

# BATTLETECH™

## MISSIONS



**Mission 3030-02: The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
**May 21, 3030**  
**Pilot Skill: 2-4**

Okay boys, listen up!

So if you recall, we've been hired by the Capellans to investigate some patch of dirt that they claim might have an old SLDF base. As usual, the minute we get hired to defend something it gets attacked by pirates. Or at least folks claiming to be pirates. I think we're like oh-for-five on folks pretending to be pirates *actually* being pirates. Having said that, there was supposed to be another mercenary company there as well, a cheery bunch named "The Blades of Death" or something like that. Turns out, they got ahead of the archeologists we're supposed to be protecting and made off with some important data. Looks like they booked it over to the now vacant communication center the "pirates" were using as a base. They have a head start on us, but they've likely had to spend most of that time working through the encryption of whatever it is they stole. Our dropship, *Grover's Folly* is still picking up their signatures at the base, so whatever data they have isn't quite usable yet.

That will probably change pretty quickly though, which means you're going to have to go in and steal that data from them. Remember yesterday when I said I wouldn't want to find myself on the end of that custom banshee's hatchet? Well, you're going to have the pleasure of experiencing that today. The Blades of Death's leader, Jeren Reinesblatt, is protecting that data himself, and he won't be easy to take down. He's a graduate of the Lyran Nagelring academy, and even though he isn't running with the LCAF anymore, I doubt he's forgotten much. His banshee is quite extraordinary too. It has some minor weapon changes, but prominently features a hatchet stuck onto one of his arms, which on a mech that big means bad news if you find yourself on the sharp end of it.

Anyways, the *Folly* should be able to get you pretty close without attracting too much attention. After that, it'll be up to you to get in there, steal the data, and wipe out anyone who gets in your way. Reineblatt doesn't know you're hostile, so you might be able to get close before the exciting stuff happens. Having said that, Henrik thinks that these guys actually hired the "pirates" who attacked you yesterday, probably to cover for their escape while they made off - well, whatever they made off with. Because of that, Henrik thinks they'll probably wire their new makeshift base to explode to cover their tracks. If it goes up, we got bupkis, so make sure that doesn't happen. If you can bring that Reinesblatt character in for questioning while you're at it, I'm sure it'll make our employers happy enough to buy the first round of drinks.

**Map:** Deserts map pack "Badlands #1", "Badlands #2", "Washout #1", "Washout #2"



### Recommended Maps:

- 1: 2019\_Desert Badlands\_-1
- 2: 2019\_Desert Badlands\_-2
- 3: Desert Washout 1
- 4: Desert Washout 2

**Setup:** The players enter on any edge of the map “Washout #1 (bottom left map). The enemies start within 7 hexes of the building and can’t leave 10 until one of them gets damaged. The pirates will stay until the building is destroyed or their mech gets crippled and then they will try to flee.

Add a Three level medium (CF 25) building on hex 0708. This will be the comcenter.

### Special Rules

**Do you hear ticking?:** The comcenter is on hex 0708 and it has 3 bombs on it. The timer on the bombs is on a 12 turn timer.

**Call the bomb squad:** If you spend your entire turn next to the building and don’t make any attacks, you can disarm one bomb. Mechs with electronic warfare equipment can shoot, but can’t make melee attacks when removing bombs.

**Hello fellow merc:** (Secret - don't tell players) The enemy opfor does not know that the PCs are on to their plans. When the PCs first arrive, the pirates are trying to ID the PCs, and will not shoot or more than one hex until they are "Spooked". The pirates will get spooked if a PC gets within 12 hexes of any pirate 'mech, or if any player shoots any weapons. Feel free to use simultaneous movement for players to speed up play.

### OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Banshee	1	BNC-3S (Reinesblatt)	SW pg 274	1678	8,345,415
Gladiator	1	GLD-3R	3075 pg 198	1282	4,926,107
Centurion	1	CN9-A	3039 pg 202	945	3,491,500
Javelin	1	JVN-10A	3039 pg 160	653	2,389,140
Marauder II	1	MAD-4A	3039 pg 504	2073	9,356,000
Thunderbolt	1	TDR-5SE	3039 pg 484	1414	5,560,609
Commando	1	COM-2D	3039 pg 158	541	1,891,250
Awesome	1	AWS-8Q	3039 pg 239	1605	6,598,170

