

# BATTLETECH™

## MISSIONS



**Mission 3029-05a: Friends under fire**  
**Graves Hollow**  
**September 11, 3029**  
**Pilot Skill: 2-4**

Okay boys, listen up! Things are getting a little dicey here on Sarna, I'm afraid. The Cappies are starting to, as military analysts like to call it, "Tighten the noose". The Screaming Eagles have ordered us into smaller and smaller areas of the continent of Canoshal, and we've now basically all concentrated in a place called Graves Hollow, a small, thickly forested valley east of the city of Backtal. The thinkin' is that this should give us plenty of opportunities to ambush the Big Mac should they decide to attack. Which, of course, they have.

We got word earlier today that the Second Capac Infantry Regiment - one of the AFFS conventional regiments here on the planet - came under attack at the eastern edge of the valley. We're to go help them break out. Only problem is that the Big Mac figured that the easiest way to smoke out an infantry regiment from a heavily forested area was to, well, smoke them out. In this case literally. With Fire. In general, 'mechs aren't big fans of fire, but sadly we don't get to only interact with stuff we're big fans of.

So your job is simple. Break through the Cappies that are currently setting fire to the forest, and relieve the 2nd Capac. We did catch a bit of a break here in that it has started raining. That's slowing the Liao arsonists down quite a bit. Additionally, the more of them you can take out the better. The joint mercenary command has concluded that the more expensive we can make Big Mac forays into Grave's Hollow, the more they'll think twice about attacking in the future. If we're just lucky enough, we can hold out until reinforcements arrive. Whenever that's gonna be.

**Map:** Use the Holth ForestMap from the Tukayyid map pack (if available). Otherwise, any heavily forested map will do.



**Recommended Maps:**  
1: Holth Forest

**Setup:** The Enemy OPFOR can set up anywhere on the left half of the map. The Players enter from the right side of the map on the first turn.

### Special Rules

**Get a Bucket of Water!** Part of the map is on fire. Any hex marked with fire has 2 levels of light smoke above the fire. Battlmechs absorb 5 heat for ending a turn in a fire hex, plus 2 heat for every fire hex they *leave* using ground movement during the turn. Light smoke acts as light woods for the purposes of attack and line of sight calculations, but has no effect on movement.

See Tactical Operations: Advanced Rules pg. 41 for fire rules.

**Better than a Bucket:** The map is under the Light Rainfall condition with no wind. The rain is preventing any of the fire from spreading so ignore any fire and smoke spreading rules. Units *can* start new fires if they so choose. See TO:AR pg 42 for details. Apply a +1 modifier to TNs to set hexes on fire due to the light rainfall condition.

**They are packing heat:** The Enemy OPFOR has the option to equip Inferno SRM ammo with the standard limitations. See TW pg 141-142 for rules on Infernos.

**Secret reward:** Fire Foam Pods: If a player completed the secret objective in mission 3029-04 they get a fire foam for each leg. A fire foam pod can be activated when you would have taking any heat from fire. You can instead activate the pod to extinguish the fire in the tile that you took heat damage from. This removes all fire from the tile and smoke the beginning of the next clean up phase. If a leg is hit before the pod is deployed it is destroyed on a 7+.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Firestarter	1	FS9-H	3039 pg 168	694	3,046,950
Vindicator	1	VND-1X	SW pg 108	1009	3,177,095
Cataphract	1	CTF-2X	SW pg 190	1344	5,877,353
Catapult	1	CPLT-C4	SW pg 176	1358	5,893,249
Trebuchet	1	TBT-5N	3039 pg 214	1191	4,293,500
Warhammer	1	WHM-6L	3039 pg 492	1311	6,077,783
Highlander	1	HGN-733P	SW pg 266	1865	8,310,980

