

# BATTLETECH™

## MISSIONS



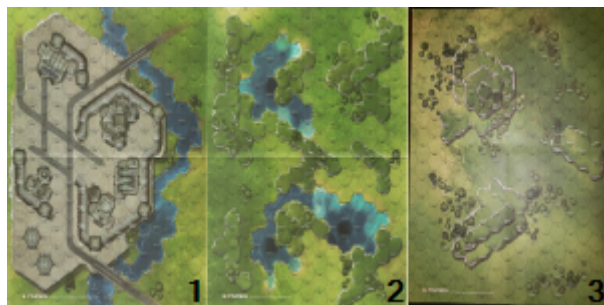
**Mission 3030-05: Capellans Being Capellans**  
**SLDF Castle Brian, Uncharted System, Capellan Confederation**  
**June 15, 3030**  
**Pilot Skill: 2-4**

Okay boys, listen up! We've been following the coordinates that we found at Fort Dunedin for the past couple of weeks. The destination isn't on any of the current star charts, but according to Scotty, it makes sense that there'd be a system there. Now that we've gotten planetside, it looks like the coordinates have led us to a Castle Brian, one of the largest, most well defended SLDF facilities known, which means we're going to have our hands full. Luckily for us, the Capellans are here to help. They've sent a lance of battlemechs to help us get through whatever outer defenses might still be operational. The main guns of the facility aren't operational, hence why we're still in the air, so hopefully we'll be able to crack open the castle and get a share of whatever is inside. We've just gotten in touch with the ground forces and... uh-oh...

Well, the Capellans just ordered us to land the dropship and surrender all arms, armaments, and battlemechs. According to them we're guilty of 147 counts of piracy, along with 31 counts of false flag invasion, whatever that means...

Well, if the Capellans want to play dirty, then so will we. They've broken their end of the contract, and that means they're fair game. We'll get you as close to the outer defenses as possible, but then you'll have to book it to the perimeter facility. According to our sensors, there are some operational turrets around it that you'll have to deal with, but since you've got that SLDF key, you should be able to interface with the facility when you get close enough, meaning any turrets still standing should come over to your side. This is going to be one hell of a fight, so suit up and get in the cockpit, we've got an SLDF facility to capture.

**Map:** Map pack grasslands: "River CommCenter", "Lakes", "Woodland"



**Recommended Maps:**

- 1: River Communications Center
- 2: Lakes
- 3: 2018 Woodland

**Setup:** The players start at the bottom of the woodland map and the enemy starts at the top. Consider all walls as 2 levels tall and all turret towers as 3 levels tall. Set up 2 short range turrets on hex 604 and 714, 2 long range turrets on hex 1206 and 1112, 2 mid range turrets on hex 402 and 312 and 1 missile turret on hex 109.

## Special Rules

**Why is that wall moving?:** There are heavily armed turrets guarding the star league base. There are 2 short range turrets on hex 604 and 714, 2 long range turrets on hex 1206 and 1112, 2 mid range turrets on hex 402 and 312 and 1 missile turret on hex 109.

**Those don't look friendly...(Secret - don't tell players):** The turrets are hostile to both parties and will shoot whatever mech closest to the turret followed by what mech is easiest to hit. The players will see the turrets firing, but do not tell them the specifics of how they choose their targets.

**...or are they? (Secret - don't tell players):** The turrets can become friendly to your mechs by spending the entire end phase adjacent to the control building (in hex 0209) before the enemy opfor. However the enemy opfor can do the same. The change in loyalty begins at the start of the next turn. The players will learn this the first time a turret fires at them. In the end phase of the first turn a turret fires at a PC 'mech, read the following:

"Okay boys, listen up! Scotty has managed to analyze EM signals coming out of the turrets, and he thinks he's isolated the control building. We're uploading it to your 'mechs now. He thinks if you can get close enough to that building, he can use the key to take over the turrets. Be careful, though. We're pretty confident the Cappies have a key too, so they can probably take control too."