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

**5000-5500 (5295 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Javelin JVN-10A (4/5),  
Commando COM-2D (4/5)

**5500-6000 (5705 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Javelin JVN-10A (4/5),  
Commando COM-2D (4/5)

**6000-6500 (6240 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5), Commando COM-2D (4/5)

**6500-7000 (6859 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (4/5), Javelin  
JVN-10A (3/4), Commando COM-2D (4/5)

**7000-7500 (7334 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (3/4), Javelin  
JVN-10A (3/4), Commando COM-2D (3/4)

**7500-8000 (7827 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5), Thunderbolt TDR-5SE (4/5), Commando COM-2D (3/4)

**8000-8500 (8273 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (4/5), Javelin  
JVN-10A (3/4), Commando COM-2D (4/5), Thunderbolt TDR-5SE (4/5)

**8500-9000 (6109 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5)

**9000-9500 (9200 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (3/4), Javelin  
JVN-10A (3/4), Thunderbolt TDR-5SE (3/4), Commando COM-2D (3/4)

**9500-10000 (9773 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5), Thunderbolt TDR-5SE (4/5), Commando COM-2D (4/5), Awesome AWS-8Q  
(3/4)

**10000-10500 (10225 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5), Thunderbolt TDR-5SE (3/4), Commando COM-2D (4/5), Awesome AWS-8Q  
(3/4)

**10500-11000 (10808 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (4/5), Javelin  
JVN-10A (4/5), Thunderbolt TDR-5SE (3/4), Commando COM-2D (3/4), Awesome AWS-8Q  
(3/4)

**11000-11500 (11319 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (3/4), Javelin JVN-10A (3/4), Thunderbolt TDR-5SE (3/4), Commando COM-2D (3/4), Awesome AWS-8Q (3/4)

**11500-12000 (11757 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (4/5), Javelin JVN-10A (4/5), Marauder II MAD-4A (4/5), Thunderbolt TDR-5SE (3/4), Awesome AWS-8Q (3/4)

**12000-12500 (12270 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (4/5), Centurion CN9-A (3/4), Javelin JVN-10A (4/5), Marauder II MAD-4A (3/4), Thunderbolt TDR-5SE (4/5), Awesome AWS-8Q (3/4)

**12500-13000 (12830 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (4/5), Javelin JVN-10A (4/5), Marauder II MAD-4A (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8Q (3/4)

**13000-13500 (13341 Total)**

Banshee BNC-3S (Reinesblatt) (2/3), Gladiator GLD-3R (3/4), Centurion CN9-A (3/4), Javelin JVN-10A (3/4), Marauder II MAD-4A (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8Q (3/4)

**13500-14000 (13703 Total)**

Banshee BNC-3S (Reinesblatt) (1/2), Gladiator GLD-3R (3/4), Centurion CN9-A (3/4), Javelin JVN-10A (4/5), Marauder II MAD-4A (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8Q (3/4)

**14000-14500 (14374 Total)**

Banshee BNC-3S (Reinesblatt) (1/2), Gladiator GLD-3R (2/3), Centurion CN9-A (3/4), Javelin JVN-10A (3/4), Marauder II MAD-4A (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8Q (3/4)

**Mission Objectives:** Save the data in the communication center before it explodes.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent the communication center from exploding	350,000	250,000	100,000
Take reinesblatt into custody for breaking his mercenary contract (aka disable the mech without killing the pilot)	+100,000	+100,000	+100,000
Communication center explodes	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent the communication center from exploding	15	5
Communication center explodes	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Banshee BNC-3S (Reinesblatt)**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **95**

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)

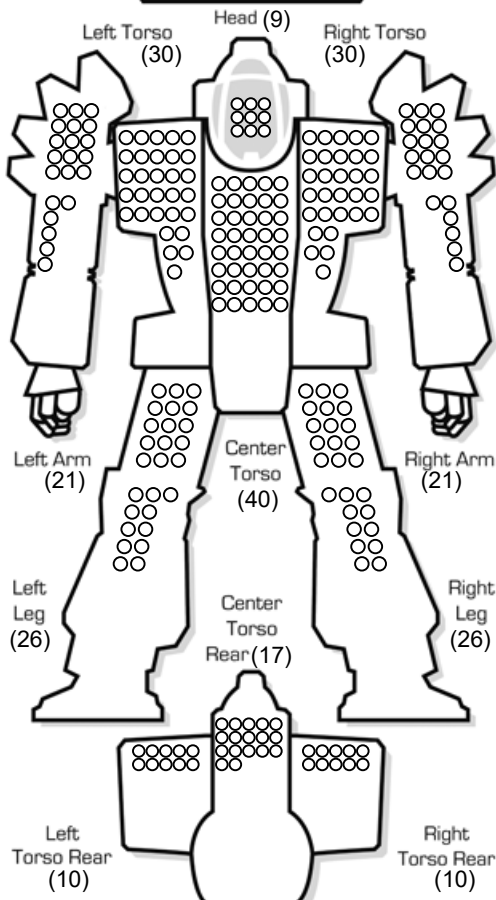
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Autocannon/10	LT	3	10	-	5	10	15
				[DB,S]				
				19				
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 10	RT	4	1[Msl,C5/10	6	7	14	21
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 8,345,415 CBills