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

#### 4000-4500 (3979 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4)

#### 4500-5000 (4580 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5)

#### 5000-5500 (5010 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4)

#### 5500-6000 (5531 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4)

#### 6000-6500 (6039 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (4/5)

#### 6500-7000 (6571 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4)

#### 7000-7500 (7001 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

**7500-8000 (7546 Total)**

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

**8000-8500 (7994 Total)**

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

**8500-9000 (8515 Total)**

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

**9000-9500 (9118 Total)**

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4)

**9500-10000 (9530 Total)**

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5)

**10000-10500 (10057 Total)**

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5)  
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

**10500-11000 (10563 Total)**

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (4/5)

**11000-11500 (11035 Total)**

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

**11500-12000 (11580 Total)**

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

**12000-12500 (12029 Total)**

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

**12500-13000 (12501 Total)**

Firestarter FS9-H (2/3), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

**Mission Objectives:** Break through the Capellan line, destroying or crippling as many 'mechs as possible, while also getting your own 'mechs off the Capellan side of the map.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)	350,000	250,000	100,000
Get more mechs off the edge of the board then the enemy OPFOR has remaining on the board. (Bonus Objective)	+100,000	+100,000	+100,000
Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)	150,000	100,000	50,000
(Secret Objective): Destory or cripple all OPFOR mechs	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)	15	5
Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-H

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

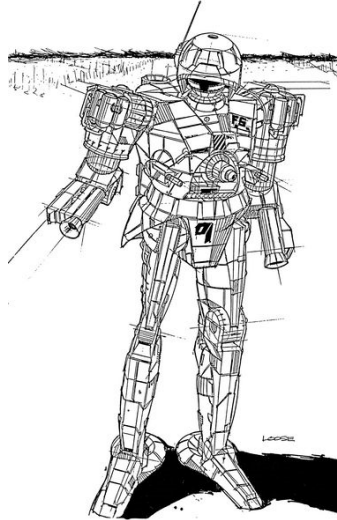
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



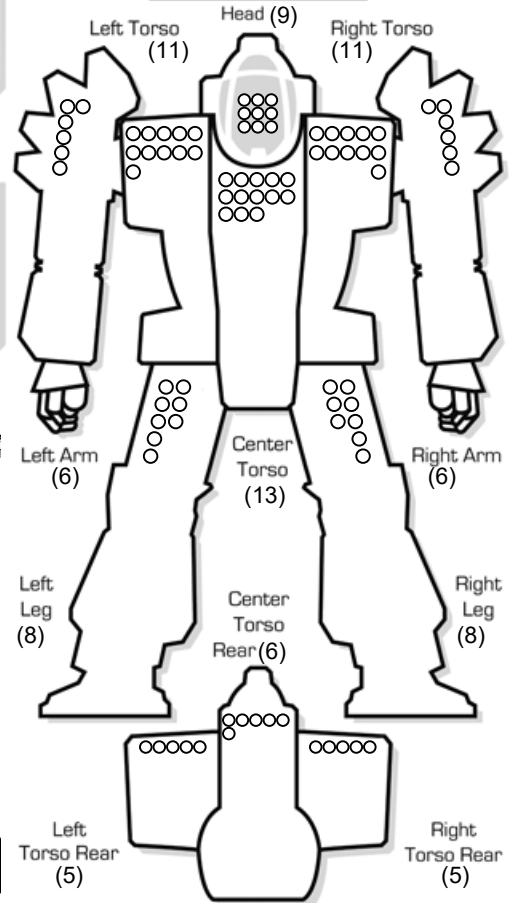
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	RA	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Flamer (R)	CT	3	2	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	LT	0	2 [DB,AI]	-	1	2	3
				[DE,H,AI]				
1	Machine Gun	RT	0	2 [DB,AI]	-	1	2	3
				[DE,H,AI]				

Cost: 3,046,950 CBills

BV: 694

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Right Arm

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Roll Again
6. Roll Again

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

#### Right Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Machine Gun Ammo (200)
6. Roll Again

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

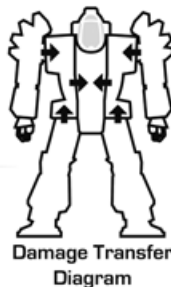
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

