

# BATTLETECH™

## MISSIONS

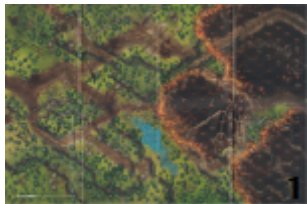


**Mission 3029-05b: Burn out the Invaders**  
**Graves Hallow**  
**September 11, 3029**  
**Pilot Skill: 2-4**

Okay boys, listen up! It looks like the Feds are starting to circle the wagons in a place called "Graves Hollow" here at grid point Zulu just east of Backtal. It's a heavily forested valley, which makes attacks dangerous and prone to ambush. They sent probing attacks in on the east end of the valley, only to find an infantry regiment dug in like an Illiushin tick. Rather than fight them in the forest, the Cappies decided to burn them out, and they've sent us to do it. Honestly, it's a terrible idea if you ask me - forest fires tend to spread rather uncontrollably, but our Confederation bosses didn't ask me. Naturally, they need to prevent the infantry from breaking out in good order, so they've posted us here at grid point Whiskey to prevent that. Normally, a bunch of infantry fleeing a fire don't pose much of a threat to battlemechs, but in this case it looks like the Fed mercs have sent their own 'mechs.

So that's our new objective. Stop the Fed's 'mechs from getting past you to relieve their infantry. Fortunately for us, it has started raining, which means that the fires aren't spreading very quickly. That should make our jobs a bit easier as we only have to fight the 'mechs, not the fire as well. But stay frosty - that fire will cook a 'mech faster than a rookie Jenner pilot.

**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 players can set up anywhere on the left half of the map. The Enemy OPFOR will enter from the right side on turn 1.

### 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. Battlemechs 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.

**Secret reward:** Flame on: If a player completed the secret objective in mission 3029-04 they can either replace one full ton of SRM ammo with Infernos, or bring along a Tracked Coolant truck with standard vehicle flamers. Only one player may choose to bring the Coolant truck, but it does not count against the one Battlefield Support limit.

## OPFOR

| Name          | # | Variant | Reference     | BV<br>(4/5) | Cost      |
|---------------|---|---------|---------------|-------------|-----------|
| Zeus          | 1 | ZEU-6T  | SW pg 239     | 1436        | 7,751,999 |
| Ostsol        | 1 | OTL-4F  | 3039 pg 471   | 1264        | 5,081,600 |
| Phoenix Hawk  | 1 | PHX-1   | 3039 pg 456   | 1041        | 4,067,540 |
| Hatchetman    | 1 | HCT-3F  | 3039 pg 390   | 854         | 3,107,640 |
| Blackjack     | 1 | BJ-1DC  | SW pg 99      | 917         | 2,973,950 |
| Battlemaster  | 1 | BLR-1D  | SW pg 241     | 1522        | 8,146,043 |
| Warhammer     | 1 | WHM-6D  | 3039 pg 490   | 1471        | 5,945,183 |
| Coolant Truck | 1 | Tracked | RS 3039 pg 67 | 357         | N/A       |

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

### 4000-4500 (4471 Total)

Zeus ZEU-6T (4/5), Blackjack BJ-1DC (4/5), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (4/5)

### 4500-5000 (5037 Total)

Zeus ZEU-6T (4/5), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5)

### 5000-5500 (5497 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5)

### 5500-6000 (5972 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (4/5), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5)

### 6000-6500 (6538 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5)

### 6500-7000 (7002 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4)

### 7000-7500 (7494 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (4/5), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (4/5)

### 7500-8000 (7981 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (4/5), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (3/4)

### 8000-8500 (8547 Total)

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (3/4)

**8500-9000 (9011 Total)**

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (3/4)

**9000-9500 (9452 Total)**

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (4/5), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (4/5)

**9500-10000 (10018 Total)**

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (4/5)

**10000-10500 (10489 Total)**

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (3/4), Ostsol OTL-4F (4/5), Phoenix Hawk PHX-1 (4/5), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (3/4)  
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

**10500-11000 (10953 Total)**

Zeus ZEU-6T (3/4), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (3/4)

