

BATTLETECH™

MISSIONS

Mission 3030-04: The Race for Fort Dunedin
Carbonis, Duchy of Orloff, Free Worlds League
May 26, 3030
Pilot Skill: 2-4

Okay boys, listen up! If the key you all found in that pirate base is leading us in the right direction, we're only a couple of hours away from Fort Dunedin. We'll be touching down inside some inclement weather, so get ready for a bumpy landing. Once we're through it though, it should be smooth sailing to the doors of the Fort. Or it would be, if not for the opposition we're going to face when we get there. The Capellans have become much more invested in our mission since we found the key, and have radioed in their intelligence report on the pirates we've been fighting these last couple of days. As it turns out, they've been Free Worlds League Military the whole time, operating under the guise of being pirates. The Capellans take reports of units deploying close to their border quite seriously, so the Free Worlds League must have figured they'd be safer posing as pirates. Now that the jig is up, they've sent a rapid response force to beat us to the vault and take the contents for themselves. The Capellans are convinced they've got a key with them as well, since we weren't able to find all of them, so keep an eye out for any mech with a signal signature matching what we've got. A Star League base of any kind is a once in a lifetime find, so don't let this one slip through our fingers. Oh, and one of the archaeologists we picked up at the digsite is convinced there is something near the fort to help you fight off the Free Worlds League, so if you believe him, try and get him there.

Map: Deserts map pack "Mines #1", "Sand Drift #1", "Mines #2", "Sand Drift #2"

Road hexes on Mines 1 are **graded**: Meaning that level changes made on the road do not cost extra movement points. However - shots that trace their line of site along those roads do not give partial cover - or full cover for targets that are only 1 level high.



Recommended Maps:

- 1: Mines 1
- 2: Mines 2
- 3: 2019_Desert Sand_Drift_-1
- 4: 2019_Desert Sand_Drift_-2

Setup: OPFOR sets up anywhere in a box, seven hexes on a side starting at the top right corner of Mines #2. The players start anywhere in a box 5 hexes on a side starting in the bottom left corner of Sand Drift #1. If any player has either bonus objective from 3030-03 (Get the key Card off the map or kill/capture the Atlas pilot) the box is 10 hexes on a side.

The PCs also have an accompanying excavation crew in a Vedette Medium Tank (AC/2)

Special Rules

Did you forget your keys?: The facility "key" is actually a large piece of electronic equipment. Mechs can carry the key in either arm, and it is always visible that they have it. Each side starts with one and must designate which mech is holding it and in which arm (The OPFOR will always start with the Battlemaster holding it).

Gimme: A mech may make a melee punch attack in an attempt to grab a key. The attack must be made from a hex that could be punched by the target 'mech. I.e. to grab a key from the right hand of a mech you must be in one of its three forward or one right side hexes. The attack is made with a bonus/penalty of the difference between pilot skills of the attacker and the target. Apply a -2 bonus if you have a hand in the grabbing arm. Apply a +2 penalty if the target has a hand in the holding arm. A hit indicates that the key has been stolen and is now in the punching hand of the attacking 'mech. No damage is done during this punch, and a 'mech may not attempt to grab with both hands in the same turn, but a 'mech may attempt a grab and a punch at the same time. A mech may intentionally give a key to a friendly mech if he so chooses, but it still counts as the physical attack that turn for the grabbing 'mech. A 'mech may attempt to grab a key from a prone 'mech, but instead of the -2 "Prone Adjacent" bonus, apply a +2 penalty ('mechs are not known for bending over to pick things up)

Butterfinger! A 'mech will drop a key it is holding if the holding arm (or the 'mech itself) is destroyed. The key is then on the ground, and can be picked up by another 'mech. A 'mech may pick up a dropped key automatically during the physical attack phase, but it must be in the key's hex to do so, and it may not make any other physical attacks that turn.

There has to be something good in there: To enter the base, a mech in the gate hex (Hex 0305 on Mines #1). holding a key declares that they are opening the gate during the end phase. The 'mech must remain in the gate hex for the next two movement phases. During the movement phase of the third turn after declaring that they are opening the gate, the key holding 'mech may enter the base, immediately ending the scenario. If the 'mech holding the key is destroyed, then *any* 'mech can enter the base during the movement phase of the third turn.

