

BATTLETECH™

MISSIONS



Mission 3029-06a: Stop that Boat!
Graves Hollow
December 17, 3029
Pilot Skill: 2-4

Okay boys, listen up!

You know, it's amazing how quickly things can turn during war, isn't it? A couple of months ago we were fighting for our dear lives in Graves hollow, and now here we are trying to make sure that none of those bastards get a chance to flee off planet.

I suppose I should back up a bit, hunh?

So it turns out that while we were fighting for our lives in Graves Hollow, elements of both the Davion Heavy and Light guards had come to the system to find out why they hadn't heard back from us in so long. They landed practically right on top of the Big Mac, and if it wasn't for some very clever running away, McCarron's armored cavalry might have bought it right there. Sadly, they did get away, and have been leading us on a merry chase for nearly two months. The ones we've been tasked to run down are now at the eastern shore of lake Ozero, just west of a place called "Moncona".

Their problem is that their dropships are on the *western* shore of the lake. Our problem is that they've apparently got a boat that's coming to rescue them. If they get on it, it'll be forever before we can get around the lake - by then they'll have taken off. So we gotta catch 'em here on this shore. We've even got some aerospace support to help, although no, before you ask, they won't try to tackle the boat. Apparently it's got anti-aircraft guns or something.

So your job is simple - stop them from getting on the boat. The fewer of them that get away the fewer we'll have to fight on the next Godforsaken planet.

Good hunting!

Map: Use the Lake Losiige Map from the Tukayyid map pack (if available). Otherwise, any heavily forested map with a coast will do.



Recommended Maps:

1: lake_losiige

Setup: The Players can set up anywhere on any terrain level 3 higher. The Enemy OPFOR can set up anywhere on any terrain level 0 or in the water.

Special Rules

Is that a plane?: The Fed Suns forces (players) have aerospace support during this mission. Each OPFOR band will list a number of Battlefield Support Points to spend during the mission on Offensive Aerospace missions. Also listed are the maximum number of Aerospace missions that can be used in any turn. (BMM pps 76-78) Aerospace strikes are made at the end of the firing phase.

No, Water is not suicide: If an Aerospace mission damages a mech in Depth 1 water, roll on the full body chart and halve (round up) all damage to the legs.

Stand Still, will you?: Aerospace **strikes** have a -1 to hit bonus, but are affected by terrain and target movement modifiers.

Get to the Boat!!!: That boat will be arriving on the end of turn 7. The enemy OPFOR can board the the boat starting turn 8 by moving off the board at tiles 0113, 0114 and 0115. The boat will leave at the end of turn 10. The players cannot directly attack the boat.

Secret reward: If a player completed the secret objective in mission 3029-05 they can add 2 BSP points to the total BSP points.

OPFOR Limitations (Don't tell the players): The Capellan troops are trying to get one of their pilots out by whatever means necessary, even sacrificing one their own.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Catapult	1	CPLT-C1	3039 pg 228	1399	5,790,124
Cataphract	1	CTF-1X	3039 pg 391	1316	5,998,053
Raven	1	RVN-3X	SW pg 62	640	2,922,525
Vindicator	1	VND-1R	3039 pg 199	1024	3,181,083
Charger	1	CGR-1A5	SW pg 219	1468	7,756,769
Dervish	1	DV-6M	3039 pg	1146	4,989,967
Atlas	1	AS7-A	SW pg 278	1787	9,527,000

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

4000-4500 (4584 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5)

BSP: 12. Max 1/Turn

4500-5000 (5005 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (3/4), Raven RVN-3X (3/4), Vindicator VND-1R (4/5)

BSP: 14. Max 1/Turn

5000-5500 (5576 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (4/5), Vindicator VND-1R (3/4)

BSP: 15. Max 1/Turn

5500-6000 (6052 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5), Charger CGR-1A5 (4/5)
BSP: 16. Max 1/Turn

6000-6500 (6522 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5), Charger CGR-1A5 (3/4)
BSP: 18. Max 1/Turn

6500-7000 (7093 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (4/5), Raven RVN-3X (4/5), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4)
BSP: 19. Max 1/Turn

