

BATTLETECH™

MISSIONS



Callsign: Blackbelt **Name:** Jingyi Song **Faction:** Capellan Confederation

Mech: Raven RVN-2X **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

For the Chancellor!: You may take a pilot hit to add 1 to an attack roll after it is rolled.

After You, I Insist!: At any time before you move for a turn, you may take a pilot hit to move at the end of initiative, after all other units have moved. In effect, this moves you out of the initiative order (requiring recalculation of which friendly units must move in each phase).

Field Repair Kit: Once per scenario, during the end phase, you may repair armor damage to your 'mech based on your 'mechs weight class. 5 points for light 'mechs, 10 for medium, 15 for heavy, and 20 for assault. You may only use this ability once per end phase.

Edge: Force an opponent to re-roll one roll.



Background: Jingyi Song (Blackbelt) left the Capellan Confederation under somewhat questionable circumstances, with a brand new, prototype 'mech in tow. Some people say that he is clearly a spy, planted by Maximilian Liao, although others point out that it's very unlikely that the Capellan Chancellor would care at all about a small mercenary outfit. Others suggest that, since his 'mech was stripped of its experimental communications equipment, it's most likely that his 'mech was simply stolen before construction had been completed. Either way, he has demonstrated that he is a very capable – and loyal – mechwarrior.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Raven RVN-2X**

Movement Points: **5** Tonnage: **35**

Walking: **5** Tech Base: **Inner Sphere**
 (Intro)

Running: **8** Era: **Succession Wars**

Jumping: **0**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT 4	4	2 [M,C]	-	3	6	9
1	Large Laser	LT 8	8	8 [DE]	-	5	10	15
2	Medium Laser	RA 3	5	5 [DE]	-	3	6	9

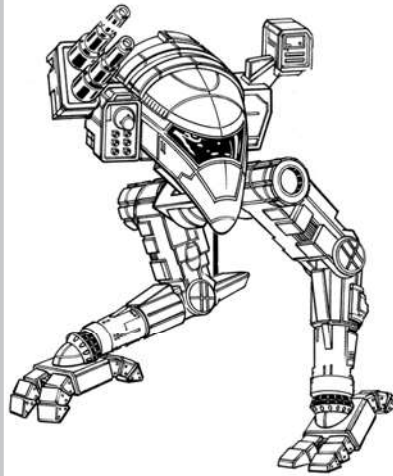
Cost: BV: 887 Adj: 1171

WARRIOR DATA

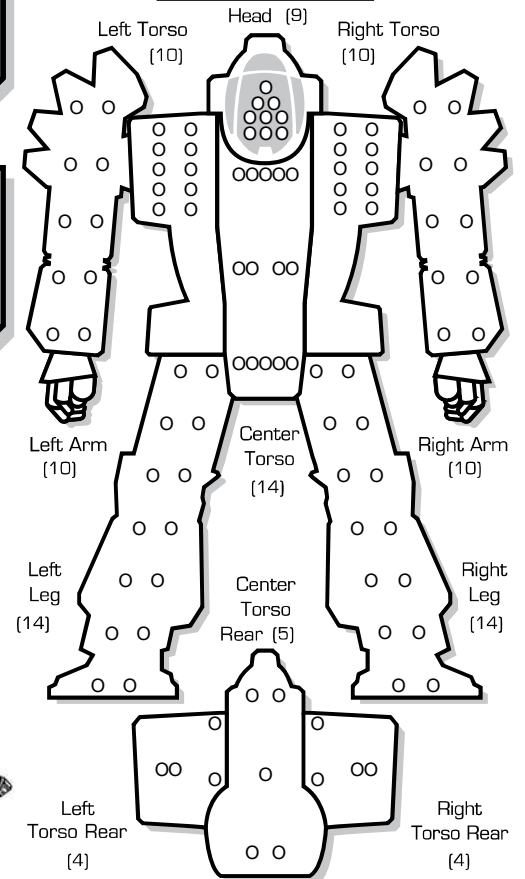
Name: **Blackbelt**

Gunnery Skill: **3** Piloting Skill: **4**

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
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- #### Left Torso
- Large Laser
 - Large Laser
 - Ammo (SRM 6) 15
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

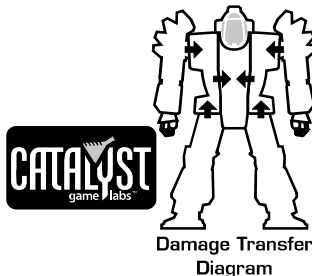
- #### Head
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support
- #### Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

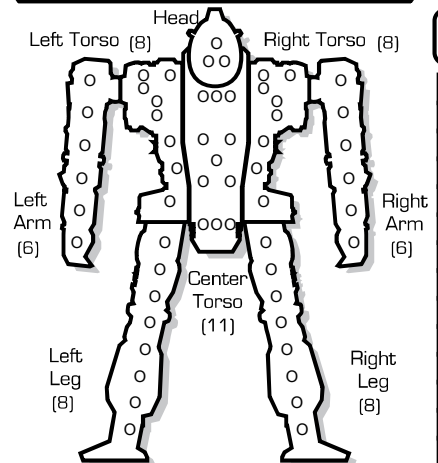
- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Medium Laser
 - Medium Laser
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- #### Right Torso
- SRM 6
 - SRM 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12)
30	Shutdown	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	○ ○ ○

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



Callsign: Dudderman **Name:** Bryan Franklin **Faction:** Periphery

Mech: Javelin JVN-10N **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Salvage Expert: At the end of a scenario you may select one enemy Battlemech which was destroyed but unsalvageable due to damage: Unlock that 'mech on your mission cert.