Salvage squad: The players have an accompanying excavation crew in a Vedette Medium Tank (AC2). If they get to hex 1103 on mines #1 then they might find something special

Shiny New Toy (Don't tell the players): If the accompanying excavation crew enter hex 1103 then they enter the garage in that hex and change over to a Demon Tank (Horned Demon). They can leave in the new tank on the next movement phase. Offer to let the player with lowest bv control the tank.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Battlemaster	BLR-1G	3039 pg 500	1519	8,501,243
Charger	CGR-1A1	3039 pg	981	7,520,370
Ostroc	OSR-2M	3039 pg 468	1239	5,040,960
Firestarter	FS9-H	3039 pg 168	694	3,046,950
Griffin	GRF-1N	3039 pg 460	1272	4,957,107
Victor	VTR-9B	3039 pg 250	1378	8,044,319

Name	Variant	Reference	BV (4/5)	Cost
Orion	ON1-VA	3039 pg 235	1328	6,674,500

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

5000-5500 (5455 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (4/5), Firestarter FS9-H (3/4)

5500-6000 (6019 Total)

Battlemaster BLR-1G (4/5), Charger CGR-1A1 (3/4), Ostroc OSR-2M (4/5), Firestarter FS9-H (4/5), Griffin GRF-1N (4/5)

6000-6500 (6587 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (4/5), Ostroc OSR-2M (3/4), Firestarter FS9-H (4/5), Griffin GRF-1N (4/5)

6500-7000 (7123 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (4/5)

7000-7500 (7530 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (3/4)

7500-8000 (8105 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (4/5), Firestarter FS9-H (3/4), Griffin GRF-1N (4/5), Victor VTR-9B (4/5)

8000-8500 (8628 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (4/5), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (4/5), Victor VTR-9B (3/4)

8500-9000 (9127 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (4/5), Griffin GRF-1N (3/4), Victor VTR-9B (3/4)

9000-9500 (9652 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (4/5), Firestarter FS9-H (4/5), Griffin GRF-1N (4/5), Victor VTR-9B (3/4), Orion ON1-VA (4/5)

9500-10000 (10159 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (4/5), Ostroc OSR-2M (3/4), Firestarter FS9-H (4/5), Griffin GRF-1N (4/5), Victor VTR-9B (3/4), Orion ON1-VA (3/4)

10000-10500 (10695 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (4/5), Victor VTR-9B (3/4), Orion ON1-VA (3/4)

10500-11000 (11102 Total)

Battlemaster BLR-1G (3/4), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (3/4), Victor VTR-9B (3/4), Orion ON1-VA (3/4)

11000-11500 (11649 Total)

Battlemaster BLR-1G (2/3), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (3/4), Victor VTR-9B (3/4), Orion ON1-VA (3/4)

11500-12000 (12145 Total)

Battlemaster BLR-1G (2/3), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (3/4), Victor VTR-9B (2/3), Orion ON1-VA (3/4)

12000-12500 (12623 Total)

Battlemaster BLR-1G (2/3), Charger CGR-1A1 (3/4), Ostroc OSR-2M (3/4), Firestarter FS9-H (3/4), Griffin GRF-1N (3/4), Victor VTR-9B (2/3), Orion ON1-VA (2/3)

12500-13000 (13320 Total)

Battlemaster BLR-1G (2/3), Charger CGR-1A1 (3/4), Ostroc OSR-2M (2/3), Firestarter FS9-H (2/3), Griffin GRF-1N (3/4), Victor VTR-9B (2/3), Orion ON1-VA (2/3)

Mission Objectives: Win the race to the supply depot. The race is won by the 'mech with possession of a key that is closest to the entrance hex. If neither side has possession of a key, or if both sides have keys an equal distance away, the race is a draw. The PCs have bonus objectives of actually entering the base during the game session or capturing the enemy's key.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Win the race to the depot.	350,000	250,000	100,000
The race to the depot is a draw.	250,000	150,000	100,000
Lose the race to the depot.	150,000	100,000	50,000
Enter the Depot <u>or</u> capture the OPFOR's key.	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Win the race to the depot.	15	5
The race to the depot is a draw.	12	4
Lose the race to the depot.	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Proto CASE upgrade kit:

You may add a "Prototype" CASE module to a torso that has ammo in it. The Prototype CASE takes up one crit slot (so there must be space for it). Prototype CASE critical slots are not "Roll Again", but instead if the CASE is hit it no longer functions - so subsequent crits to ammo in that location count as regular ammo explosions. If prototype CASE is used to protect the 'mech from an ammo explosion, or if it is hit, mark off a box from this cert.