BV: 1678



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

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

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- LRM 10
- LRM 10
- 1 Medium Laser
- 2 Medium Laser
- 3 Medium Laser
- 4 Medium Laser
- 5 LRM 10 Ammo (12)
- 4-6 Roll Again

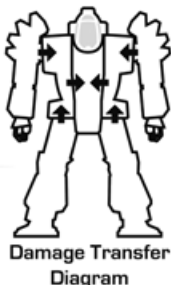
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

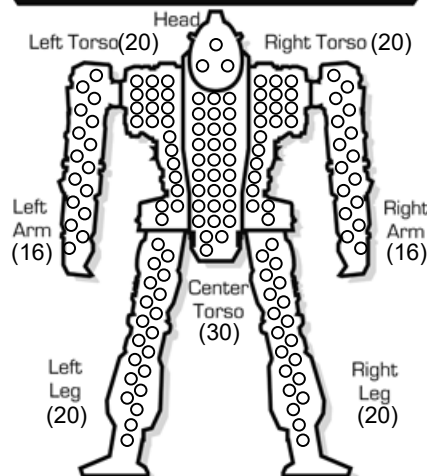
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 21 (21) 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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Gladiator GLD-3R**

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)

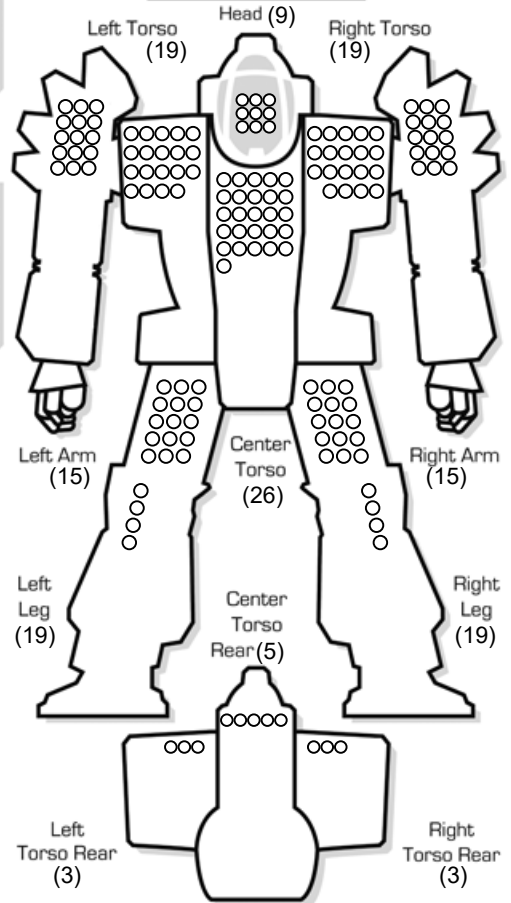
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl, C5/10	6	7	14	21
				[M,C,S]				
1	LRM 10	RT	4	1/Msl, C5/10	6	7	14	21
				[M,C,S]				

Cost: 4,926,107 CBills

BV: 1282



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

- Heat Sink
- JumpJets
- JumpJets
- 1-3 LRM 10
- LRM 10
- LRM 10 Ammo (12)

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

#### Right Torso

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

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

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

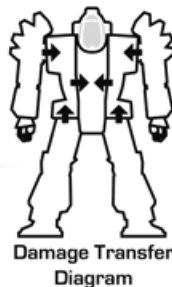
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