**11000-11500 (11469 Total)**

Zeus ZEU-6T (2/3), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (4/5), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (3/4)

**11500-12000 (12050 Total)**

Zeus ZEU-6T (2/3), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (2/3), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (3/4)

**12000-12500 (12579 Total)**

Zeus ZEU-6T (2/3), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (2/3), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (3/4), Warhammer WHM-6D (2/3)

**12500-13000 (13127 Total)**

Zeus ZEU-6T (2/3), Blackjack BJ-1DC (3/4), Hatchetman HCT-3F (2/3), Ostsol OTL-4F (3/4), Phoenix Hawk PHX-1 (3/4), Battlemaster BLR-1D (2/3), Warhammer WHM-6D (2/3)

**Mission Objectives:** Prevent the Feds from relieving the Capac Infantry Regiment from their seige.

| Award (C-Bills)   | Mech Survived | Mech Severely Damaged | Mech Destroyed |
|---|---------------|-----------------------|----------------|
| Prevent 2 mechs from escaping off the opposing edge of the board.                     | 350,000       | 250,000               | 100,000        |
| Prevent any mechs from escaping off the opposing edge of the board. (Bonus Objective) | +100,000      | +100,000              | +100,000       |
| Half the Players must are severely damaged or destroyed (Mission Unsuccessful)        | 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 |
|---|----------------|--------------|
| Prevent 2 mechs from escaping off the opposing edge of the board. | 15             | 5            |

| Award (XP)  | Pilot Survived | Pilot Killed |
|---|----------------|--------------|
| Half the Players must be severely damaged or destroyed (Mission Unsuccessful) | 8              | 3            |
| Opposing 'Mech/Combat Vehicle destroyed by party (each)                       | +1             | +1           |

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of a scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above, or pay 27,000 C-Bills.

During any scenario you may only select at most one piece of "Optional Equipment".



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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Ostsol OTL-4F

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

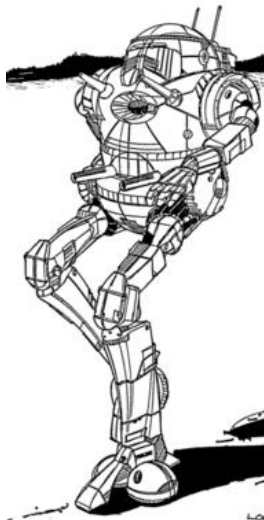
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

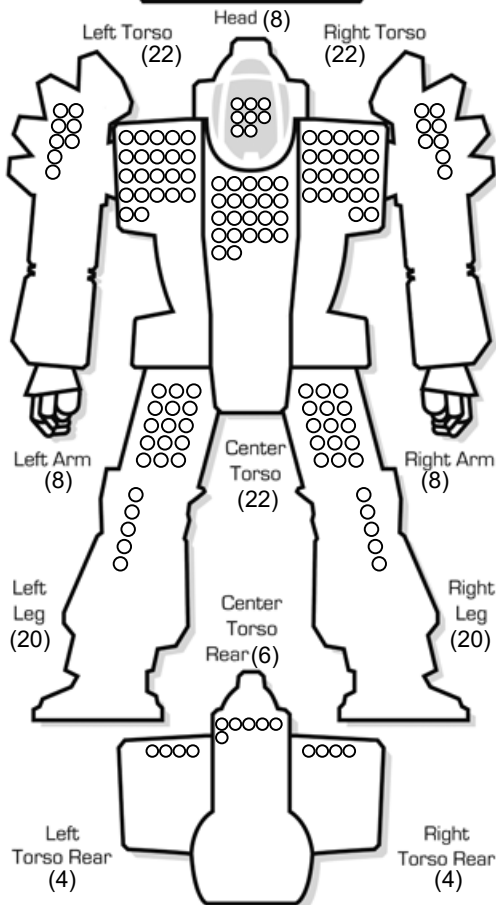
| Qty | Type | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------|-----|----|---------|-----|-----|-----|-----|
| 1   | PPC  | RT  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |
| 1   | PPC  | LT  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |

Cost: 5,081,600 CBills

BV: 1264



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- PPC
- PPC
- PPC
- 1-3 Roll Again
- Roll Again
- Roll Again