**Great shot kid, That was one in a million! (Secret - don't tell players):** If the enemy opfor manages to take control of the turrets, they end up exposing the generator in the building (0310). If the generator is destroyed the turrets turn off. The building has as much structure as the weakest turret's original armor. The players do not give the same advantage to the enemy.

**That's a lot of dacca:** The turrets have a gunnery of 5 and are armed with the following at each bv band:

5000-8000: Short range turret: 1 AC20, Mid range turret: 2LL, 1 AC10, Long range turret: 2 ERPPC, Missile turret: 2 LRM20, 2ML

8000-11000: Short range turret: 2 AC20, Mid range turret: 3LL, 2 AC10, Long range turret: 2 ERPPC, 2AC5, Missile turret: 4 LRM20, 4ML

11000-14000: Short range turret: 3 AC20, Mid range turret: 4LL, 3 AC10, Long range turret: 4 ERPPC, Missile turret: 6 LRM20, 6ML

**They aren't that tough:** The turrets have a structure of 1 and armor according to the following:

5000-6000: Short range turret: 25 Armor, All other turrets: 20 Armor

6000-7000: Short range turret: 35 Armor, All other turrets: 25 Armor

7000-8000: Short range turret: 45 Armor, All other turrets: 30 Armor

8000-9000: Short range turret: 55 Armor, All other turrets: 35 Armor

9000-10000: Short range turret: 65 Armor, All other turrets: 40 Armor

10000-11000: Short range turret: 75 Armor, All other turrets: 45 Armor

11000-12000: Short range turret: 85 Armor, All other turrets: 50 Armor

12000-13000: Short range turret: 95 Armor, All other turrets: 55 Armor

13000-14000: Short range turret: 105 Armor, All other turrets: 60 Armor

## OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Cataphract	1	CTF-1X	3039 pg 391	1316	5,998,053

Name	#	Variant	Reference	BV (4/5)	Cost
Catapult	1	CPLT-A1	SW pg 172	1285	5,658,124
Chameleon	1	TRC-4B	SW pg 114	999	4,626,000
Charger	1	CGR-1A5	SW pg 219	1468	7,756,769
Cyclops	1	CP-10-Q	SW pg 253	1584	9,149,260
Highlander	1	HGN-733P	SW pg 266	1865	8,310,980
Raven	1	RVN-4X	SW pg 64	820	2,552,625

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

**5000-5500 (5597 Total)**

Cataphract CTF-1X (4/5), Chameleon TRC-4B (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (4/5)

**5500-6000 (6018 Total)**

Cataphract CTF-1X (3/4), Chameleon TRC-4B (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (4/5)

**6000-6500 (6600 Total)**

Cataphract CTF-1X (3/4), Chameleon TRC-4B (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**6500-7000 (7144 Total)**

Cataphract CTF-1X (4/5), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**7000-7500 (7565 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**7500-8000 (8034 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (4/5)

**8000-8500 (8612 Total)**

Cataphract CTF-1X (4/5), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**8500-9000 (9082 Total)**

Cataphract CTF-1X (4/5), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**9000-9500 (9602 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (3/3)

**9500-10000 (10234 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (3/4), Charger CGR-1A5 (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**10000-10500 (10617 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (4/5), Cyclops CP-10-Q (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**10500-11000 (11087 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (4/5), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**11000-11500 (11594 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (4/5), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (3/4)

**11500-12000 (12063 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (3/4), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (3/4), Highlander HGN-733P (3/4), Raven RVN-4X (4/5)

**12000-12500 (12585 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (4/5), Chameleon TRC-4B (3/4), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (3/4), Highlander HGN-733P (2/3), Raven RVN-4X (3/4)

**12500-13000 (12996 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (3/4), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (3/4), Highlander HGN-733P (2/3), Raven RVN-4X (3/4)

**13000-13500 (13651 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (2/3), Charger CGR-1A5 (3/4), Cyclops CP-10-Q (3/4), Highlander HGN-733P (2/3), Raven RVN-4X (2/3)