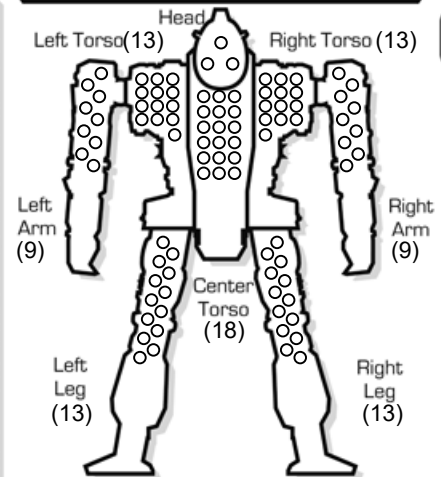
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### 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: 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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

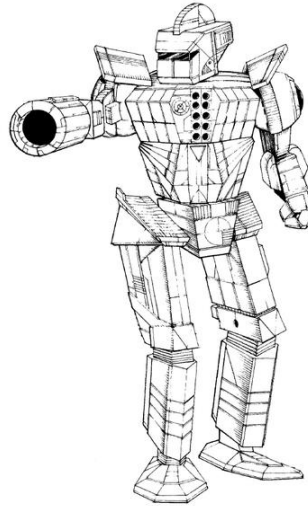
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



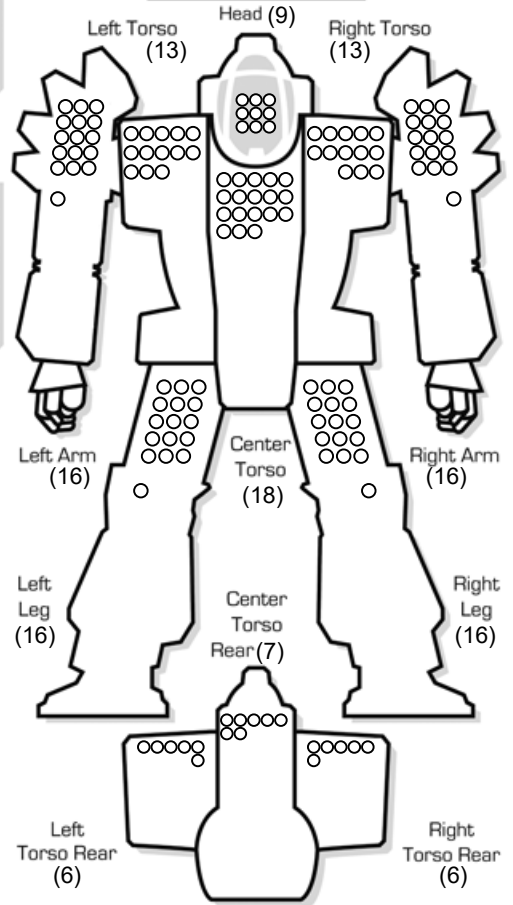
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				

Cost: 3,491,499 CBills

BV: 945

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 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 Autocannon/10
- Autocannon/10
- Autocannon/10

#### Center Torso

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

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

#### Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Medium Laser (R)

#### Right Torso

- Heat Sink
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- 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

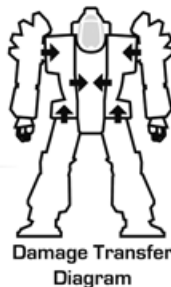
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

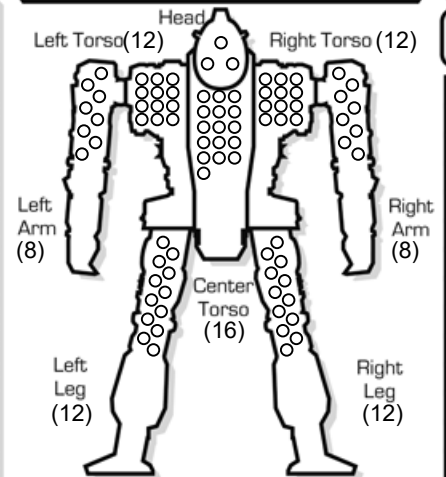
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Javelin JVN-10A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

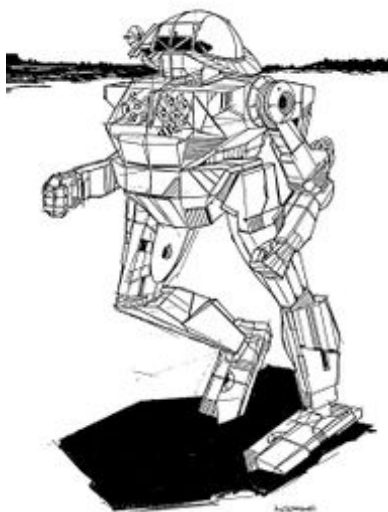
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