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

#### Right Torso

- PPC
- PPC
- PPC
- 1-3 Roll Again
- Roll Again
- Roll Again

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

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

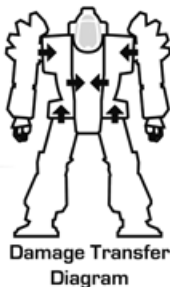
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

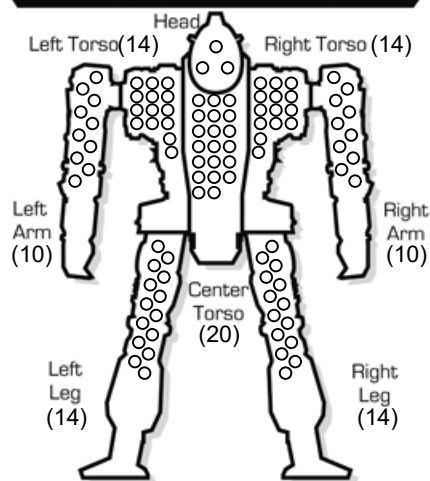
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

### Heat Scale

| 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: Phoenix Hawk PHX-1

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Star League

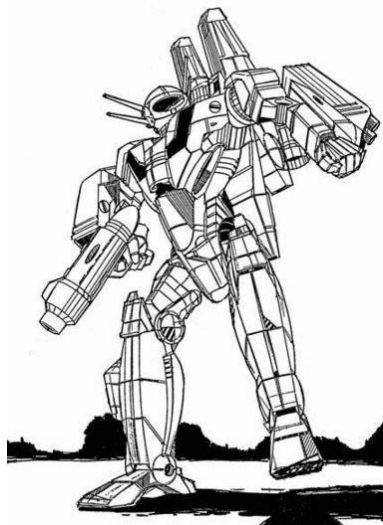
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



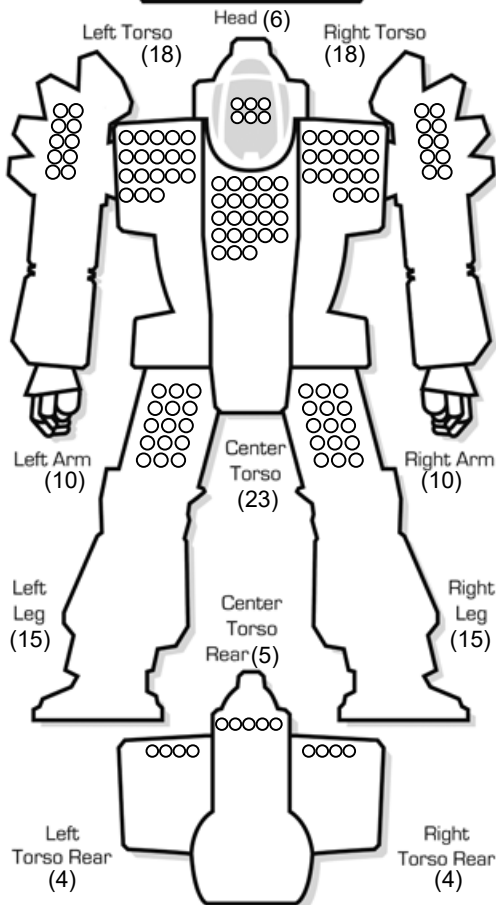
### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------|-----|-----|-----|-----|
| 1   | Large Laser  | RA  | 8  | 8 [DE]     | -   | 5   | 10  | 15  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]     | -   | 3   | 6   | 9   |
| 1   | Medium Laser | LA  | 3  | 5 [DE]     | -   | 3   | 6   | 9   |
| 1   | Machine Gun  | RA  | 0  | 2 [DB, AI] | -   | 1   | 2   | 3   |
| 1   | Machine Gun  | LA  | 0  | 2 [DB, AI] | -   | 1   | 2   | 3   |

Cost: 4,067,540 CBills

BV: 1041

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Machine Gun

#### Head

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

#### Right Arm

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

#### Center Torso

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

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Machine Gun Ammo (200)
- Roll Again