Frontier Medicine: Once per game you can apply a -2 bonus to a consciousness roll TN for any one player. You may declare that you are using the bonus after the dice are rolled.

I am a leaf on the wind: Jumping generates half as much heat, rounded down, for a minimum of 1 for jumps up to three hexes.

Jumping Jack: Jumping applies a +2 to hit penalty rather than a +3 penalty



Background: Bryan Franklin (“Dudderman”) hails from the world of New Ganymede in the Taurian Concordat. Bryan always has a scheme of some sort going on, including his current “Moonshine-for-parts” campaign that has netted the unit a number of rare replacement components from worlds all over the inner sphere. It is said that his ‘mech was built wholecloth out of parts that he traded for here and there. Bryan is almost as good an astech as he is pilot, although he rarely likes to admit that, lest he find himself on “Greasemonkey” duty.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10N

Movement Points: Tonnage: 30
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C]	-	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	-	3	6	9

Cost: BV: 594 Adj: 784

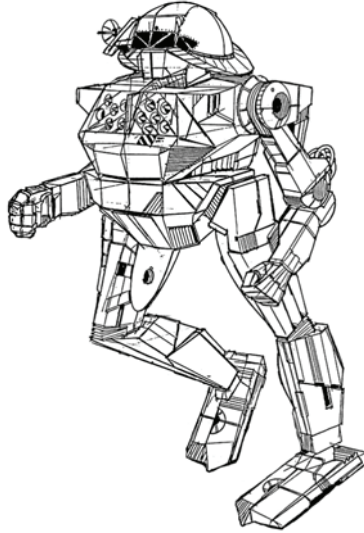
WARRIOR DATA

Name: Dudderman
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken:

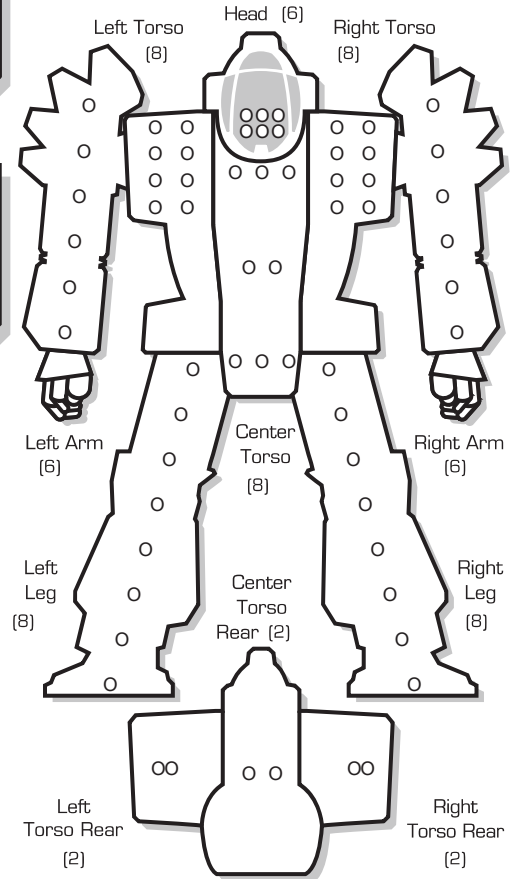
1	2	3	4	5	6
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 Consciousness#:

3	5	7	10	11	Dead
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ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet

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

Right Arm

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

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

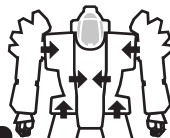
Right Torso

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

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

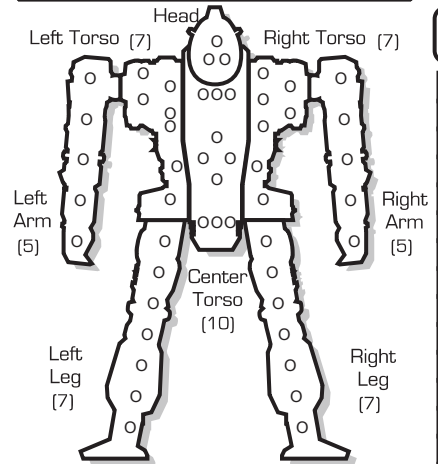
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



CATALYST
 game labs
 Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
 Overflow

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

BATTLETECH™

MISSIONS



Callsign: El Guapo **Name:** Sam Evergreen **Faction:** Mercenary

Mech: Firefly FFL-4A **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Payday: Bonus 50,000 C-Bills for successful missions, 10,000 C-Bills for unsuccessful ones.