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Charger CGR-1A1**

Movement Points: **Tonnage: 80**
 Walking: **5** Tech Base: Inner Sphere (Intro)
 Running: **8** Era: Star League
 Jumping: **0**

Weapons & Equipment Inventory (hexes)

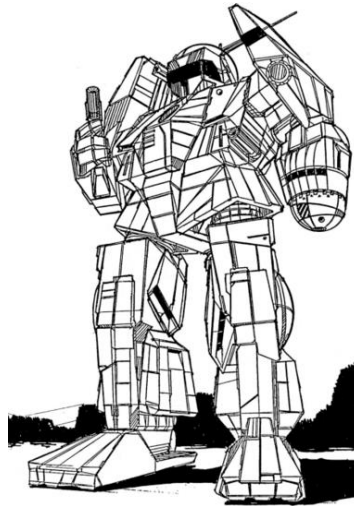
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3

Cost: 7,520,370 CBills BV: 981

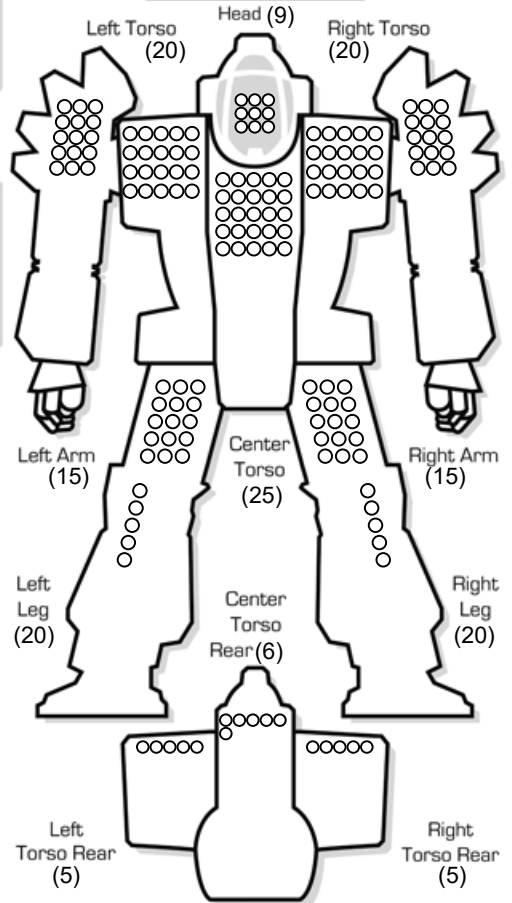
WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

Left Torso

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

Right Torso

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

Left Torso

- Small Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

Right Torso

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

Right Torso

- Small Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Right Torso

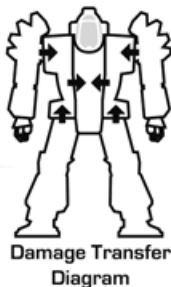
- Small Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

Left Leg

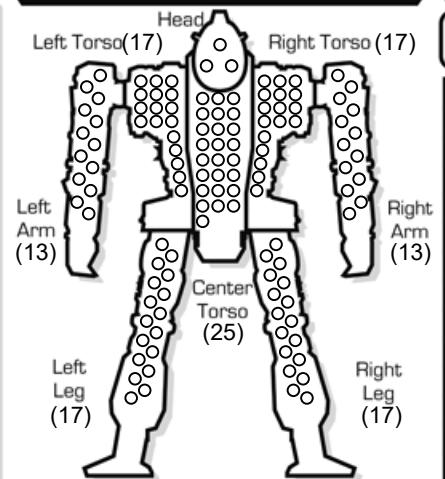
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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	○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Ostroc OSR-2M**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **5**