**13500-14000 (14179 Total)**

Cataphract CTF-1X (3/4), Catapult CPLT-A1 (3/4), Chameleon TRC-4B (2/3), Charger CGR-1A5 (2/3), Cyclops CP-10-Q (3/4), Highlander HGN-733P (2/3), Raven RVN-4X (2/3)

**Mission Objectives:** Have the upper hand in the fight for control of the base at the end of the scenario.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
PCs control the base by having more BV worth of 'mechs on the raised section of the Leftmost map.	350,000	250,000	100,000
Turn the turrets to your side before the enemy	+100,000	+100,000	+100,000
The opposing force has more BV worth of 'mechs inside the base at the end of the mission.	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
PCs control the base by having more BV worth of 'mechs on the raised section of the Leftmost map.	15	5
The opposing force has more BV worth of 'mechs inside the base at the end of the mission.	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

**That's a lot of spare parts:**

If your mech is damaged or destroyed, cross off one use of this reward to treat the mech as undamaged for mission rewards.





# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Chameleon TRC-4B

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

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)

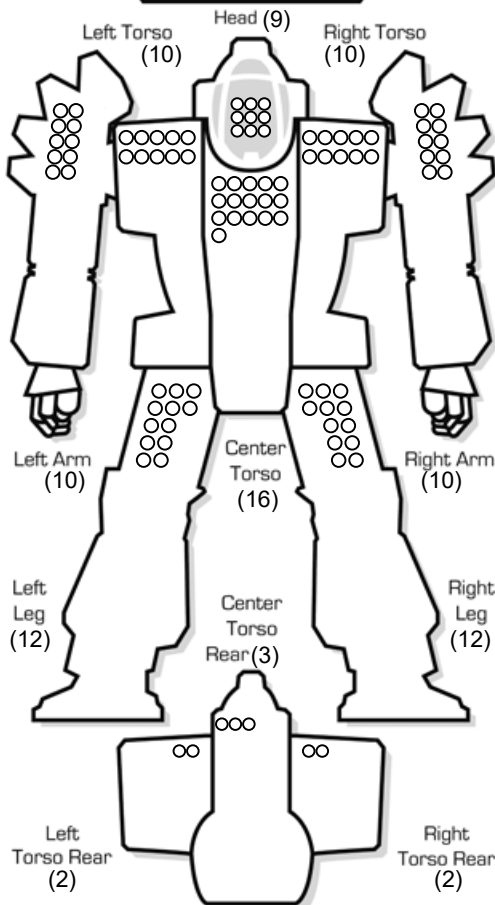
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Machine Gun	CT	0	2 [DB,A]	-	1	2	3
1	Machine Gun	CT	0	2 [DB,A]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3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

Cost: 4,626,000 CBills

BV: 999



### 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
- Large Laser
- Large Laser

1-3

#### Center Torso

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

1-3

#### Left Torso

- JumpJets
- Small Laser
- Small Laser
- Machine Gun Ammo (200)
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Machine Gun

4-6

#### Right Torso

- JumpJets
- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

#### Left Leg

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

4-6

#### Right Leg

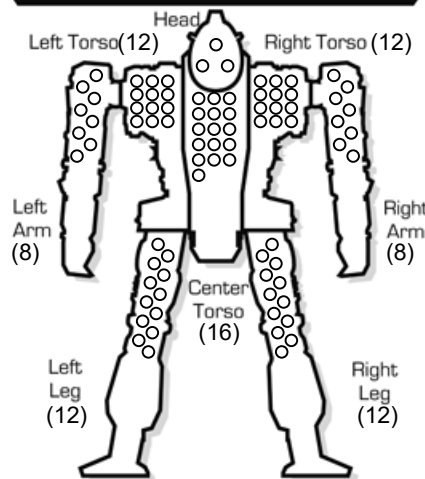
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6



Damage Transfer Diagram

### 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: Cyclops CP-10-Q

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
(Intro)