Doc Wagon Contract: Once per scenario, remove up to one pilot hit from every other friendly pilot. Any unconscious pilot that removes a point of damage may make an immediate consciousness roll at the new damage total (pilots with no damage automatically wake up)

Melee Specialist: Gain a -1 to hit bonus and apply 1 additional damage to physical attacks. The Damage modifier is applied after all multipliers (for TSM, for example)

Melee Master: Once per scenario, during the melee phase, you may make an additional melee attack (Punch, Kick or Weapon) with a +2 to hit penalty. This would potentially allow for 2 kicks, 3 punches, or 2 punches and a kick. However, you are still restricted from making melee weapons with limbs that fired weapons that round.



Background: Sam Evergreen (“El Guapo”) is known throughout Galatea for his easy smile and his quick wit. Some people say that Sam has an excellent story for any situation that can make the entire room laugh. Others say that you can’t trust anything he says, and that for the most part he’s completely full of it. Both groups are probably right.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firefly FFL-4A

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 4
 Tonnage: 30
 Tech Base: Inner Sphere (Intro)
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

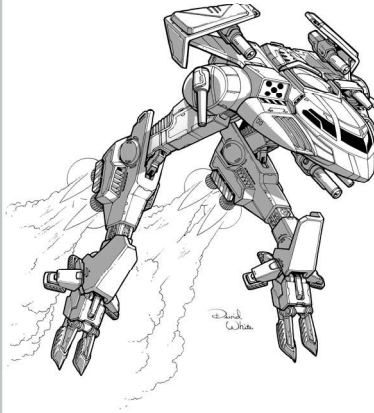
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LRM 5	RT	2	1/MSI [M,C,S]	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: BV:831 Adj: 1097

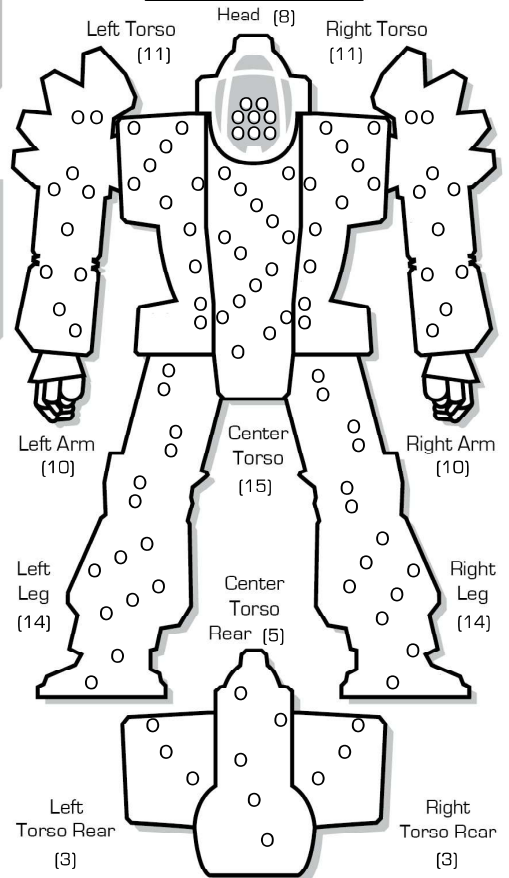
WARRIOR DATA

Name: El Guapo
 Gunnery Skill: 3 Piloting Skill: 4

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

Head

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

Right Arm

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

Center Torso

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

Right Arm

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

Left Torso

- Heat Sink
 - Heat Sink
 - Medium Laser
 - Small Laser
 - Roll Again
 - Roll Again
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Small Laser
- 4-6

Right Torso

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

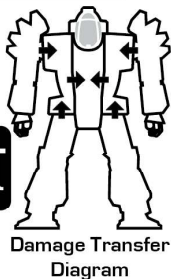
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

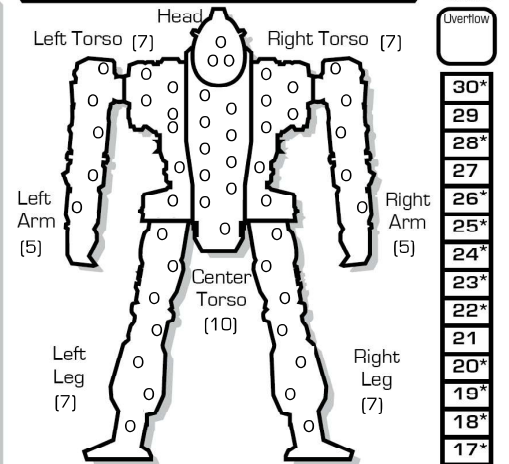
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH™

MISSIONS



Callsign: Omaha **Name:** Sachi Fukuda **Faction:** Draconis Combine

Mech: Panther PNT-9R **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Bushido: Once per scenario you may declare a target for a duel. Attacks against that target are made with a -1 to hit bonus. However, attacks against any other target have a +1 penalty. You may declare your target during any fire declaration phase. These modifiers last until the end phase of the turn the designated target retreats off the map or is otherwise defeated or destroyed. If the target of your duel begins his turn with line of sight and within the longest range of your weapons, but does not end his movement within range and within line of sight, you may choose to ignore this power until the opponent ends his movement within range and line of sight. If you have already declared a dueling target (for example, via FIGHT ME!), Bushido must target the same 'mech.