Tonnage: **60**

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

Era: **Succession Wars**

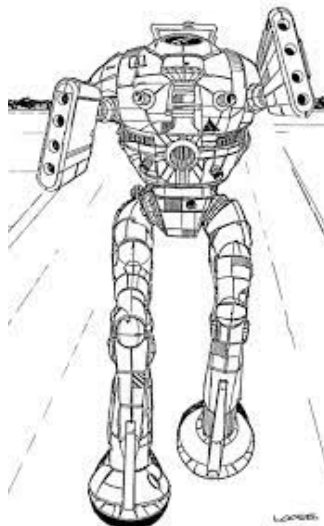
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



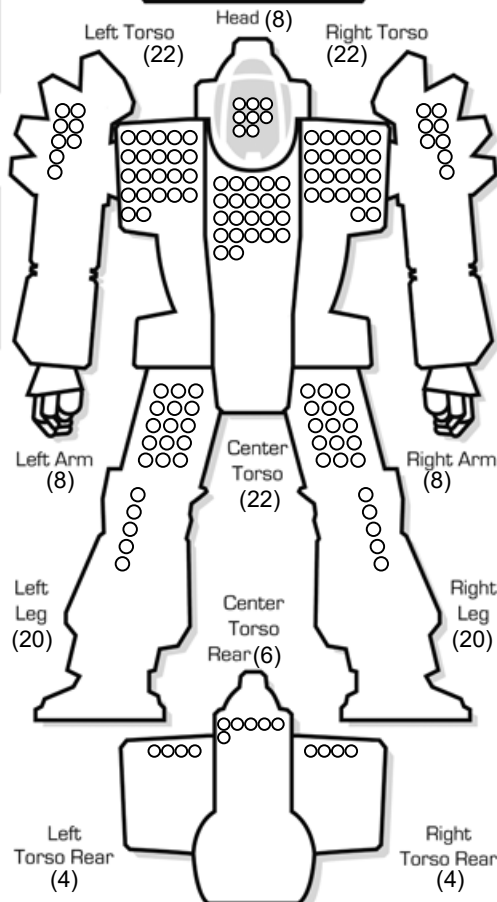
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	-	5	10	15
1	Large Laser	LT	8	8 [DE]	-	5	10	15

Cost: 5,238,400 CBills

BV: 1239

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

Left Torso

- JumpJets
 - JumpJets
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again

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

Right Torso

- JumpJets
 - JumpJets
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again

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

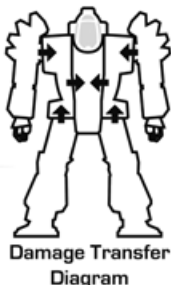
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

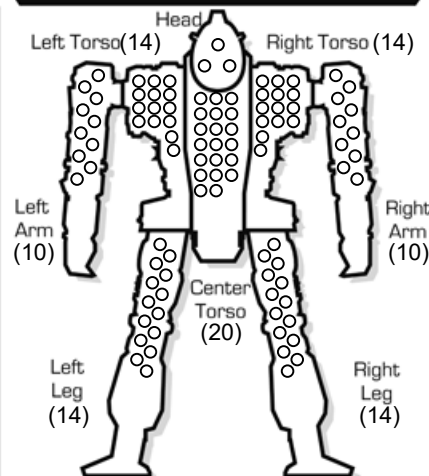
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Firestarter FS9-H

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

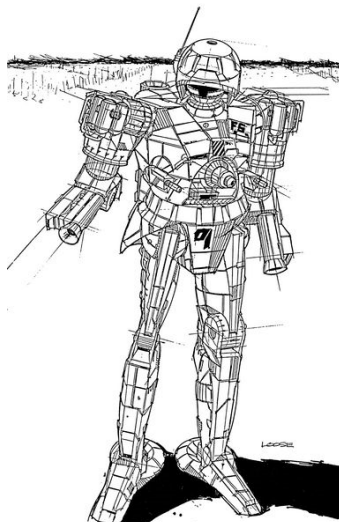
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