7000-7500 (7514 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (4/5), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4)
BSP: 20. Max 1/Turn

7500-8000 (7996 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (4/5)
BSP: 22. Max 1/Turn

8000-8500 (8483 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5), Charger CGR-1A5 (3/4), Dervish DV-6M (3/4)
BSP: 23. Max 1/Turn

8500-9000 (9027 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (4/5), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (3/4)
BSP: 24. Max 2/Turn

9000-9500 (9557 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5), Charger CGR-1A5 (4/5), Dervish DV-6M (4/5), Atlas AS7-A (3/4)
BSP: 26. Max 2/Turn

9500-10000 (10027 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (4/5), Raven RVN-3X (3/4), Vindicator VND-1R (4/5), Charger CGR-1A5 (3/4), Dervish DV-6M (4/5), Atlas AS7-A (3/4)
BSP: 27. Max 2/Turn

10000-10500 (10571 Total)

Catapult CPLT-C1 (4/5), Cataphract CTF-1X (3/4), Raven RVN-3X (4/5), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (4/5), Atlas AS7-A (3/4)
BSP: 28. Max 2/Turn

10500-11000 (11019 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (4/5), Vindicator VND-1R

(3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (4/5), Atlas AS7-A (3/4)
 BSP: 30. Max 3/Turn

11000-11500 (11591 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (3/4), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (3/4), Atlas AS7-A (3/4)

BSP: 31. Max 3/Turn

11500-12000 (12065 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (2/3), Raven RVN-3X (3/4), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (3/4), Atlas AS7-A (3/4)

BSP: 32. Max 3/Turn

12000-12500 (12464 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (2/3), Vindicator VND-1R (3/4), Charger CGR-1A5 (3/4), Dervish DV-6M (3/4), Atlas AS7-A (2/3)

BSP: 34. Max 3/Turn

12500-13000 (12992 Total)

Catapult CPLT-C1 (3/4), Cataphract CTF-1X (3/4), Raven RVN-3X (2/3), Vindicator VND-1R (3/4), Charger CGR-1A5 (2/3), Dervish DV-6M (3/4), Atlas AS7-A (2/3)

BSP: 35. Max 3/Turn

Mission Objectives: Stop the Capellan mercenaries from escaping via boat. The fewer remaining after today the better.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent all but one enemy mech from getting on the boat	350,000	250,000	100,000
Prevent all mechs from getting on the boat (Bonus Objective)	+100,000	+100,000	+100,000
More than one enemy 'mech escapes (Mission Unsuccessful)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent all but one enemy mech from getting on the boat	15	5
More than one enemy 'mech escapes (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Aerospace Strike

After your time on Sarna, you've earned some 'cred with your friendly aerospace forces. For each use of this cert you may call down a single Heavy Strike Aerospace mission (BMM pg78)

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

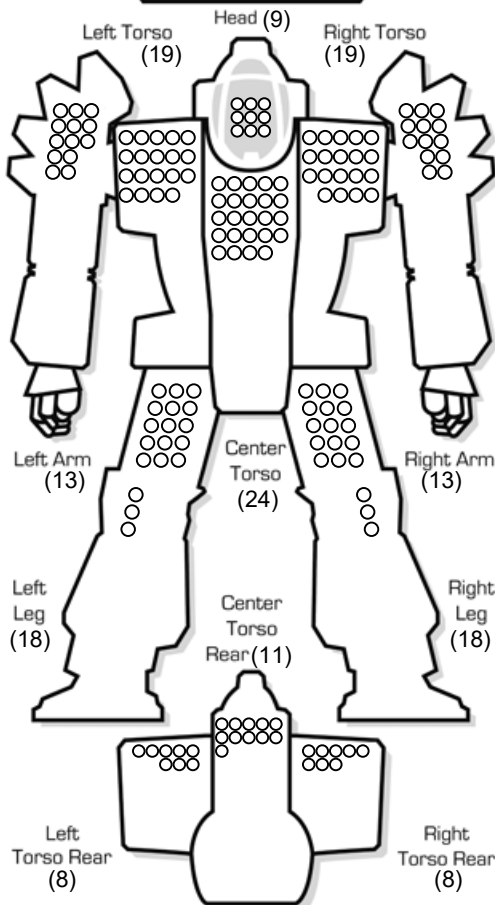
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RA	5	1[M.SI,C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	CT	3	5[DE]	-	3	6	9
1	Medium Laser	LT	3	5[DE]	-	3	6	9
1	Medium Laser	RT	3	5[DE]	-	3	6	9

