

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 (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".

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)

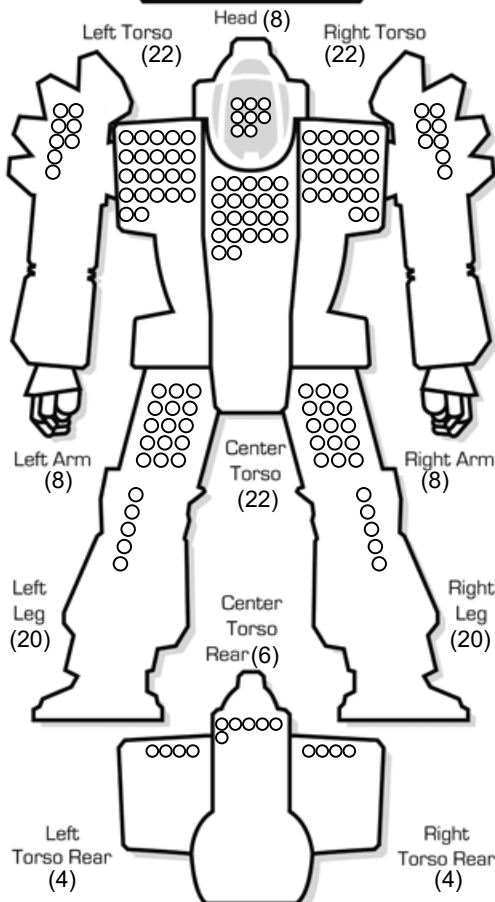
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18

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

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

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

Left Torso

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

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

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

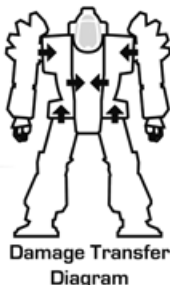
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

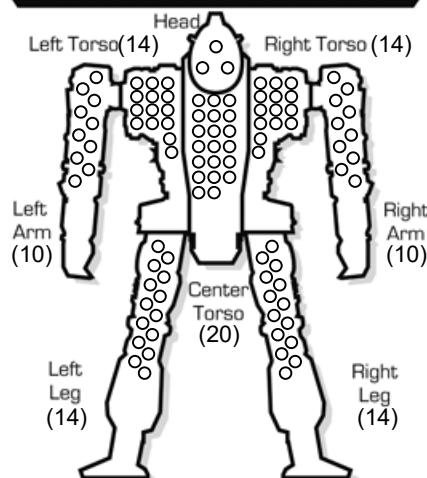
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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: 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	

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

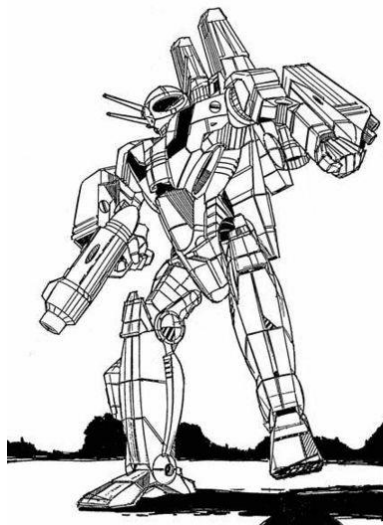
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



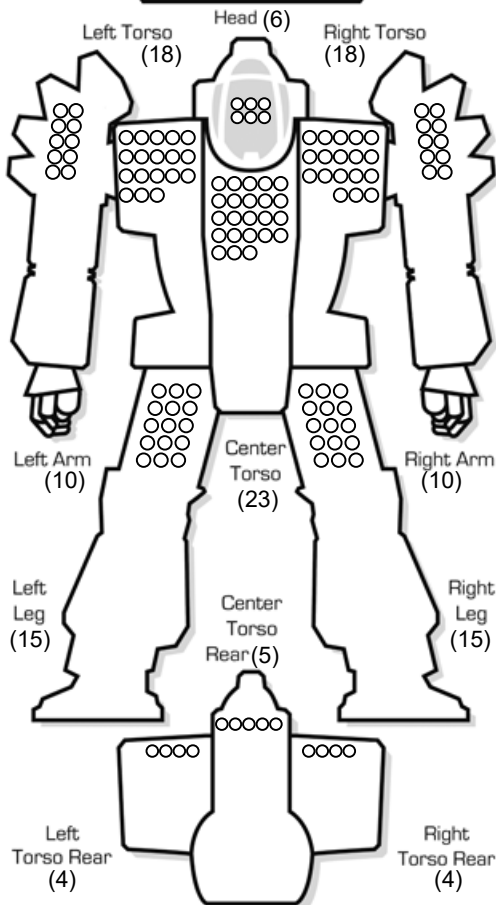
Weapons & Equipment Inventory (hexes)

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

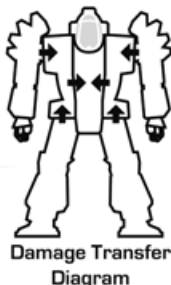
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