FIGHT ME! Once per scenario you may challenge a target for a duel. While the target of your challenge can see you and is in short or medium range for his longest range weapon, attacks made by him that target anyone other than you are made at +1. If you have already selected a dueling target (for example, via Bushido), FIGHT ME must target the same 'mech.

Sniper: While stationary and firing up to three identical weapons, halve all range penalties. For the purposes of this rule, "Identical" includes missile weapon sizes (i.e. LRM-15s and LRM-10s are not considered identical weapons). You may not fire any other weapons while using this ability.

Marksman: While stationary, may make aimed shots with a single weapon as if you had a targeting computer, with a total penalty of +2 (rather than the standard +4). May not target the head.



Background: Sachi Fukuda ("Omaha") was born into a wealthy and well connected family in the Draconis Combine. After her brother was killed on Murchison in a Davion raid in 3017, Sachi attempted to sign up to the DCMS, but her parents wouldn't allow it. Rather than quietly accept whatever role her parents wanted for her, she fled the Combine, taking her brother's mech with her.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9R

Movement Points: Tonnage: 35
 Walking: 4 Tech Base: Inner Sphere (Intro)
 Running: 6 Era: Star League
 Jumping: 4

Weapons & Equipment Inventory (hexes)

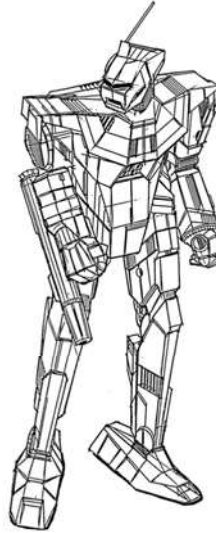
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT 3	2	Msl [M,C]	-	3	6	9
1	PPC	RA	10	10 [DEX]	3	6	12	18

Cost: BV: 769 Adj: 1015

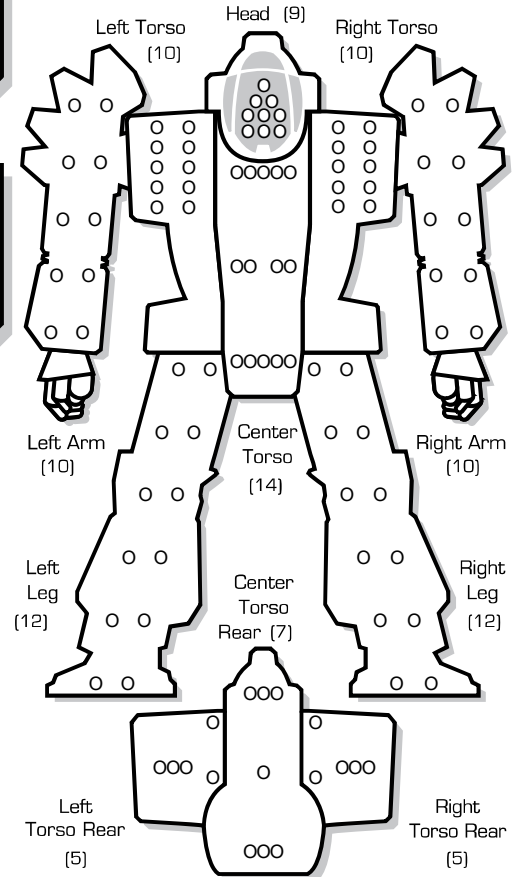
WARRIOR DATA

Name: Omaha
 Gunnery Skill: 3 Piloting Skill: 4

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
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - SRM 4
 - Roll Again
 - Roll Again

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

Right Arm

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

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

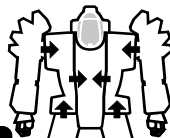
Right Torso

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

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

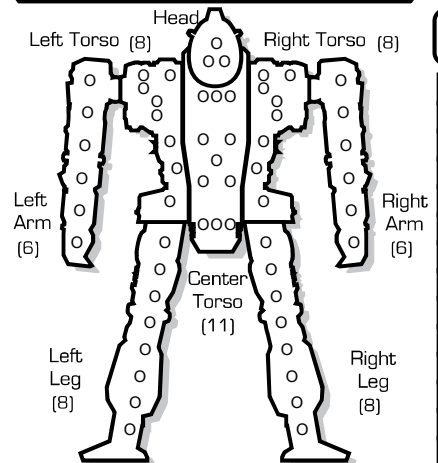
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13)
30	Shutdown	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	○○○

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



Callsign: PenPal **Name:** Patrick Kramer **Faction:** Comstar

Mech: Mongoose MON-67 **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

I Downloaded Sarna: Adds +1 to Determining Critical Hits rolls. If there is any “secret” information about a ‘mech’s layout (per scenario rules) you know it as soon as you can see it.