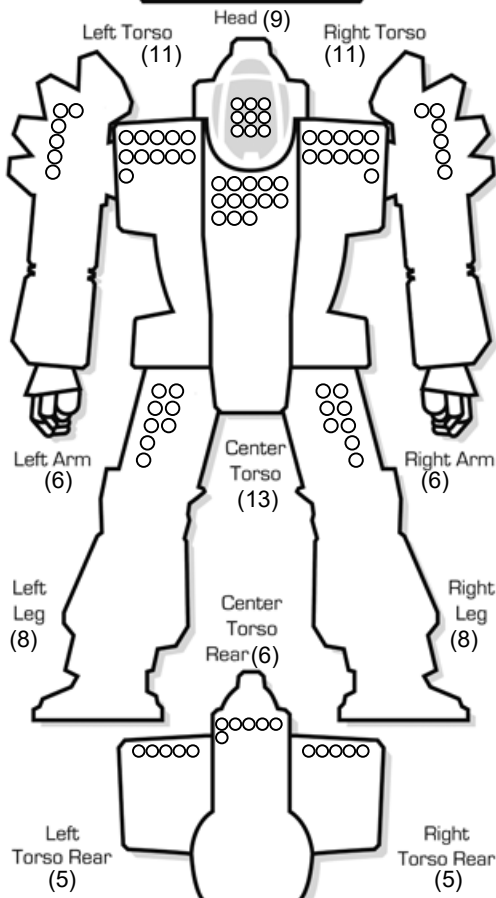
Weapons & Equipment Inventory (hexes)

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

Cost: 3,046,950 CBills

BV: 694

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
6. Life Support

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

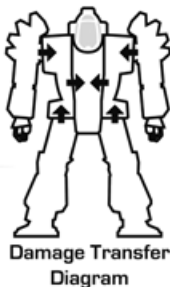
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Leg

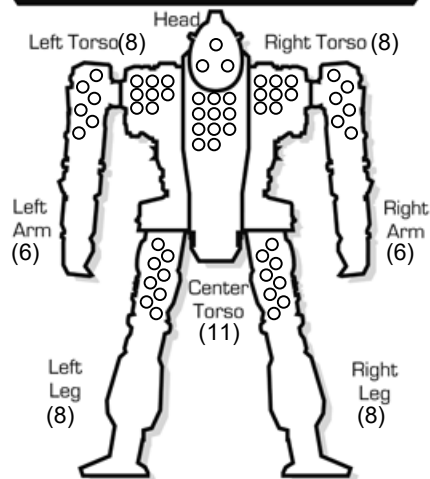
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (10) Single
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: Griffin GRF-1N

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

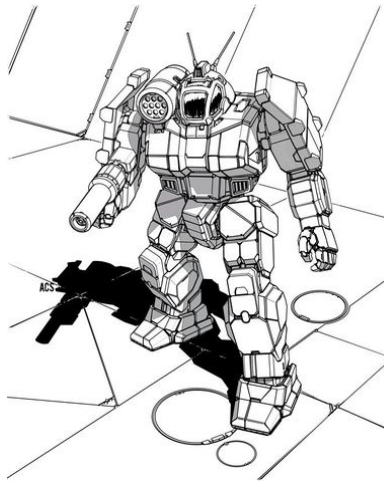
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl, C5/10	6	7	14	21

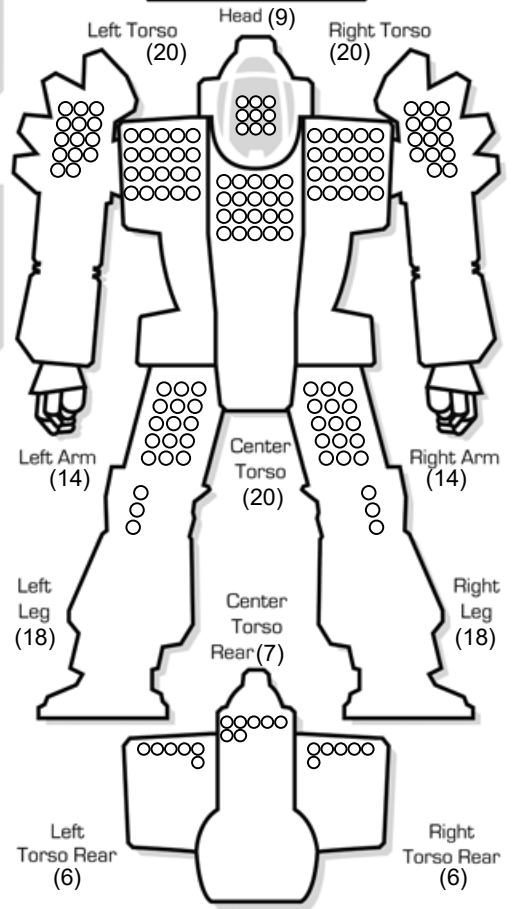
[M.C.S]