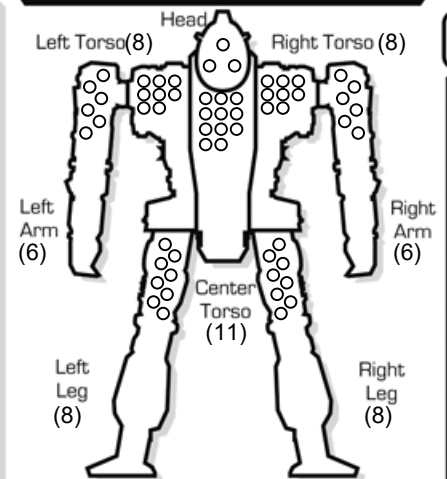
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
6. Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

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

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# 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

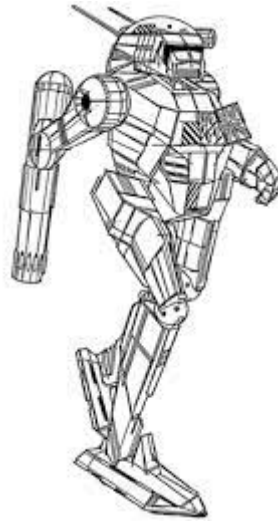
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



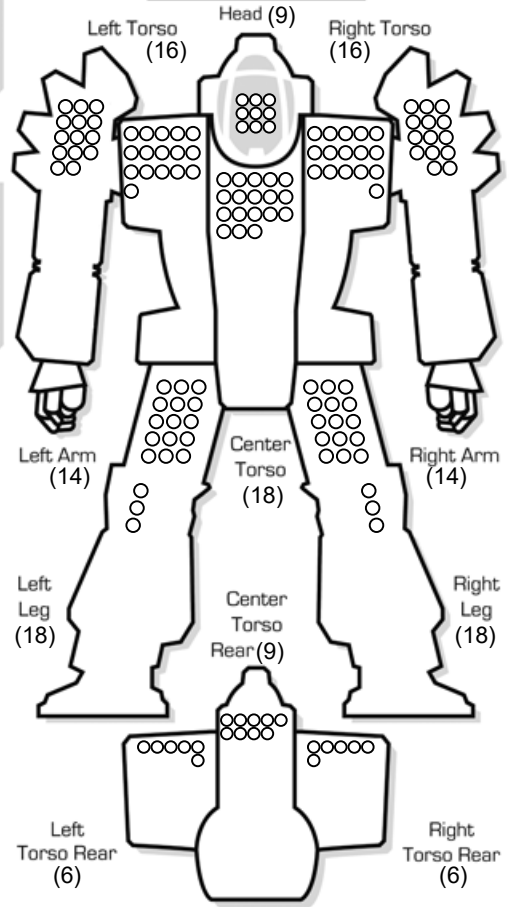
### Weapons & Equipment Inventory (hexes)

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 [M,C,S]	6	7	14	21
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
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

#### Center Torso

- Machine Gun Ammo (1/2 Ton) (50)
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

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

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

#### Left Torso

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

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- JumpJets
- JumpJets

#### Right Torso

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

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

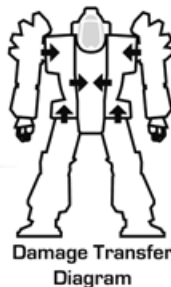
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

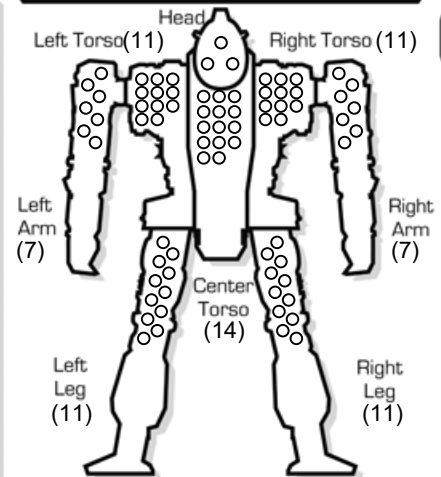
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