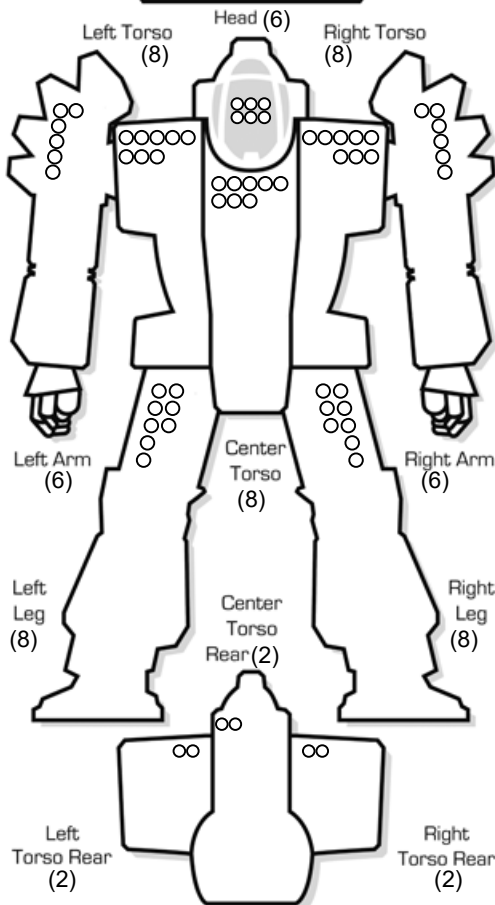
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5.1	Msl, C5/15	6	7	14	21
[M.C.S.]								

Cost: 2,389,140 CBills

BV: 653



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Center Torso

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

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

#### Left Torso

- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3

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

#### Right Torso

- Heat Sink
  - Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
  - LRM 15 Ammo (8)
- 1-3

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

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

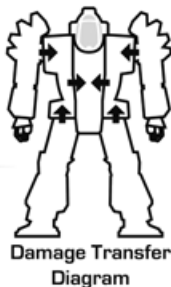
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

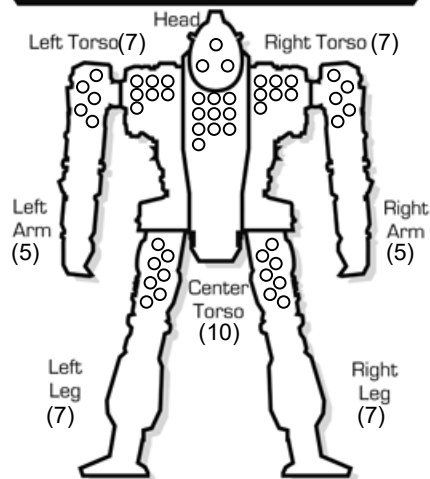
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### 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

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: **Marauder II MAD-4A**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **3**

Tonnage: 100

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

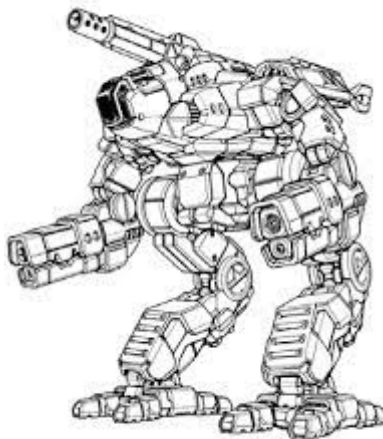
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

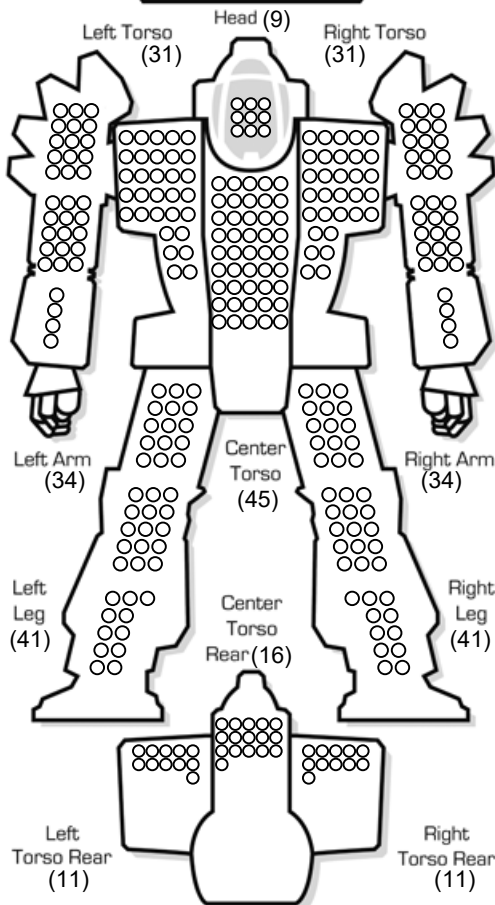
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Laser	RT	8	8 [DE]	-	5	10	15