Cost: 4,957,107 CBills

BV: 1272



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

1-3

Right Arm

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

1-3

Center Torso

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

4-6

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- JumpJets
- JumpJets
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- JumpJets
- JumpJets
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)

1-3

4-6

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

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

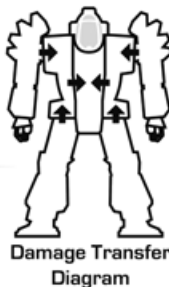
4-6

Left Leg

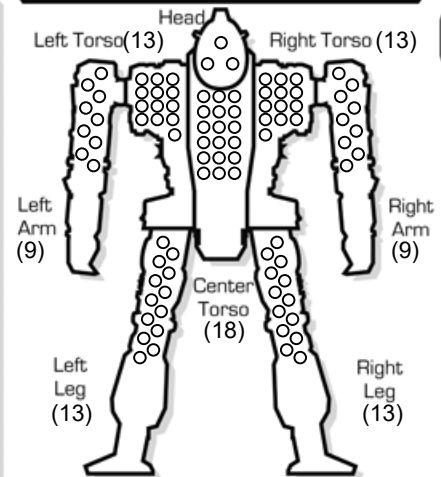
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9B

Movement Points:

Walking: 4

Running: 6

Jumping: 4

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



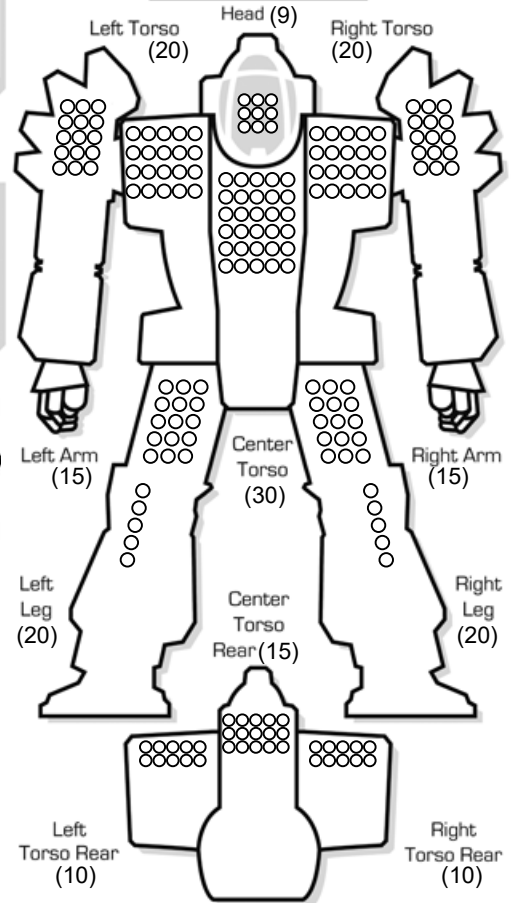
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RA	7	20	-	3	6	9
				[DB,S]				
1	SRM 4	LT	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				

Cost: 8,044,319 CBills

BV: 1378

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

Center Torso

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

1-3

4-6

4-6

4-6

4-6

4-6

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

4-6

Left Torso

- SRM 4
- SRM 4 Ammo (25)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Left Leg

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

4-6

4-6

4-6

4-6

4-6

4-6

4-6

4-6

Right Torso

- Heat Sink
- AC/20 Ammo (5)
- AC/20 Ammo (5)
- AC/20 Ammo (5)
- Roll Again
- Roll Again