Cost: 5,790,124 CBills

BV: 1399



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

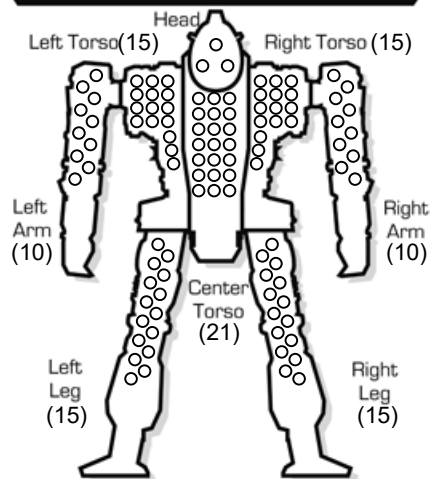
- JumpJets
- JumpJets
- Medium Laser
- LRM 15 Ammo (8)
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raven RVN-3X

Movement Points:

Walking: 5 (6)

Running: 8 (9)

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

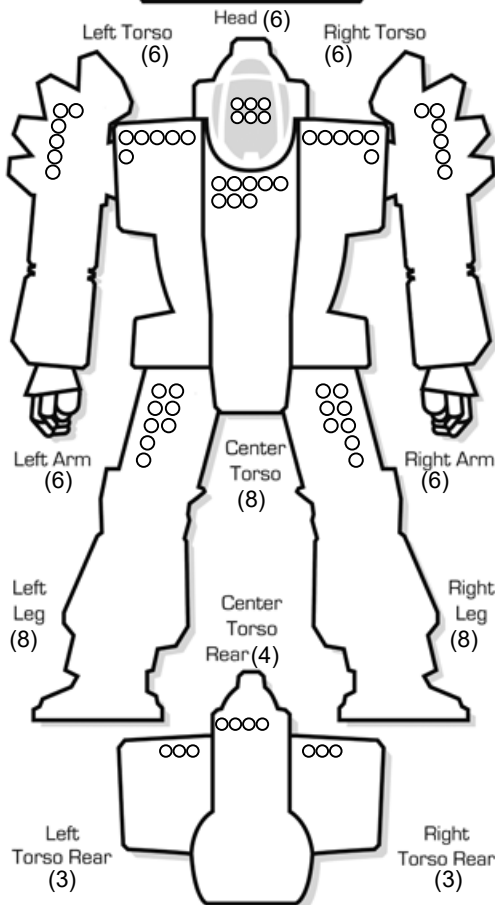
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/MSI,C2/6	-	3	6	9
				[M.C.S]				
1	EW Equipment TSM	LT	0	-[E]				

Cost: 2,922,525 CBills

BV: 640



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

4-6

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

Left Torso

- SRM 6 Ammo (15)
 - EW Equipment
 - EW Equipment
 - EW Equipment
 - EW Equipment
 - TSM
- 1-3

4-6

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

Right Torso

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

- TSM
 - 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

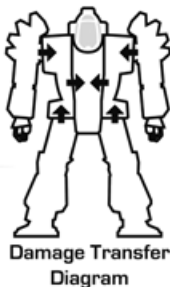
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

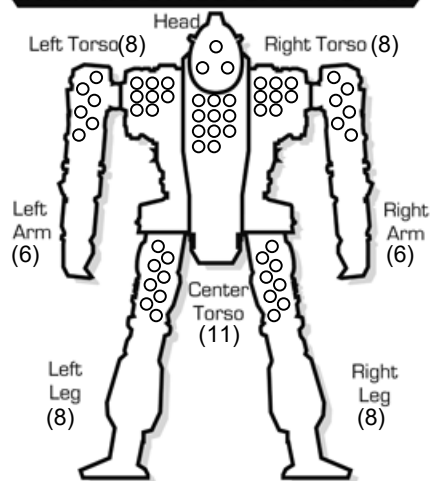
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vindicator VND-1R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