Cost: 9,356,000 CBills

BV: 2073



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- 1-3 Medium Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- 1-3 Heat Sink
- Heat Sink
- Heat Sink
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

- 1-3 Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- JumpJets
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

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

- 1-3 Medium Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

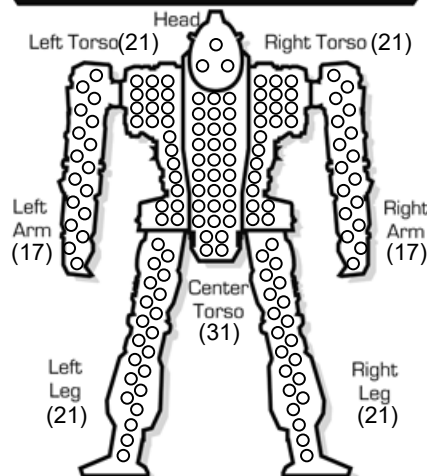
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- 1-3 Large Laser
- Large Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 29 (29) 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	Heat Sink	○○○○
5	+1 Modifier to Fire	○○○○
	-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



# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Commando COM-2D**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **25**

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

Era: **Succession Wars**

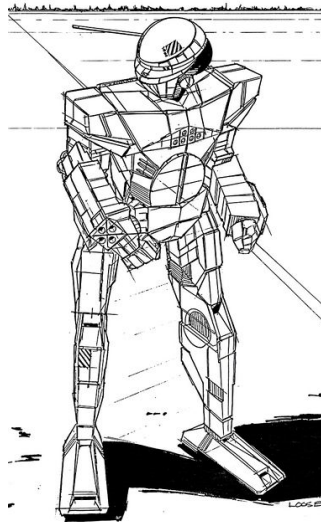
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



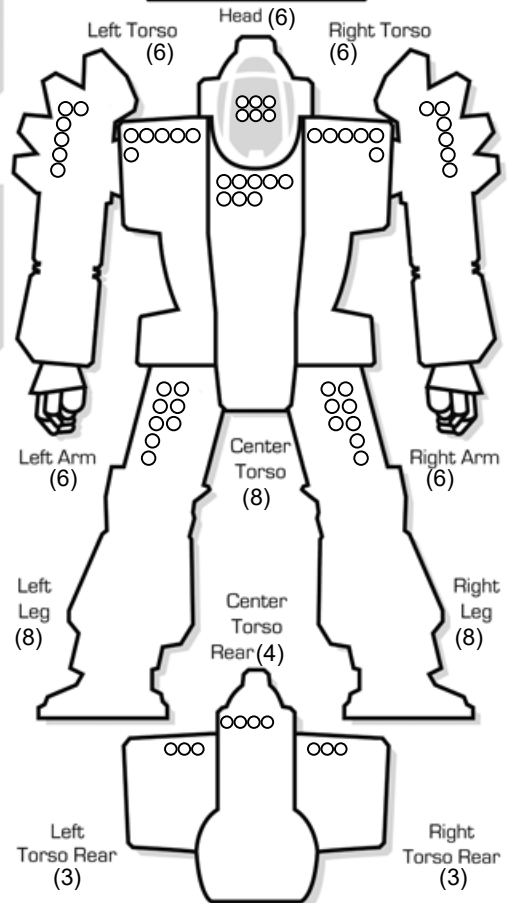
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl,C2/6	-	3	6	9
1	SRM 4	RA	3	2/Msl,C2/4	-	3	6	9
1	Medium Laser	LA	3	5[DE]	-	3	6	9

Cost: 1,891,250 CBills

BV: 541

### 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
- SRM 4
- Roll Again

1-3

#### Center Torso

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

1-3

#### Left Torso

- Heat Sink
- Heat Sink
- SRM 6 Ammo (15)
- Roll Again
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