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

1-3

Right Leg

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

4-6

4-6

4-6

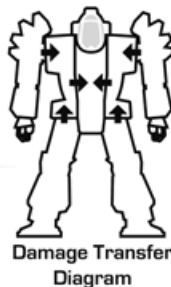
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4-6

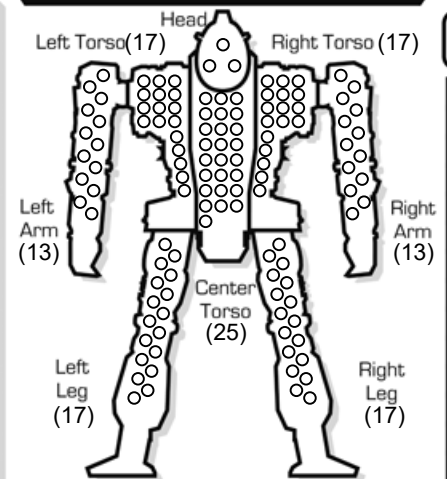
4-6

4-6

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: 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	○○○○○○○○○○○○○○○○○○○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-VA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Star League

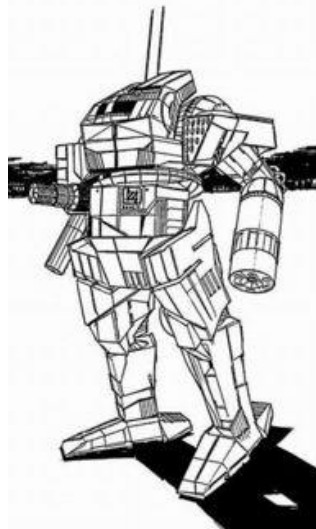
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



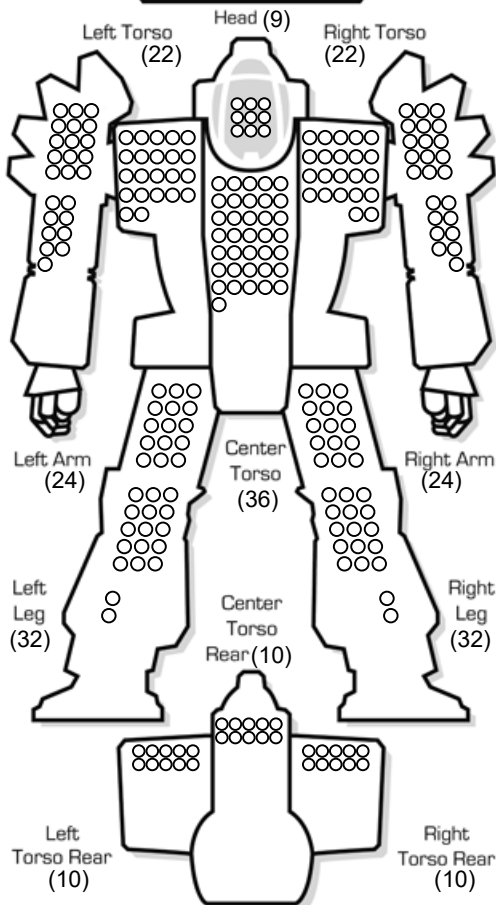
Weapons & Equipment Inventory (hexes)

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

Cost: 6,436,500 CBills

BV: 1328

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- 5 SRM 4
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Medium Laser
- 5 SRM 4
- 6 Roll Again

Center Torso

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 SRM 4 Ammo (25)
- 2 SRM 4 Ammo (25)
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 Autocannon/10
- 2 Autocannon/10
- 3 Autocannon/10
- 4 Autocannon/10
- 5 Autocannon/10
- 6 Autocannon/10
- 1 Autocannon/10
- 2 AC/10 Ammo (10)
- 3 AC/10 Ammo (10)
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

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

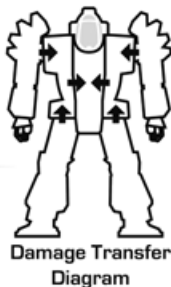
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

