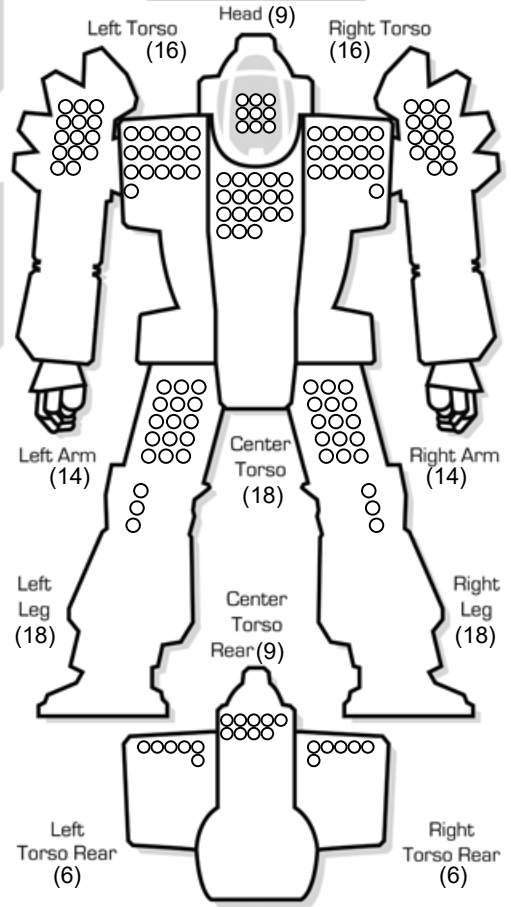
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 5	LT	2	1/Msl,C5/5	6	7	14	21
				[M,C,S]				
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 3,177,095 CBills

BV: 1009

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

1-3

#### Right Arm

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

1-3

#### Center Torso

- Machine Gun Ammo (1/2 Ton) (50)
- 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
- Roll Again
- Roll Again

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

4-6

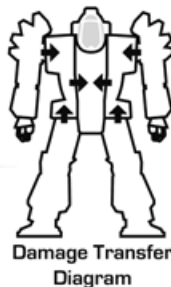
4-6

#### Left Leg

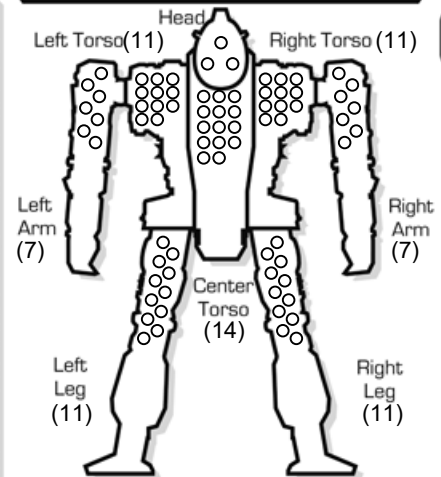
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
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20*
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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: Raven RVN-2X

Movement Points:

Walking: 5

Running: 8

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)

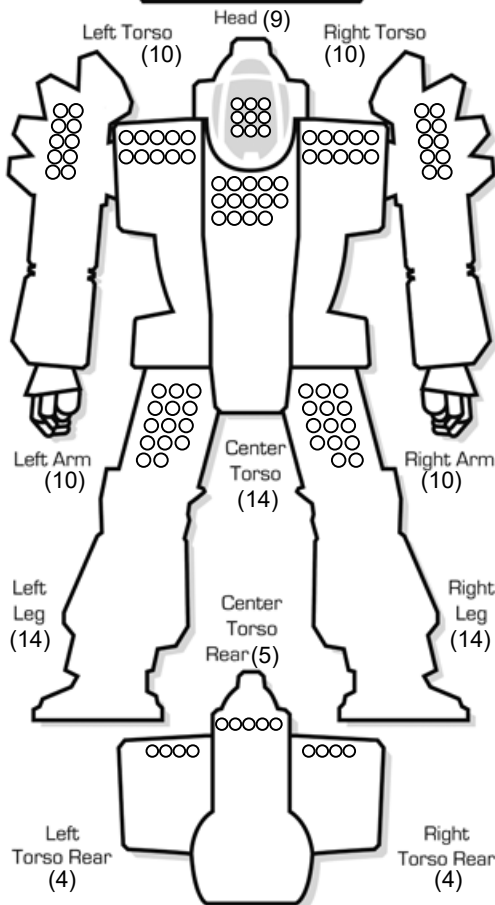
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2[M.S], C2/6	-	3	6	9
1	Large Laser	LT	8	8 [DE]	-	5	10	15

Cost: 2,429,775 CBills

BV: 887



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- SRM 6 Ammo (15)
  - Large Laser
  - Large Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

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

#### Right Torso

- SRM 6
  - SRM 6
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

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

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

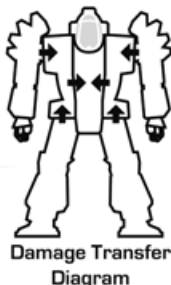
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