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: **Cataphract CTF-2X**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **70**

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)

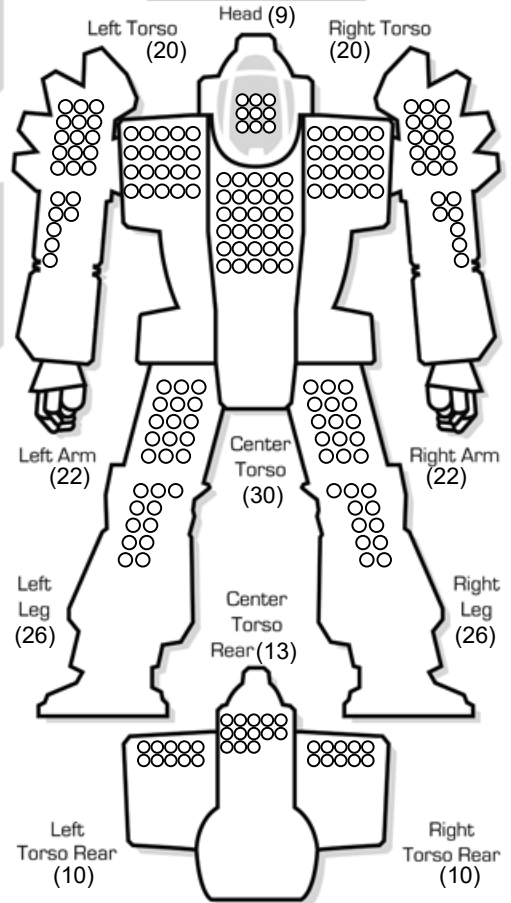
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	SRM 4	LA	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				

Cost: 5,877,353 CBills

BV: 1344



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- 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
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- SRM 4 Ammo (25)
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

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

4-6

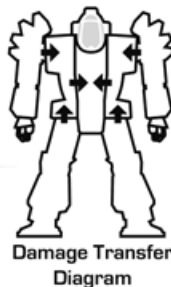
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

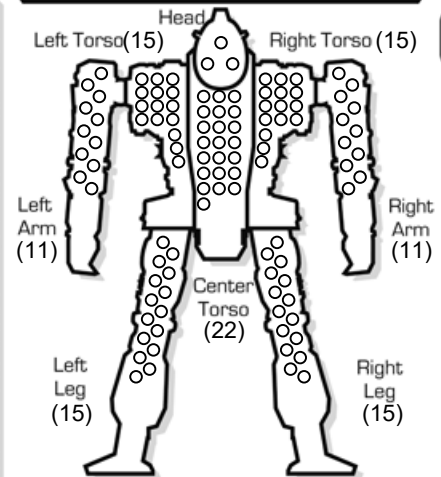
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (14) 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: Catapult CPLT-C4

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)

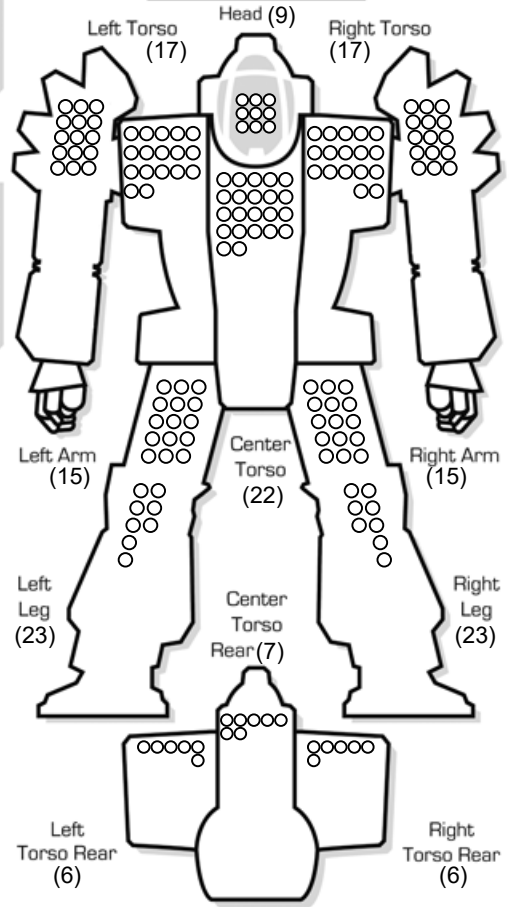
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1[M.C.S]	6	7	14	21
1	LRM 20	LA	6	1[M.C.S]	6	7	14	21
1	Small Laser	CT	1	3[DE]	-	1	2	3
1	Small Laser	CT	1	3[DE]	-	1	2	3