#### Right Torso

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

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

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

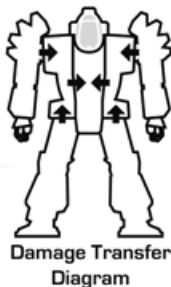
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

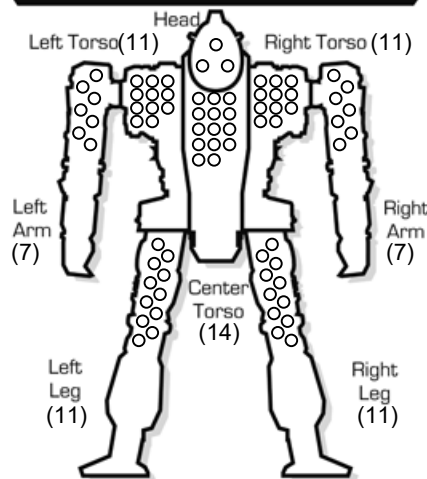
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### 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:<br>10 (10)<br>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: Hatchetman HCT-3F

Movement Points: Tonnage: 45  
 Walking: 4 Tech Base: Inner Sphere (Intro)  
 Running: 6 Era: Succession Wars  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

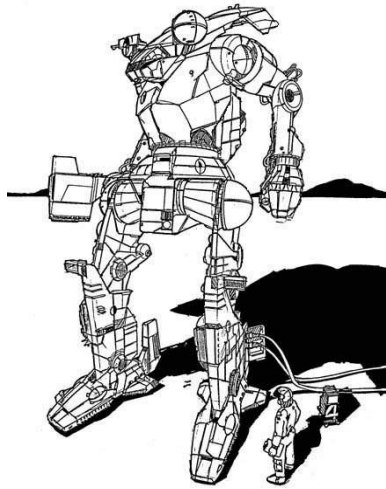
| Qty | Type          | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|---------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Hatchet       |     |    | 9        |     |     |     |     |
| 1   | Autocannon/10 | RT  | 3  | 10       | -   | 5   | 10  | 15  |
| 1   | Medium Laser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

Cost: 3,107,640 CBills BV: 854

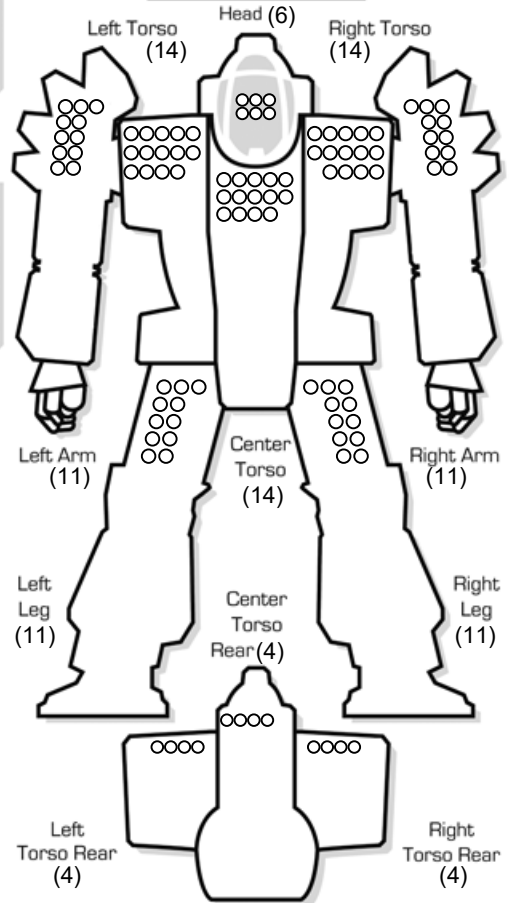
### WARRIOR DATA

Name:  
 Gunnery Skill: Piloting Skill:

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

#### Center Torso

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

1-3

#### Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- AC/10 Ammo (10)
- AC/10 Ammo (10)

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

1-3

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

4-6

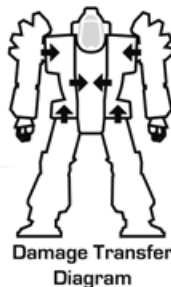
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