4-6

#### Right Torso

- SRM 4 Ammo (25)
- Roll Again
- 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

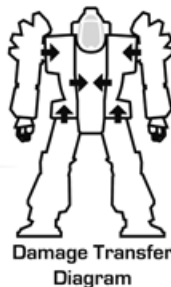
#### Left Leg

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

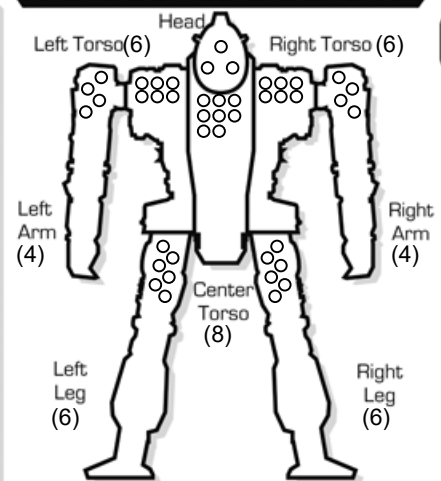
#### Right Leg

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

4-6



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Awesome AWS-8Q**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **80**

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)

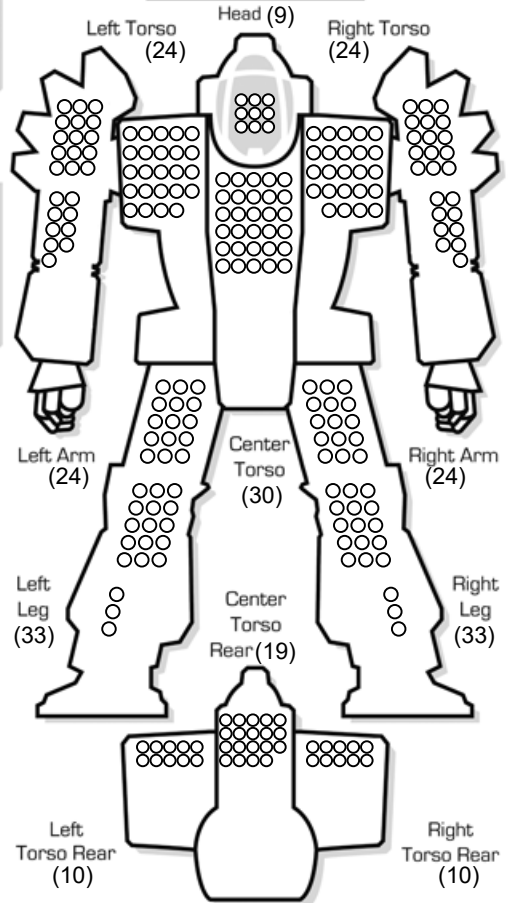
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18

Cost: 6,598,170 CBills

BV: 1605



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink

1-3

#### Center Torso

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

1-3

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- PPC

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- PPC
- PPC
- PPC

1-3

#### Left Leg

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

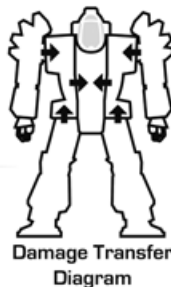
4-6

#### Right Leg

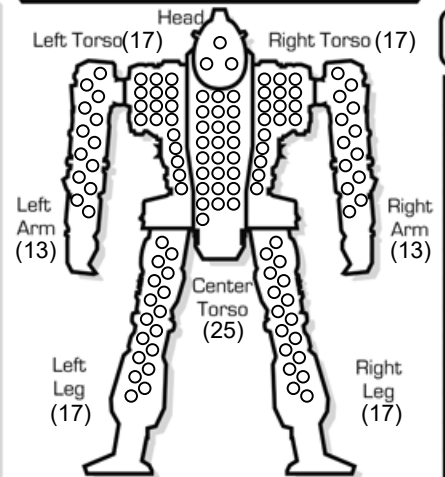
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

4-6

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 28 (28) 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™



## MISSIONS

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

**Mission: 3030-02**

**The Sharpened Blade**

**Carbonis, Duchy of Orloff, Free Worlds League**

**May 21, 3030**

### Mission Results

- Prevent the communication center from exploding
- Take reinesblatt into custody for breaking his mercenary contract (aka disable the mech without killing the pilot) (+100,000 C-Bills)
- Communication center explodes
- 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

- Banshee BNC-3S (Reinesblatt) (8,345,415 C-Bills)
- Gladiator GLD-3R (4,926,107 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Javelin JVN-10A (2,389,140 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Commando COM-2D (1,891,250 C-Bills)
- Awesome AWS-8Q (6,598,170 C-Bills)

### Additional Rewards

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

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

# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
**May 21, 3030**

The smoke from the brawl hasn't even died down by the time you pull up what data you managed to steal on one of your displays. You fought long and hard for this, and the Blades of Death were adamant about not letting you get it, so it'd better be good.