Era: Star League

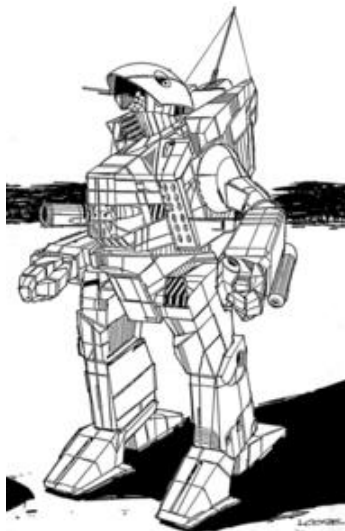
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



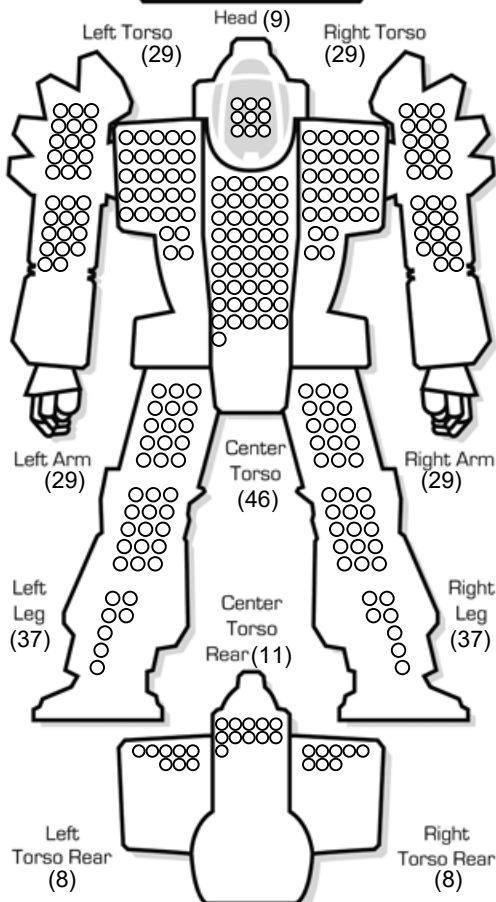
### Weapons & Equipment Inventory (hexes)

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

Cost: 9,149,260 CBills

BV: 1584

### 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

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- SRM 4
- SRM 4 Ammo (25)

#### Right Torso

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

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

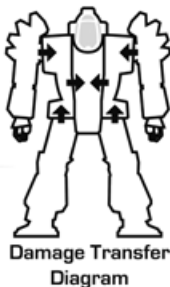
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

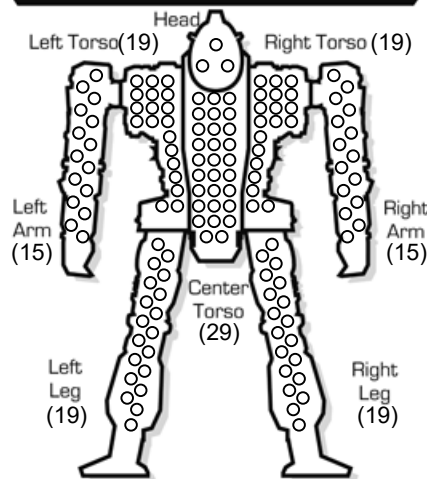
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### 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: 14 (14) 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: Raven RVN-4X

Movement Points:

Walking: 5

Running: 8

Jumping: 5

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)