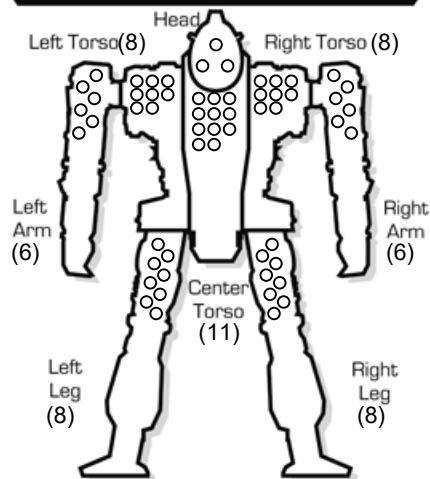
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (12) 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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-C1

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)

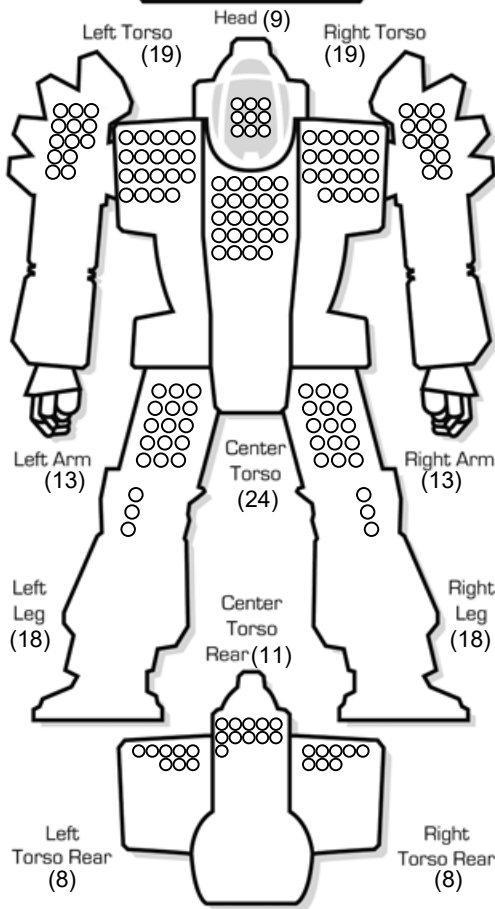
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	LT	3	5[DE]	-	3	6	9
1	Medium Laser	RT	3	5[DE]	-	3	6	9

Cost: 5,790,124 CBills

BV: 1399



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- JumpJets
- JumpJets
- Medium Laser
- LRM 15 Ammo (8)
- 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
- Heat Sink

#### Head

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

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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

#### Right Arm

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

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

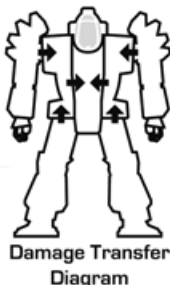
#### Right Torso

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

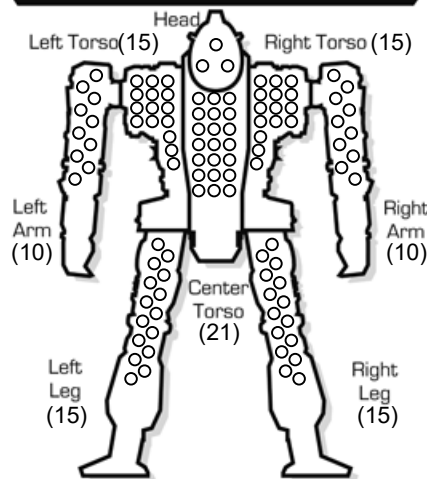
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- 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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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-03a (Federated Suns)**

**Night Raid**

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

**July 17, 3029**

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

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-03a (Federated Suns)**

**Night Raid**

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

**July 17, 3029**

### Mission Results

- Capture the supply base.
- Destroy or cripple half of the enemy mechs (Bonus Objective) (+100,000 C-Bills)
- Base remains in Capellan control at the end of the mission (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destroy or cripple all of the enemy mechs (no witnesses) (+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

- Vindicator VND-1X (3,177,095 C-Bills)
- Raven RVN-2X (2,429,775 C-Bills)
- Cataphract CTF-1X (5,998,053 C-Bills)
- Cicada CDA-3C (3,306,333 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Catapult CPLT-C1 (5,790,124 C-Bills)
- Highlander HGN-733C (8,395,530 C-Bills)

### Additional Rewards

#### Pontoon Bridge

Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water. Cross off this reward when you have used it.

**No Witnesses** (Secret Objective. Cross off if the PCs do not succeed in destroying or crippling all Capellan forces)

You left no Capellans at the supply base on the Tapi river to report back.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-03a (Federated Suns) Debrief**

**Night Raid**

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

**July 17, 3029**

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## MISSIONS



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**GM Report**  
**Mission 3029-03a (Federated Suns) - Night Raid**

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						

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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