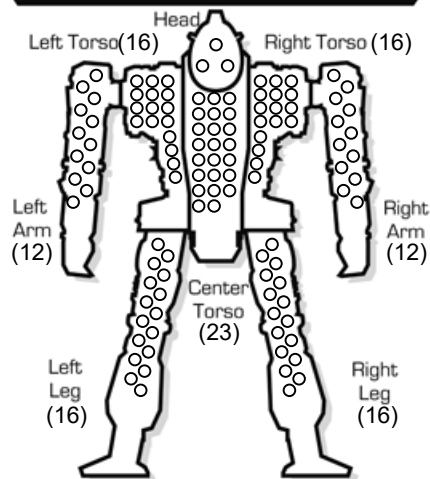
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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
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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-04

The Race for Fort Dunedin

Carbonis, Duchy of Orloff, Free Worlds League

May 26, 3030

Mission Results

- Win the race to the depot.
- The race to the depot is a draw.
- Lose the race to the depot.
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
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Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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Carbonis, Duchy of Orloff, Free Worlds League
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“Already?” Sarge replies, footsteps following his question. Jenny’s response comes with a wary tone.

“Yes Sir. They say they will meet us there.”

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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-04

The Race for Fort Dunedin

Carbonis, Duchy of Orloff, Free Worlds League

May 26, 3030

Mission Results

- Win the race to the depot.
- The race to the depot is a draw.
- Lose the race to the depot.
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- Enter the Depot _or_ capture the OPFOR's key. (+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

- Battlemaster BLR-1G (8,501,243 C-Bills)
- Charger CGR-1A1 (7,520,370 C-Bills)
- Ostron OSR-2M (5,040,960 C-Bills)
- Firestarter FS9-H (3,046,950 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Victor VTR-9B (8,044,319 C-Bills)
- Orion ON1-VA (6,674,500 C-Bills)

Additional Rewards

Proto CASE upgrade kit:

You may add a "Prototype" CASE module to a torso that has ammo in it. The Prototype CASE takes up one crit slot (so there must be space for it). Prototype CASE critical slots are not "Roll Again", but instead if the CASE is hit it no longer functions - so subsequent crits to ammo in that location count as regular ammo explosions. If prototype CASE is used to protect the 'mech from an ammo explosion, or if it is hit, mark off a box from this cert.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-04 Debrief
The Race for Fort Dunedin
Carbonis, Duchy of Orloff, Free Worlds League
May 26, 3030

With the Free Worlds League forces either broken or retreating, there's nothing left between you and Fort Dunedin. With the Fort having been interfacing with your keycard while the enemy was driven away, the large metal doors slowly begin to slide open. Inside is what appears to be an SLDF repair bay, except this one's been stripped clean. Everyone disperses inside, some even still in their mechs as they begin to look around hoping to find anything operational. After what feels like hours, only a single stack of crates is found, and one of your lancemates still in their mech moves them outside for the dropship to pick up.

Once back into orbit, the mood is rather somber. With the story of the Gray Death Legion having been on everyone's mind as they opened that door, finding only some crates is disappointing. Still, with all of the heavy fighting you've done these past few days, the payout sure has been good. Everyone is still alive, and you'll be able to coast for months as you pick up supplies and spare parts.

Suddenly though, Scotty bursts into the room, panting as he throws up his thumb to point behind him.

"I got the crates open..." He wheezes. In a flash of motion, everyone files out and down to the mechbay to see what he found. Inside one of the open crates looks to be a large container of some sort.

"It's CASE." Scotty says with a smile, coming to rest his arms on the railing. "It's not a lifetime supply, but it's enough to pass a few uses around to you all. If you put your ammunition into it instead of a normal bin, someone shooting it wont core your mech." The smile on his face, however, tells you that's not the end of the good news.

"That's not all though, these crates weren't supposed to be left here, but I guess they were in some sort of rush and so they couldn't grab everything. The thing is, they're still labeled with the destination, and while the coordinates are good, the system they lead to isn't labeled on any modern star maps. It has to be an SLDF cache, something hidden where no one would find it."

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BATTLETECH™

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Carbonis, Duchy of Orloff, Free Worlds League
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GM Report
Mission 3030-04 - The Race for Fort Dunedin

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

- Battlemaster BLR-1G (8,501,243 C-Bills)
- Charger CGR-1A1 (7,520,370 C-Bills)
- Ostroc OSR-2M (5,040,960 C-Bills)
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