Cost: 5,893,249 CBills

BV: 1358



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- JumpJets
- JumpJets
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- 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
- Roll Again
- 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
- Small Laser
- Small Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

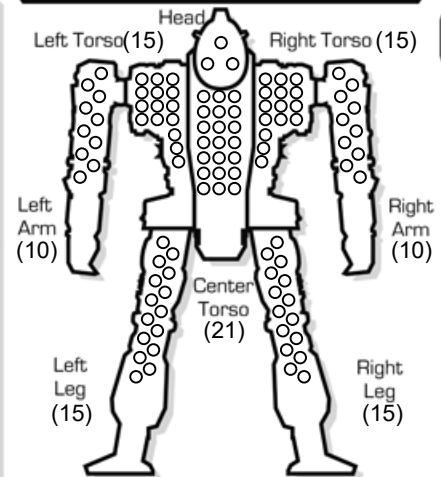
- JumpJets
- JumpJets
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- Roll Again
- Roll Again

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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: **Trebuchet TBT-5N**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **50**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

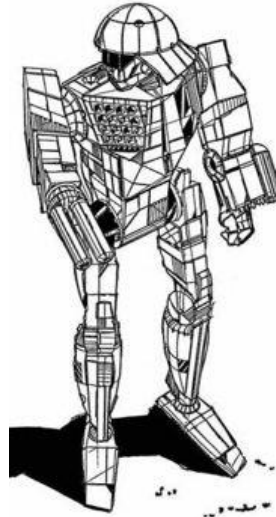
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

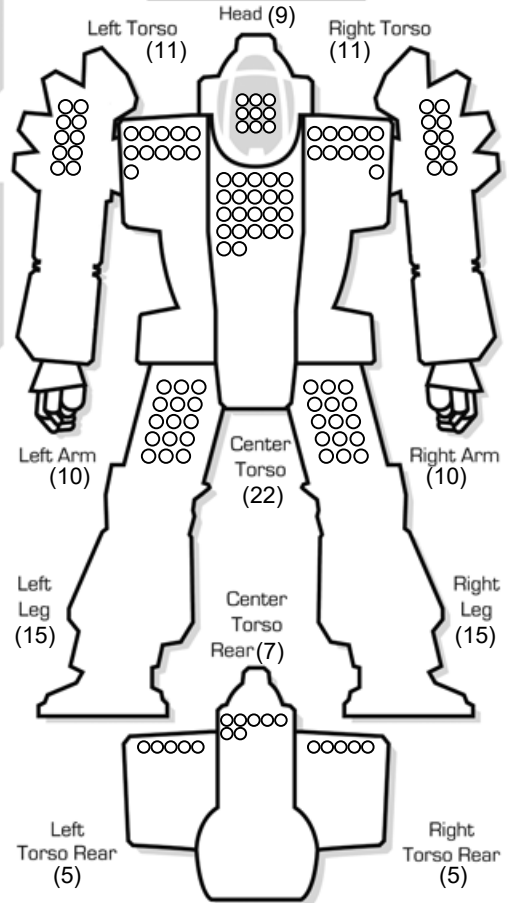
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