The Saboteur (x2): Twice per scenario, you may cause one of the following bad things to happen to an enemy ‘mech:

Bad Back: The ‘mech may not torso twist this turn

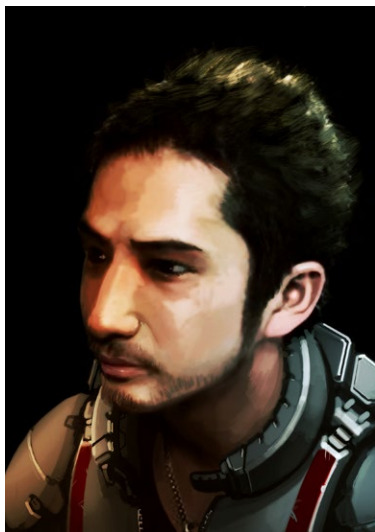
Busted Radiator: The ‘mech gains 5 heat this turn.

Ha Ha, Missed me!: Subtract one from an attack roll after the roll has been made.

Banana Peel: A single enemy PSR is made at +2. Must be played before the roll is made.

Burst of Speed: You may add one to your walk speed this turn. (recalculate run speed accordingly). You may not run or use burst of speed on the next turn.

Maneuvering Ace: In a bipedal ‘mech, you may make lateral shifts as if you were in a quad. If you are in a quad ‘mech, you may make lateral shifts for -1 MP. Apply a -1 bonus to avoid skid rolls (for both Bipedal and Quad ‘mechs).



Background: Patrick Kramer (“Pen Pal”) is one of the few members of the company actually born on Earth. Patrick was originally trained as an Adept in Comstar, but left the organization when he found that some of the religious order’s “requirements” were not to his liking. He claims that his “ride” was stolen from a museum in Geneva, which would explain how a nearly extinct ‘mech like his existed anywhere. Most of his lancemates, however, believe that that story, like many of Patrick’s colorful tales, was entirely fabricated.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose MON-67

Movement Points: 8
 Walking: 8
 Running: 12
 Jumping: 0

Tonnage: 25
 Tech Base: Inner Sphere (Intro)
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

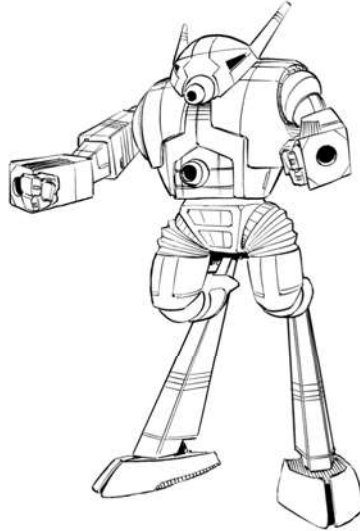
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: BV: 741 Adj: 978

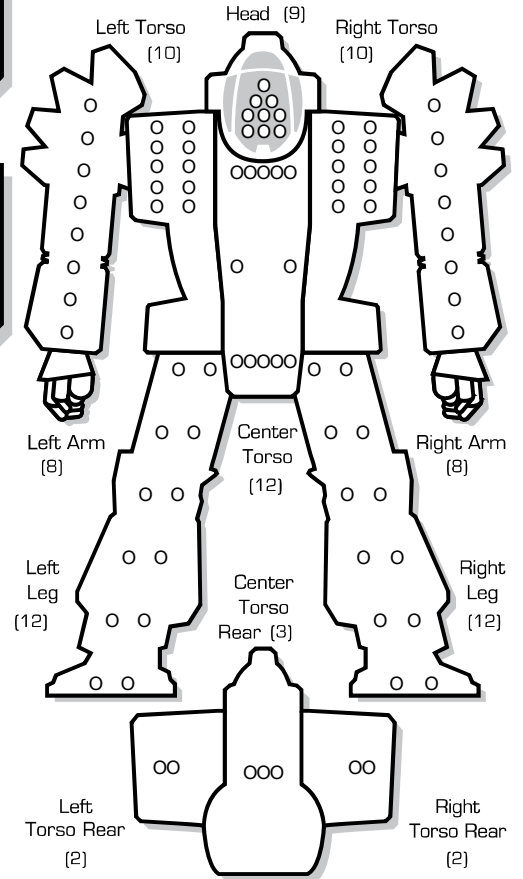
WARRIOR DATA

Name: Penpal
 Gunnery Skill: 3 Piloting Skill: 4

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
- Hand Actuator
- Medium Laser
- Roll Again

- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

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

- 1-3
 4-6
- 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

Head

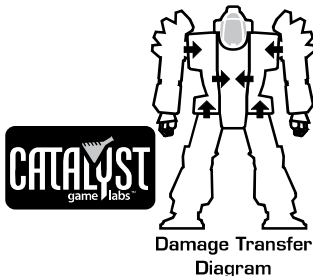
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- 1-3
 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Roll Again

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



Right Arm

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

- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

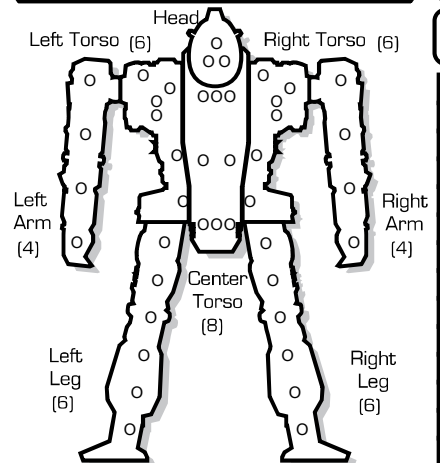
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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