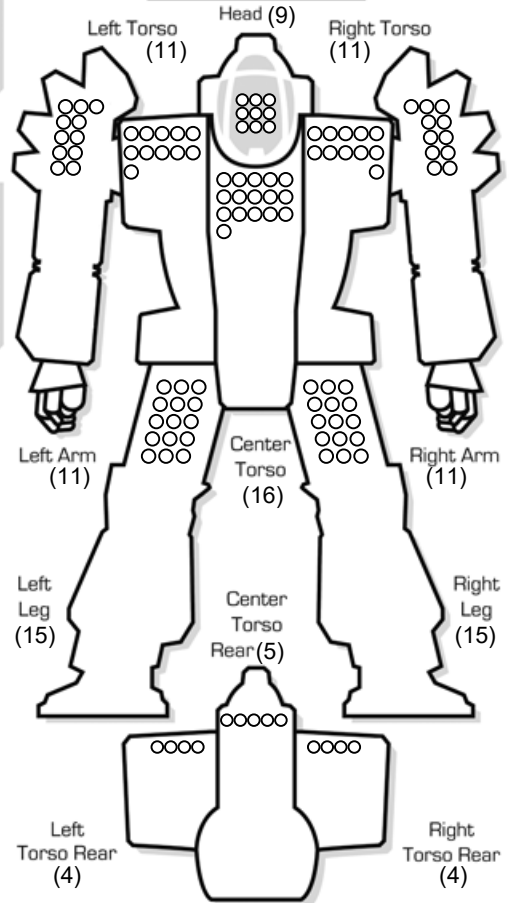
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9

Cost: 2,552,625 CBills

BV: 820



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun Ammo (200)
- Roll Again

1-3

#### Head

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

#### Right Arm

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

1-3

#### Center Torso

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

4-6

1-3

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

4-6

#### Right Torso

- JumpJets
- JumpJets
- SRM 6
- SRM 6
- Roll Again
- Roll Again

1-3

#### Left Torso

- JumpJets
- JumpJets
- SRM 6 Ammo (15)
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

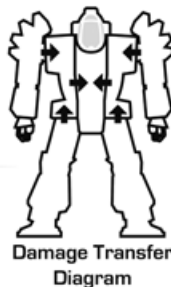
4-6

#### Left Leg

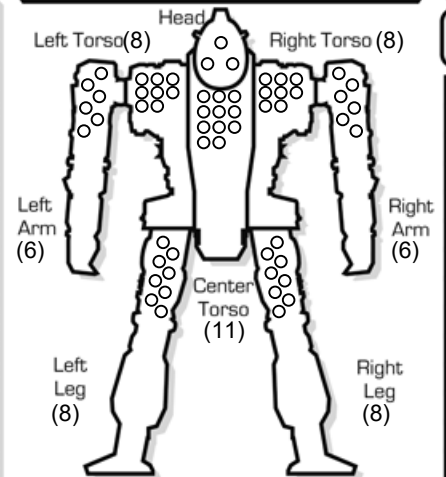
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat 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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

# BATTLETECH™



## MISSIONS

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

### Mission: 3030-05

#### Capellans Being Capellans

SLDF Castle Brian, Uncharted System, Capellan Confederation

June 15, 3030

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- 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

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- Catapult CPLT-A1 (5,658,124 C-Bills)
- Chameleon TRC-4B (4,626,000 C-Bills)
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#### Additional Rewards

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If your mech is damaged or destroyed, cross off one use of this reward to treat the mech as undamaged for mission rewards.

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

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## MISSIONS



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**Capellans Being Capellans**  
**SLDF Castle Brian, Uncharted System, Capellan Confederation**  
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**GM Report**  
**Mission 3030-05 - Capellans Being Capellans**

Date: \_\_\_\_\_

GM: \_\_\_\_\_

Venue \_\_\_\_\_

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	
1				
2				
3				
4				
5				
6				
7				
8				

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- Chameleon TRC-4B (4,626,000 C-Bills)
- Charger CGR-1A5 (7,756,769 C-Bills)
- Cyclops CP-10-Q (9,149,260 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)
- Raven RVN-4X (2,552,625 C-Bills)

	PIL
<b>GUNNERY</b>	0
0	2.42 2.
1	2.21 2.
2	1.93 1.
3	1.66 1.
4	1.38 1.
5	1.31 1.
6	1.24 1.
7	1.17 1.
8	1.10 0.