Cost: 4,293,500 CBills

BV: 1191



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
- LRM 15

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

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

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

#### Right Torso

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

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

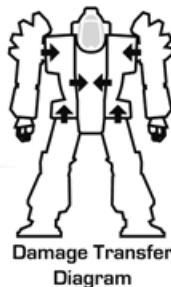
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

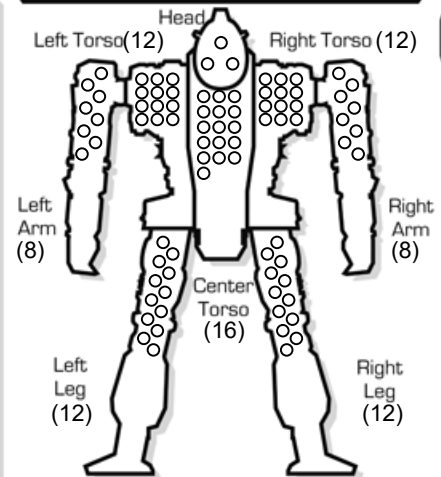
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT 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	
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1	
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# BATTLETECH™

## MISSIONS



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

**Mission: 3029-05a**  
**Friends under fire**  
**Graves Hallow**  
**September 11, 3029**

### Mission Results

- Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)
- Get more mechs off the edge of the board than the enemy OPFOR has remaining on the board. (Bonus Objective) (+100,000 C-Bills)
- Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destory or cripple all OPFOR mechs (+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

- Firestarter FS9-H (3,046,950 C-Bills)
- Vindicator VND-1X (3,177,095 C-Bills)
- Cataphract CTF-2X (5,877,353 C-Bills)
- Catapult CPLT-C4 (5,893,249 C-Bills)
- Trebuchet TBT-5N (4,293,500 C-Bills)
- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)

### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05a Debrief**  
**Friends under fire**  
**Graves Hollow**  
**September 11, 3029**

Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

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# BATTLETECH™

## MISSIONS



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

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**Friends under fire**  
**Graves Hallow**  
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- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destory or cripple all OPFOR mechs (+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

- Firestarter FS9-H (3,046,950 C-Bills)
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- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)

### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05a Debrief**  
**Friends under fire**  
**Graves Hollow**  
**September 11, 3029**

Disaster.

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05a**  
**Friends under fire**  
**Graves Hallow**  
**September 11, 3029**

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### 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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- Trebuchet TBT-5N (4,293,500 C-Bills)
- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)

### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05a Debrief**  
**Friends under fire**  
**Graves Hollow**  
**September 11, 3029**

Disaster.

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05a**  
**Friends under fire**  
**Graves Hallow**  
**September 11, 3029**

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- Pilot Killed

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

### Salvaged Mechs

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### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05a Debrief**  
**Friends under fire**  
**Graves Hollow**  
**September 11, 3029**

Disaster.

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05a**  
**Friends under fire**  
**Graves Hallow**  
**September 11, 3029**

### Mission Results

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### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Firestarter FS9-H (3,046,950 C-Bills)
- Vindicator VND-1X (3,177,095 C-Bills)
- Cataphract CTF-2X (5,877,353 C-Bills)
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- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)

### Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05a Debrief**  
**Friends under fire**  
**Graves Hollow**  
**September 11, 3029**

Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

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## MISSIONS

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

**Mission: 3029-05a**  
**Friends under fire**  
**Graves Hallow**  
**September 11, 3029**

### Mission Results

- Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)
- Get more mechs off the edge of the board than the enemy OPFOR has remaining on the board. (Bonus Objective) (+100,000 C-Bills)
- Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destory or cripple all OPFOR mechs (+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

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

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## MISSIONS



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**Graves Hollow**  
**September 11, 3029**

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## MISSIONS

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

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

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## MISSIONS

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

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**Friends under fire**  
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GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

# BATTLETECH™

## MISSIONS



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**Friends under fire**  
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**GM Report**  
**Mission 3029-05a - Friends under fire**

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