Callsign: Skidmark **Name:** Leonidas Simonides **Faction:** Free Worlds League

Mech: Locust LCT-3V **Pilot Skill:** 4 **Gunnery Skill:** 3

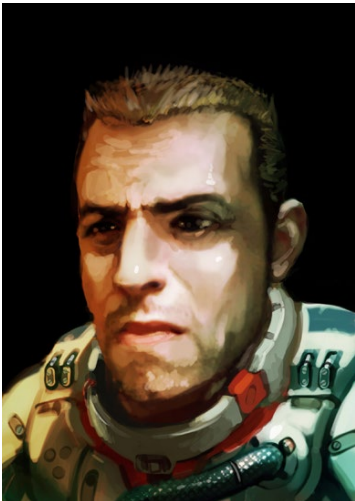
Pilot Special Abilities:

Plays Well with others: Three times per mission, for one turn only, you may declare one other pilot to be your partner and an enemy unit that you can see within 10 hexes as your target. All your and your partner's attacks against the target have a -1 to hit bonus.

Taking the Hit: When one of your teammates is hit by a weapon attack, if you are at least as close to the attacker as you are to your teammate and in the attacker's same firing arc, you can take the damage instead. Must be played after the to-hit roll is made, but before the location is rolled. Usable once per round.

Light 'mech master: While running or jumping in a light 'mech, you may take a +1 to hit penalty to give an additional +2 to hit penalty to all attacks against you. You must declare that you are using this ability when you move.

Sweep the Leg: When making a kick attack, you may declare that you are Sweeping the Leg. If you do and the attack hits, then the pilot has a +2 penalty to remain standing after the attack. However, if the attack misses, then *you* have a +2 penalty to remain standing.



Background: Leonidas Simonides ("Sniper") was born on the League world of Tamarind. A third generation 'mechwarrior, Leonidas pilots a Locust granted posthumously to his grandfather, who was killed in action saving the life of a minor League Noble. Leonidas' father piloted the 'mech on the Lyran border and passed it on to his son when he retired. Unwilling (or unable) to live the life of a career soldier, but knowing nothing other than the life of a pilot, Leonidas figured that the mercenary lifestyle would be more his speed.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Locust LCT-3V**

Movement Points: **8** Tonnage: **20**

Walking: **8** Tech Base: **Inner Sphere**
 (Intro)

Running: **12** Era: **Succession Wars**

Jumping: **0**

Weapons & Equipment Inventory (hexes)

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

Cost: **BV: 490**

WARRIOR DATA

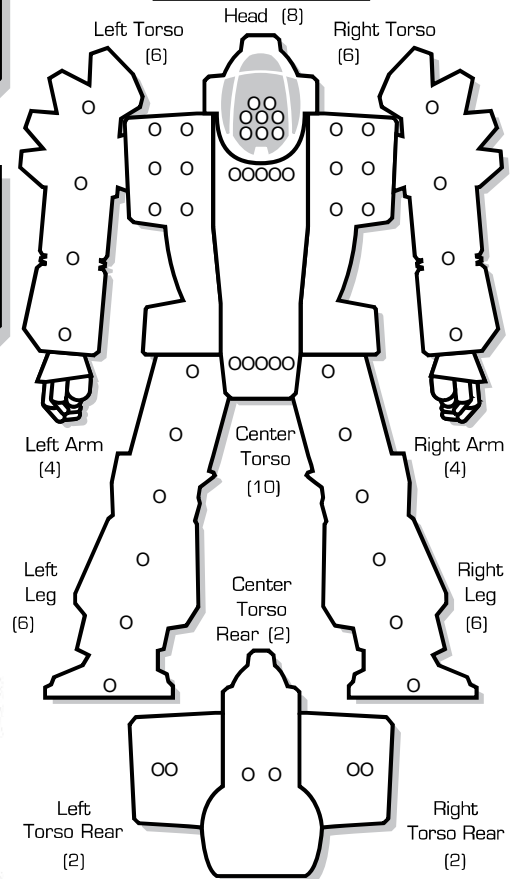
Name: **Skidmark**

Gunnery Skill: **3** Piloting Skill: **4**

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
 - Machine Gun
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

Head

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

Right Arm

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

Center Torso

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

Right Arm

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

Left Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser
- 4-6

Right Torso

- Ammo (Machine Gun) 100
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

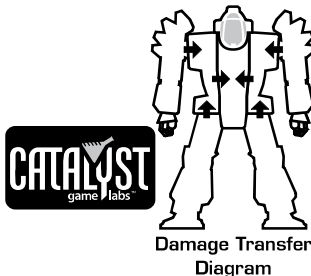
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Leg