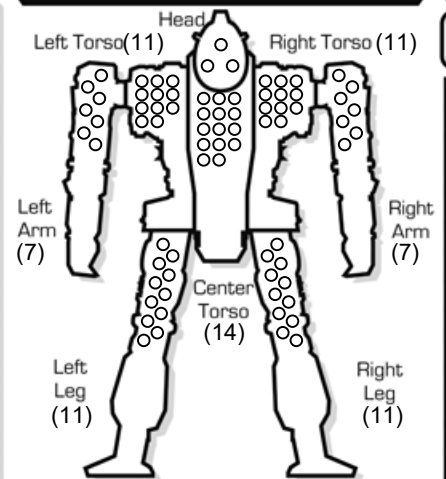
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 11 (11)     |
| 28          | Ammo Exp. avoid on 8+  | Single      |
| 26          | Shutdown, avoid on 10+ |             |
| 25          | -5 Movement Points     |             |
| 24          | +4 Modifier to Fire    |             |
| 23          | Ammo Exp. avoid on 6+  |             |
| 22          | Shutdown, avoid on 8+  |             |
| 20          | -4 Movement Points     |             |
| 19          | Ammo Exp. avoid on 4+  |             |
| 18          | Shutdown, avoid on 6+  |             |
| 17          | +3 Modifier to Fire    |             |
| 15          | -3 Movement Points     |             |
| 14          | Shutdown, avoid on 4+  |             |
| 13          | +2 Modifier to Fire    |             |
| 10          | -2 Movement Points     |             |
| 8           | +1 Modifier to Fire    |             |
| 5           | -1 Movement Points     |             |

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ-1DC**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **45**

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

Era: **Star League**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

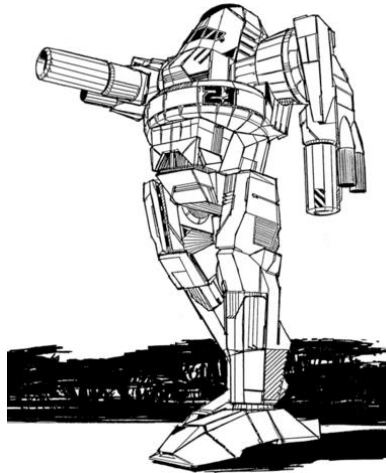
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

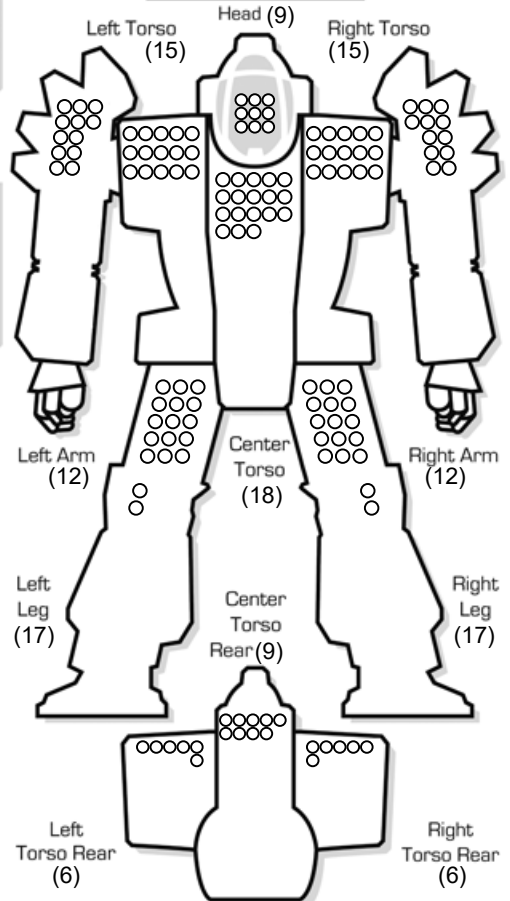
| Qty | Type         | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Medium Laser | LA  | 3  | 5 [DE]   | -   | 3   | 6   | 9   |
| 1   | Medium Laser | RA  | 3  | 5 [DE]   | -   | 3   | 6   | 9   |
| 1   | Medium Laser | RT  | 3  | 5 [DE]   | -   | 3   | 6   | 9   |
| 1   | Small Laser  | RT  | 1  | 3 [DE]   | -   | 1   | 2   | 3   |
| 1   | Medium Laser | LT  | 3  | 5 [DE]   | -   | 3   | 6   | 9   |
| 1   | Small Laser  | LT  | 1  | 3 [DE]   | -   | 1   | 2   | 3   |
| 1   | Autocannon/2 | RA  | 1  | 2 [DB,S] | 4   | 8   | 16  | 24  |
| 1   | Autocannon/2 | LA  | 1  | 2 [DB,S] | 4   | 8   | 16  | 24  |