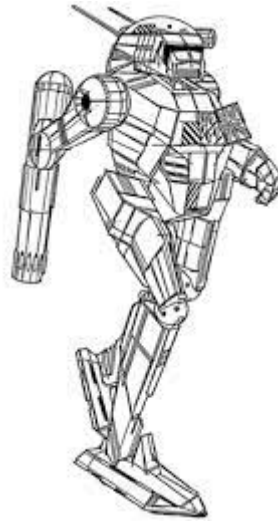
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



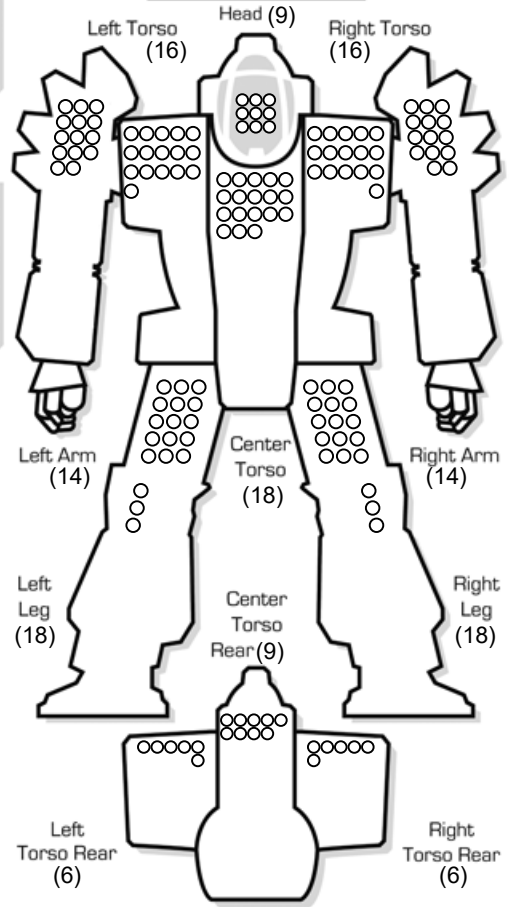
Weapons & Equipment Inventory (hexes)

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

Cost: 3,181,083 CBills

BV: 1024

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

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

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

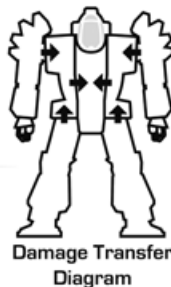
4-6

Left Leg

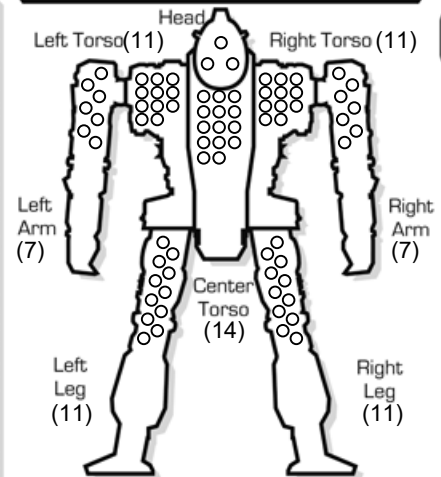
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

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: **Dervish DV-6M**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **5**

Tonnage: **55**

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

Era: **Star League**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

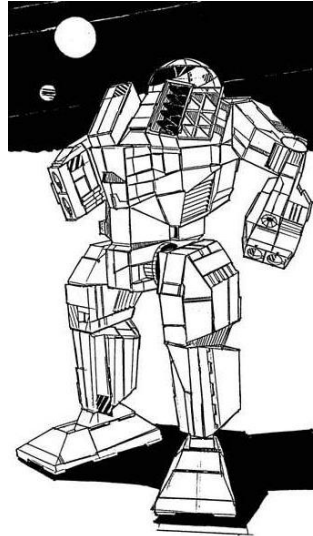
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