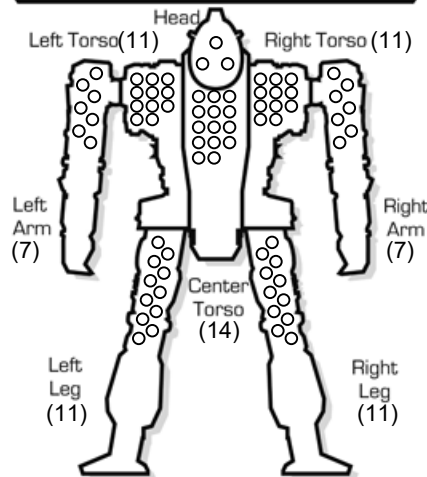
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 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	○

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:

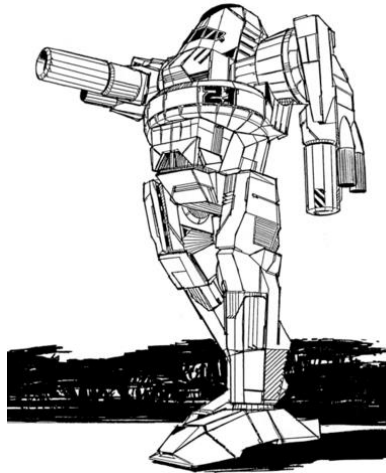
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

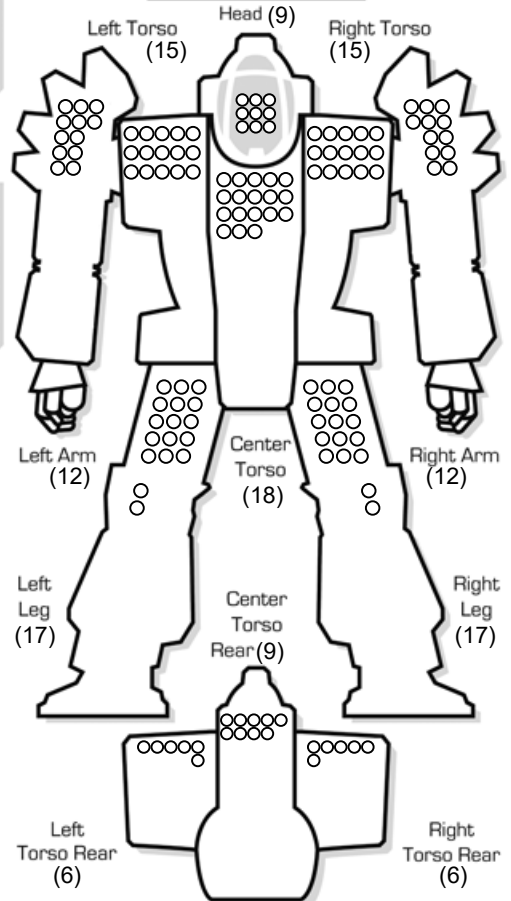
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	LA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

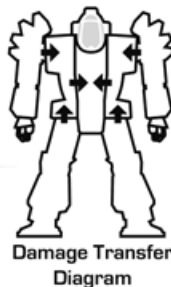
4-6

Left Leg

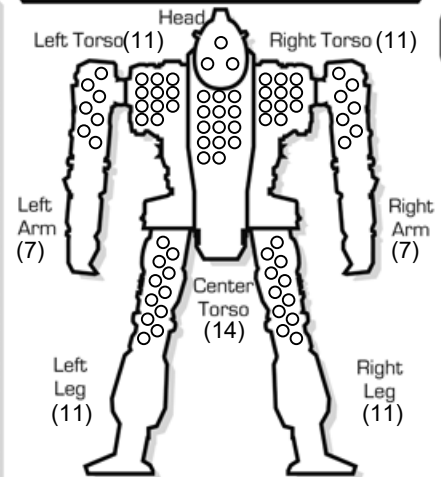
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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10*
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8*
7
6
5*
4
3
2
1
0

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)

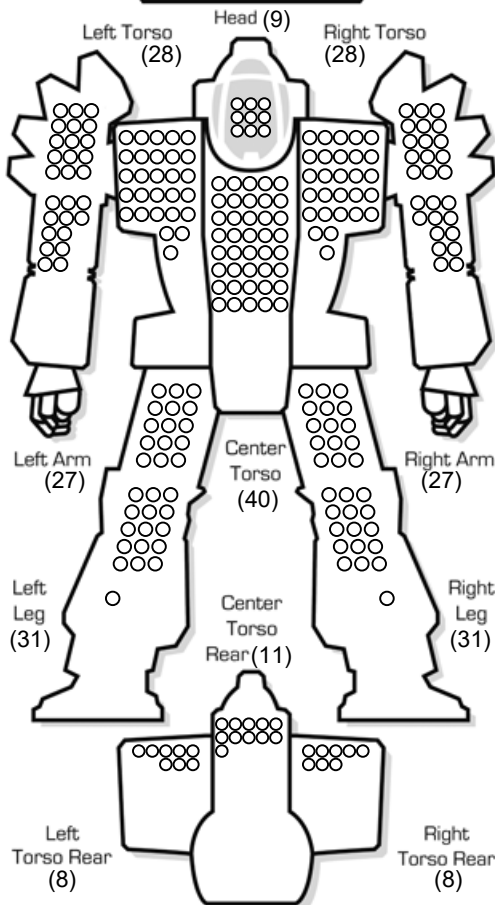
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