"What the hell is it?" You hear the voice of one of your lancemates blaring through the open comms in your battlemech. It's the question on everyone's mind after all, so you'd better tell them. After quizzically looking it over, you put all of the pieces together with a smile. What you have here is indeed a Star League shipping manifest. Both you and the Blades of Death found a copy of it at the digsite, and it details the travel route of a secure case of key cards that would have provided high ranking Star League Defense Force members with access to somewhere called Fort Dunedin. You've never heard of an SLDF fort being present on Carbonis, other than what your employers were hoping for, but that's generally how things work with the Star League. As you're explaining what you've uncovered to your lancemates, you spot something else.

Looks like Henrik may have been wrong about The Blades of Death hiring the pirates who attacked us. Instead, it appears they were using this station to track their communications across the planet, hoping to get a lead on where to go next. After the thrashing you gave them, they won't be operating around here anytime soon, but from what you can tell they did a pretty good job of figuring things out. According to the bases records, the other half of those pirates you fought at the digsite found a small, unopenable box in a buried vehicle convoy. If everything you've seen is correct, you'd wager those are the keycards. Scrolling to the bottom of the logistical data, you spot a note that makes your teeth clench.

	<b>THEY - HAVE - AN - ATLAS</b>	
--	---------------------------------	--

It's a good thing the Capellans pay well.

# BATTLETECH™



## MISSIONS

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

**Mission: 3030-02**

**The Sharpened Blade**

**Carbonis, Duchy of Orloff, Free Worlds League**

**May 21, 3030**

### Mission Results

- Prevent the communication center from exploding
- Take reinesblatt into custody for breaking his mercenary contract (aka disable the mech without killing the pilot) (+100,000 C-Bills)
- Communication center explodes
- 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

- Banshee BNC-3S (Reinesblatt) (8,345,415 C-Bills)
- Gladiator GLD-3R (4,926,107 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Javelin JVN-10A (2,389,140 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Commando COM-2D (1,891,250 C-Bills)
- Awesome AWS-8Q (6,598,170 C-Bills)

### Additional Rewards

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

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

# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
**May 21, 3030**

The smoke from the brawl hasn't even died down by the time you pull up what data you managed to steal on one of your displays. You fought long and hard for this, and the Blades of Death were adamant about not letting you get it, so it'd better be good.

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	<b>THEY - HAVE - AN - ATLAS</b>	
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It's a good thing the Capellans pay well.

# BATTLETECH™



## MISSIONS

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

**Mission: 3030-02**

**The Sharpened Blade**

**Carbonis, Duchy of Orloff, Free Worlds League**

**May 21, 3030**

### Mission Results

- Prevent the communication center from exploding
- Take reinesblatt into custody for breaking his mercenary contract (aka disable the mech without killing the pilot) (+100,000 C-Bills)
- Communication center explodes
- 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

- Banshee BNC-3S (Reinesblatt) (8,345,415 C-Bills)
- Gladiator GLD-3R (4,926,107 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Javelin JVN-10A (2,389,140 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Commando COM-2D (1,891,250 C-Bills)
- Awesome AWS-8Q (6,598,170 C-Bills)

### Additional Rewards

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

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

# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
**May 21, 3030**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3030-02**

**The Sharpened Blade**

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### Pilot Status

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

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### Additional Rewards

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

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

# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
**May 21, 3030**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3030-02**

**The Sharpened Blade**

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

### Salvaged Mechs

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### Additional Rewards

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

# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
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# BATTLETECH™



## MISSIONS

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

**Mission: 3030-02**

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# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
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## MISSIONS

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

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# BATTLETECH™

## MISSIONS



**Mission: 3030-02 Debrief**  
**The Sharpened Blade**  
**Carbonis, Duchy of Orloff, Free Worlds League**  
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Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

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# BATTLETECH™

## MISSIONS



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**GM Report**  
**Mission 3030-02 - The Sharpened Blade**

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