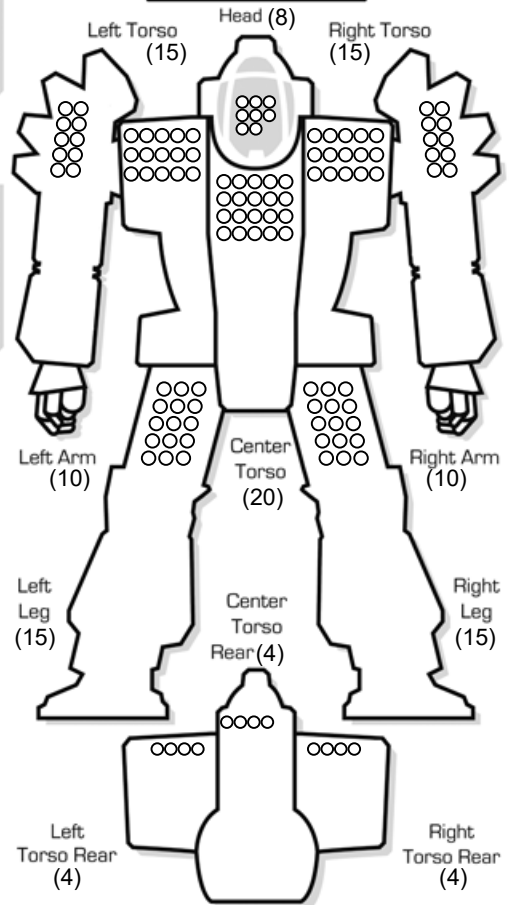
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	SRM 2	RA	2	2/Msl,C2/2	-	3	6	9
				[M,C,S]				
1	SRM 2	LA	2	2/Msl,C2/2	-	3	6	9
				[M,C,S]				

Cost: 4,989,967 CBills

BV: 1146



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- SRM 2
- SRM 2 Ammo (50)

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- SRM 2
- SRM 2 Ammo (50)

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

- LRM 10
- LRM 10
- 1-3 LRM 10 Ammo (12)
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

- LRM 10
- LRM 10
- 1-3 LRM 10 Ammo (12)
- Roll Again
- Roll Again
- Roll Again

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

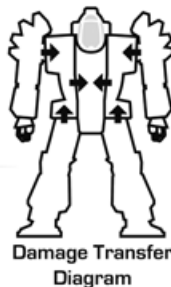
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

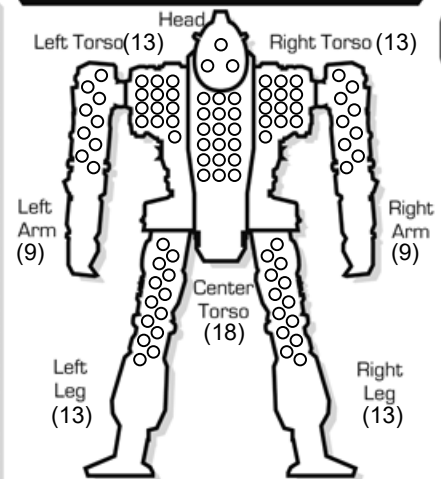
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT 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

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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16
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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-06a

Stop that Boat!

Graves Hallow

December 17, 3029

Mission Results

- Prevent all but one enemy mech from getting on the boat
- Prevent all mechs from getting on the boat (Bonus Objective) (+100,000 C-Bills)
- More than one enemy 'mech escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Catapult CPLT-C1 (5,790,124 C-Bills)
- Cataphract CTF-1X (5,998,053 C-Bills)
- Raven RVN-3X (2,922,525 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Charger CGR-1A5 (7,756,769 C-Bills)
- Dervish DV-6M (4,989,967 C-Bills)
- Atlas AS7-A (9,527,000 C-Bills)

Additional Rewards

Aerospace Strike

After your time on Sarna, you've earned some 'cred with your friendly aerospace forces. For each use of this cert you may call down a single Heavy Strike Aerospace mission (BMM pg78)

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3029-06a Debrief
Stop that Boat!
Graves Hallow
December 17, 3029

You find yourself and the rest of your lance at a newly reopened mechwarrior bar in the city of Backtal called "Max's". After months of being on the run, either pursuing or being pursued, it's really nice to just sit down and have a nice cold beer for a change.