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
- Fusion Engine
- 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 ○

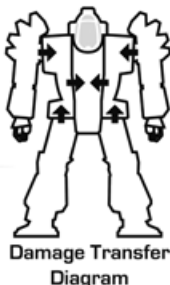
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

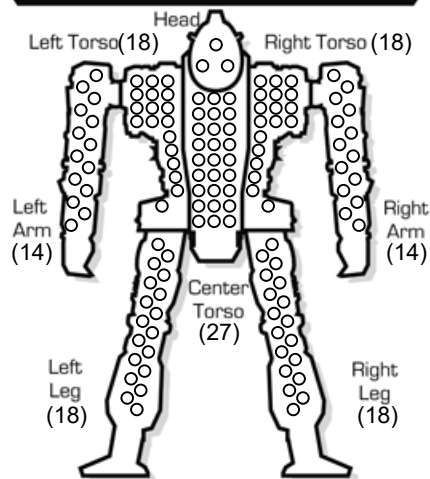
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT 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	○○○○

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Coolant Truck (Tracked)

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

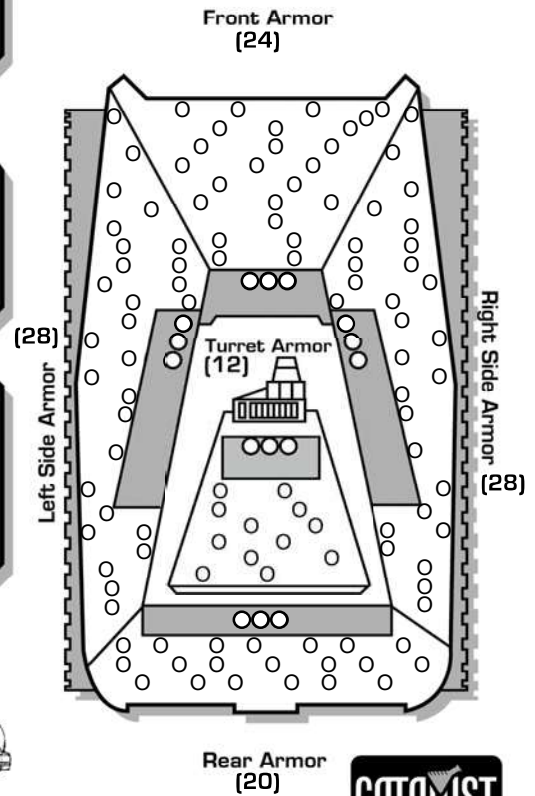
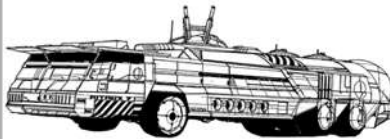
Cost: BV:357

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.
- Prevent any mechs from escaping off the opposing edge of the board. (Bonus Objective) (+100,000 C-Bills)
- Half the Players must be severely damaged or destroyed (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
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Mech Status

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Pilot Status

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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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Additional Rewards

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I love the smell of Napalm in the morning!

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

GM Signature _____ Game Date _____

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MISSIONS



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Graves Hallow
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- Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- Hatchetman HCT-3F (3,107,640 C-Bills)
- Blackjack BJ-1DC (2,973,950 C-Bills)
- Battlemaster BLR-1D (8,146,043 C-Bills)
- Warhammer WHM-6D (5,945,183 C-Bills)

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".

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



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

After successfully routing the FedSuns infantry with your help, the Big Mac has a bit of a celebration using several crates of beer they "liberated" when they defeated the Fifth Syrtis Fusiliers on their initial, poorly coordinated landing on Sarna. As you're helping yourselves, you run into Colonel Linda Chandrasekar, the commander of the 3rd Big Mac regiment.

"You 'mechwarriors handled yourselves well out there today." After an awkward moment while the Colonel fumbles with a bottle opener, she continues. "I wish I could say the rest of the day went as well. We encountered heavy resistance from Black Cobras conventional forces. I say "Conventional" in that they were tracked, but I promise you, you do *not* want to be on the receiving end of an angry Demolisher attack. Still, I think we've got the Feds on their heels right now. Rest up! We're going to have more work for you soon, once we figure out how to crack that forest open.

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.
- Prevent any mechs from escaping off the opposing edge of the board. (Bonus Objective) (+100,000 C-Bills)
- Half the Players must be severely damaged or destroyed (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Destroy 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

- Zeus ZEU-6T (7,751,999 C-Bills)
- Ostsol OTL-4F (5,081,600 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)
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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

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Graves Hallow

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BATTLETECH™

MISSIONS



Mission: 3029-05b Debrief
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Graves Hallow
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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						

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