Cost: 2,973,950 CBills

BV: 917



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Autocannon/2
- Roll Again
- Roll Again

1-3

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Autocannon/2
- Roll Again
- Roll Again

1-3

#### Center Torso

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

1-3

#### Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- AC/2 Ammo (45)

4-6

#### Right Torso

- Medium Laser
- Small Laser
- 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

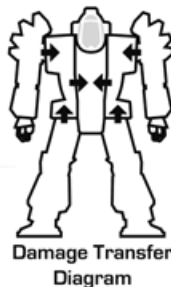
4-6

#### Left Leg

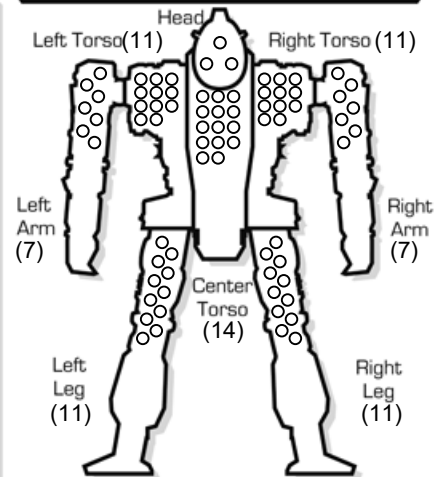
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27       |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21       |
| 20*      |
| 19*      |
| 18*      |
| 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: **Battlemaster BLR-1D**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **85**

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

Era: **Star League**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

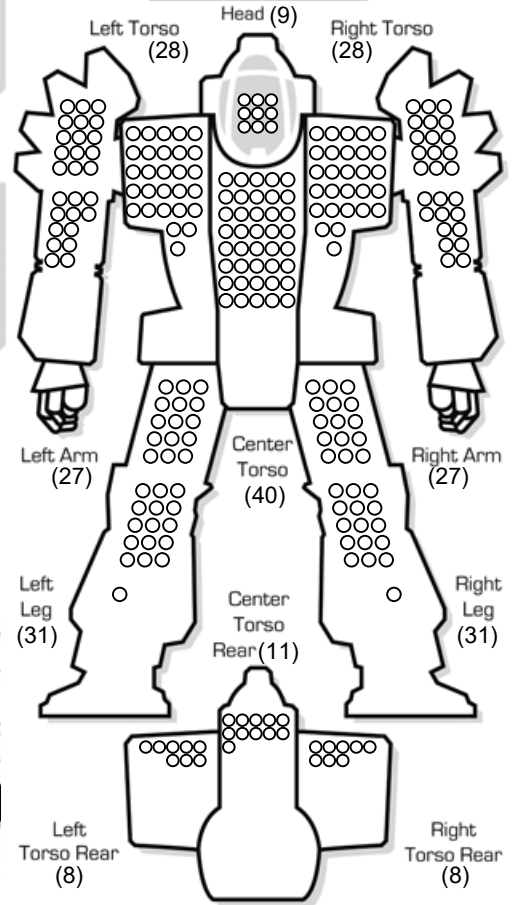
| Qty | Type         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | PPC          | RA  | 10 | 10 [DE]   | 3   | 6   | 12  | 18  |
| 1   | Medium Laser | LT  | 3  | 5 [DE]    | -   | 3   | 6   | 9   |
| 1   | Medium Laser | LT  | 3  | 5 [DE]    | -   | 3   | 6   | 9   |
| 1   | Medium Laser | RT  | 3  | 5 [DE]    | -   | 3   | 6   | 9   |
| 1   | Medium Laser | RT  | 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: 8,146,043 CBills