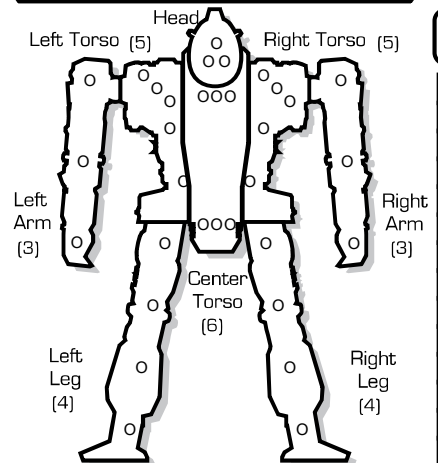
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

Heat Scale
 Overflow

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

BATTLETECH™

MISSIONS



Callsign: Steelheart **Name:** Erika Frost **Faction:** Lyran Commonwealth

Mech: Commando COM-1B **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Intimidate: Once per game, at any time during the move phase, declare that you are “Standing your ground” for that turn. This ability affects all enemy ‘mechs that have line of sight to you and have not moved yet that turn. No affected ‘mech can move closer than 8 hexes to you. ‘Mechs that start within 8 hexes may not end their move closer than they started, but may otherwise move normally.

Bull Rush: Once per turn, you may attempt to move through an opponent’s hex. Attempts to bull rush non-mech units are automatically successful. If the opponent is a ‘mech, upon entering the opponent’s hex, make a PSR. If successful, you enter their hex but must leave it by the end of the movement phase. If you cannot leave the opponent’s hex by the end of the move phase, you are ejected into the hex you moved into the opponent’s hex from, and must make a PSR at +2 or be knocked prone (including taking falling damage and potential pilot damage). If the PSR fails, you spend the MPs to enter the enemy’s hex, but fail to do so. You may continue to move with remaining MPs, but cannot attempt to bull rush the same opponent this turn.

Hot Dog: Reduce by 1 movement penalties for heat.

The Sweat helps me see better: Subtract 2 from positive heat penalties to hit. This means that at 8 heat, you have a -1 to hit bonus, at 13 heat the to-hit modifier becomes +0, at 17 it becomes +1, etc.



Background: Erika Frost (Steelheart) is the daughter of General Stephen “Lefty” Frost. Erika was a fine, if not exceptional, member of the class of 3022 of the Nagelring. She was immediately posted to the 10th Lyran Guards despite her lackluster performance. Many members of the guards assumed that her position was due to her father’s position in the LCAF. After one too many fistfights caused by another member of the 10th questioning her position, Erika was “other than honorably” discharged. She left the commonwealth and went to prove herself on the mercenary world of Galatea.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Commando COM-1B**

Movement Points: **25** Tonnage: **25**

Walking: **6** Tech Base: **Inner Sphere**
(Intro)

Running: **9** Era: **Succession Wars**

Jumping: **0**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	CT	2	2 [M.C.S]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

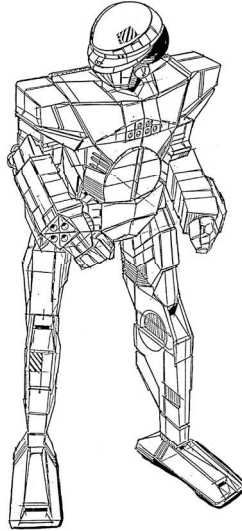
Cost: **BV: 616 Adj: 813**

WARRIOR DATA

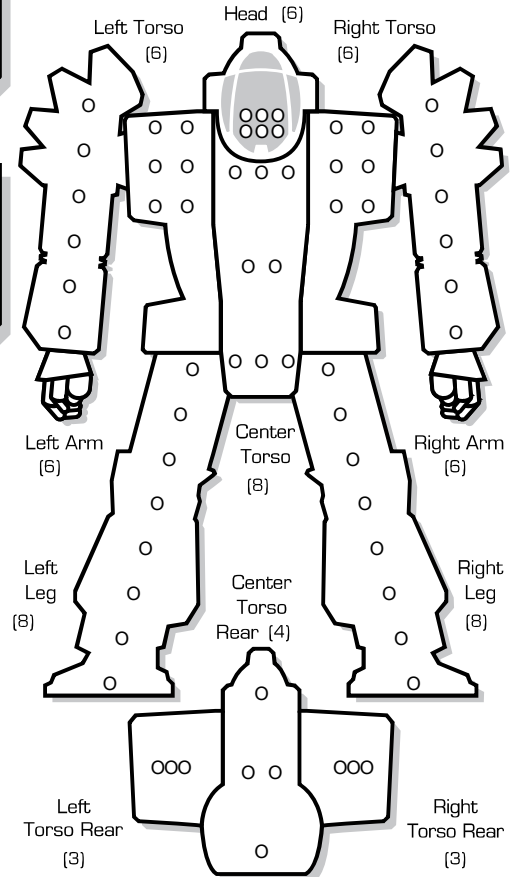
Name: **Steelheart**

Gunnery Skill: **3** Piloting Skill: **4**

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
- Hand Actuator
- Medium Laser
- Roll Again