Of course, that's the problem with planets being at war. The beer tends to run out. When the light and heavy Davion guards arrived they did bring beer with them, but apparently not enough to share. Max does have some beer, but it's skunky Capellan crap that he had lying around before the Feds arrived. He does convince you to try something he calls Baiju, which he asserts is a Capellan delicacy going back millenia, since before mankind left Terra.

So, what the heck: You try it. He serves it to you in tiny cups at room temperature from a bright red bottle with Chinese writing all over it. Everyone raises their glasses, and, as Max instructs you, downs it quickly.

Hooboy.

Sam manages to sum up most of your feelings about it the most succinctly, describing it as tasting vaguely like what would happen if you mixed jet fuel with Scotty's Heat Sink Hooch, left it in the hot sun for, like, six months, and then sprinkled the remains of an infantryman who'd run afoul of the business end of a 'mech grade PPC over it. Oddly enough, Jingyi, who is from the Confederation originally, rather likes the stuff, but he's the only one.

Whatever. There's general concensus that if you guys never see Sarna again it'll be too soon. Fortunately, you've already got your next contract lined up.

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Graves Hallow

December 17, 3029

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C-Bill Reward _____ XP Reward _____

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MISSIONS

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Stop that Boat!

Graves Hallow

December 17, 3029

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Additional Rewards

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BATTLETECH™

MISSIONS



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Graves Hallow
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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-06a

Stop that Boat!

Graves Hallow

December 17, 3029

Mission Results

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Mech Status

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Pilot Status

- Pilot Survived
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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Catapult CPLT-C1 (5,790,124 C-Bills)
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Additional Rewards

Aerospace Strike

After your time on Sarna, you've earned some 'cred with your friendly aerospace forces. For each use of this cert you may call down a single Heavy Strike Aerospace mission (BMM pg78)

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3029-06a Debrief
Stop that Boat!
Graves Hallow
December 17, 3029

You find yourself and the rest of your lance at a newly reopened mechwarrior bar in the city of Backtal called "Max's". After months of being on the run, either pursuing or being pursued, it's really nice to just sit down and have a nice cold beer for a change.

Of course, that's the problem with planets being at war. The beer tends to run out. When the light and heavy Davion guards arrived they did bring beer with them, but apparently not enough to share. Max does have some beer, but it's skunky Capellan crap that he had lying around before the Feds arrived. He does convince you to try something he calls Baiju, which he asserts is a Capellan delicacy going back millenia, since before mankind left Terra.

So, what the heck: You try it. He serves it to you in tiny cups at room temperature from a bright red bottle with Chinese writing all over it. Everyone raises their glasses, and, as Max instructs you, downs it quickly.

Hooboy.

Sam manages to sum up most of your feelings about it the most succinctly, describing it as tasting vaguely like what would happen if you mixed jet fuel with Scotty's Heat Sink Hooch, left it in the hot sun for, like, six months, and then sprinkled the remains of an infantryman who'd run afoul of the business end of a 'mech grade PPC over it. Oddly enough, Jingyi, who is from the Confederation originally, rather likes the stuff, but he's the only one.

Whatever. There's general concensus that if you guys never see Sarna again it'll be too soon. Fortunately, you've already got your next contract lined up.

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-06a

Stop that Boat!

Graves Hallow

December 17, 3029

Mission Results

- Prevent all but one enemy mech from getting on the boat
- Prevent all mechs from getting on the boat (Bonus Objective) (+100,000 C-Bills)
- More than one enemy 'mech escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Catapult CPLT-C1 (5,790,124 C-Bills)
- Cataphract CTF-1X (5,998,053 C-Bills)
- Raven RVN-3X (2,922,525 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Charger CGR-1A5 (7,756,769 C-Bills)
- Dervish DV-6M (4,989,967 C-Bills)
- Atlas AS7-A (9,527,000 C-Bills)

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GM Report
Mission 3029-06a - Stop that Boat!

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