BV: 1522



### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Heat Sink
- Heat Sink

#### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- 1-3 Medium Laser
- Machine Gun Ammo (200)
- Roll Again

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

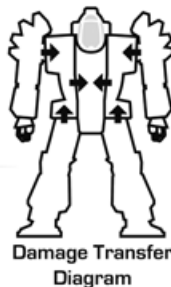
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

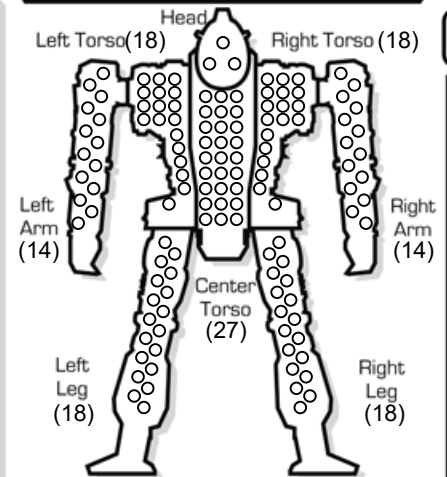
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Heat Sink
- Heat Sink



### 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: 24 (24) 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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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Coolant Truck (Tracked)

Movement Points: **Tonnage:** 30  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

| Qty    | Type           | Loc | Dmg | Min | Sht | Med | Lng |
|--------|----------------|-----|-----|-----|-----|-----|-----|
| 2      | Vehicle Flamer | T   | 2   | -   | 1   | 2   | 3   |
| [DE,S] |                |     |     |     |     |     |     |

Insulated Cargo Space - 4.35 tons  
 Insulated Cargo Space - 1.74 tons

Ammo: [Flamer] 40

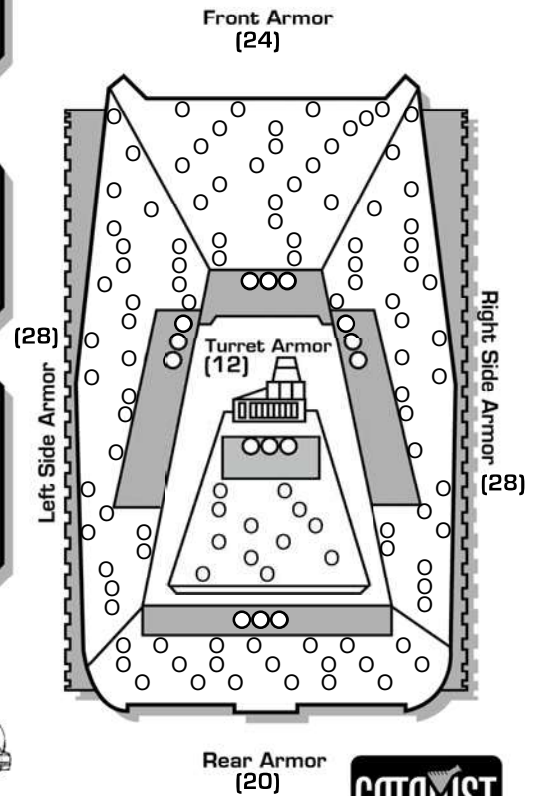
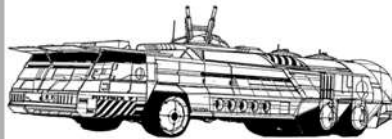
Cost: BV:357

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05b**

**Burn out the Invaders**

**Graves Hallow**

**September 11, 3029**

### Mission Results

- Prevent 2 mechs from escaping off the opposing edge of the board.
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- (Secret Objective): Destroy or cripple all OPFOR mechs (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
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### Pilot Status

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

### Salvaged Mechs

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05b Debrief**  
**Burn out the Invaders**  
**Graves Hallow**  
**September 11, 3029**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05b**

**Burn out the Invaders**

**Graves Hallow**

**September 11, 3029**

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**GM Report**  
**Mission 3029-05b - Burn out the Invaders**

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 |