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

Left Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - SRM 2
 - Roll Again

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

Right Arm

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

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

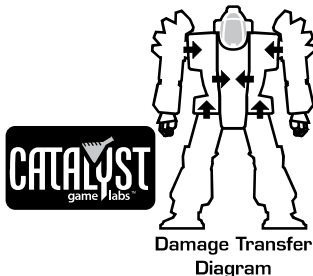
Right Torso

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

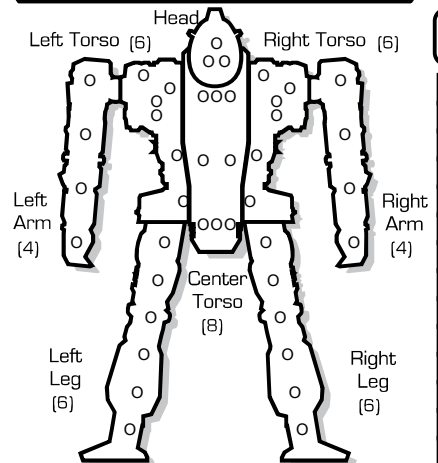
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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
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



Callsign: Tomorrow **Name:** Melinda Archer **Faction:** Federated Suns

Mech: Valkyrie VLK-QA **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Tactical Genius: Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.

Call them Out: At the beginning of any initiative phase, you may force a specific enemy unit that has not already moved to move that phase. Usable three times per scenario, but only once per turn.

Cluster Hitter: Apply a +2 bonus to cluster rolls

Nice Grouping: After rolling the first location for a cluster weapon, you may choose to cluster the remaining damage groups. Roll 2d6. On a 6, 7 or 8, all remaining damage is applied to the first location. Otherwise, resolve remaining damage normally.



Background: Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-QA

Movement Points: 5
Walking: 5
Running: 8
Jumping: 5

Tonnage: 30
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

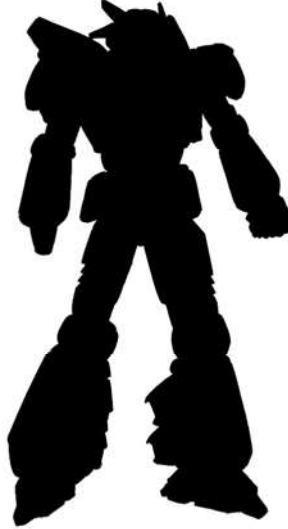
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/MSL [M.C.S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

Cost: BV: 723 Adj: 954

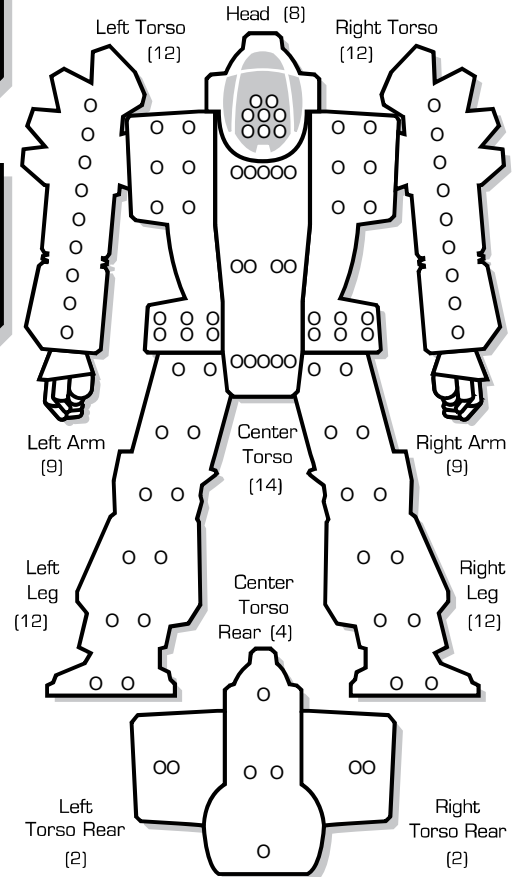
WARRIOR DATA

Name: Tomorrow
Gunnery Skill: 3 Piloting Skill: 4

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
 - Hand Actuator
- 1-3
- Roll Again
 - Roll Again

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

- Heat Sink
 - Heat Sink
 - LRM 10
 - LRM 10
 - Roll Again
 - Roll Again
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Jump Jet
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Ammo [LRM 10] 12
 - 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

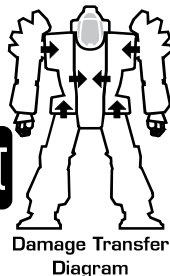
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

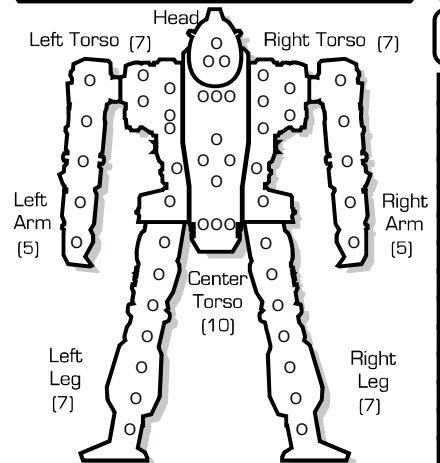
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11)
30	Shutdown	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	○ ○

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