

# BATTLETECH™

## MISSIONS

**Mission 3025-04: Have fun stormin' the castle!**  
**Outside of Shelby City, Memphis, Crucis March, Federated Suns**  
**July 8, 3025**  
**Pilot Skill: 4-5**

Okay boys, listen up! We've managed to track those pirates back to their base, and it's not what we expected. Instead of a dropship it appears as though the pirates have been staging out of an old star league era fort of some sort. Most of their 'mechs have already been destroyed, but they do still have some conventional forces, and they may still have a 'mech or two.

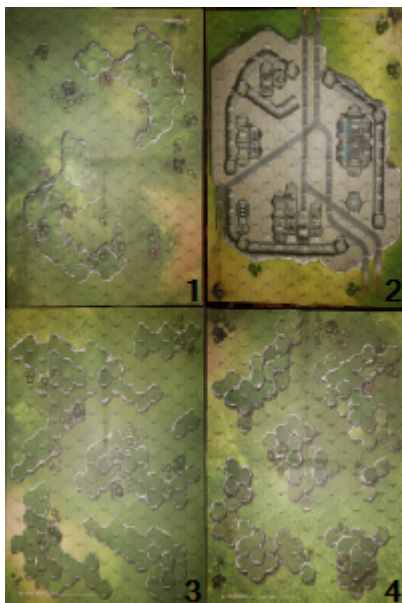
This attack is going to be at night, with the hopes of catching the pirates off guard. We'd really like to get into that fort quickly, as we're pretty sure from all of the evidence that we've gathered so far that something funny is going on. If you can get in there fast enough, we can hopefully prevent them from destroying all of the evidence about what they've been up to. Each of your mechs will be outfitted with a special searchlight that you can use to illuminate a target. Be careful, however, as they act like pretty powerful beacons pointing at you as well.

**Map:** This mission takes place at an old abandoned Star League era base. As such, there should be an obvious fortification with two or more road access entryways.

If using the recommended maps, make the following modifications:

All of the walls (but not turrets) should be level 2 (instead of level 3). There are slight rises behind the walls allowing vehicles to sit behind the wall while "Hull Down" and fire across.

**Floodlights:** The pirates have installed floodlights on the walls in hexes 1501, 0504, and 0912. See below.



### Recommended Maps:

- 1: Open Terrain 2
- 2: Forward Base
- 3: Rolling Hills 2
- 4: Foothills 2

**Setup:** The Pirate forces set up on the map, while the heroes enter from the far map edge from the fortress.

### Special Rules

**Nighttime:** This game takes place at night. Attacks are at +2 to hit. However, any unit may, during the “Declare fire” phase declare that they are turning their searchlight on, and they may declare a target within 30 hexes. This eliminates the +2 penalty for both the mech with the searchlight and his target. Unlit infantry do not count as being “In the open” for damage purposes if they are not lit.

**Floodlights:** In addition to any ‘mechs they have, the Pirates also have three searchlights, mounted on the wall of the fortress. If the pirates use these to target a ‘mech, and other ‘mech that hasn’t declared its target yet may target them. They are small targets (+1 to hit), but immobile (-4 to hit). They have a CF of 10. Finally, on any turn after they’ve spotted the PCs, the pirates can turn the lights on in the base. That will eliminate the nighttime penalty for any targets inside the base (including the walls). This is done during at the beginning of the “Declare Fire” phase.

**Be Vewy Vewy Quiet:** The pirates don’t know the players are coming. Until the alarm is raised, the pirates may or may not notice them. At the end of every movement phase, the pirates may attempt to locate the heroes. They will get a separate roll for each hero unit. The TN for this roll is 12 or higher on 2d6. However, the following modifiers apply:

Effect	Modifier
Mech within 24 hexes of wall	-2
Mech within 16 hexes of wall	-4
Mech within 8 hexes oif wall	-6
Mech Ran	-2
Mech Jumped	-6 (It's hard to miss)
Per hex of woods between mech and closest spot on wall	+1
LOS to the 'mech is completely blocked	+4 (ignore woods)

Until the pirates notice the heroes, they will not move or take any firing actions. During any turn in which the pirates haven’t noticed the heroes, they will be immobile. During the turn in which they notice the heroes they will be able to fire, but with a +2 to hit penalty to signify their confusion.

If any hero enters the fortress they will be immediately noticed. Any hero mech that has not been noticed cannot be attacked.

**I'm not getting near that thing! (Optional):** If you have new players, or don't want to deal with the complexity of anti-mech attacks, remove the Anti-Mech skill from the Pirate Infantry.

### OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Jagermech	JM6-S	3039 pg 233	901	5,232,424
Shadow Hawk	SHD-2H	3039 pg 465	1064	4,539,382
Urbanmech	UM-R60	3039 pg 165	504	1,471,925
Scorpion Light Tank	Standard	3039 pg 61	306	N/A
Striker Light Tank	Standard	3039 p 85	564	N/A
Ballistic Rifle Infantry		3085 TCE p 331	81	N/A
Bulldog Medium Tank	Standard	3039 pg 115	605	N/A

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

### 2000-2500 (2249 Total)

Shadow Hawk SHD-2H (4/5), Urbanmech UM-R60 (4/5), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8)

**2500-3000 (2737 Total)**

Shadow Hawk SHD-2H (4/5), Urbanmech UM-R60 (3/4), Scorpion Light Tank Standard (4/5), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5)

**3000-3500 (3301 Total)**

Shadow Hawk SHD-2H (4/5), Urbanmech UM-R60 (3/4), Scorpion Light Tank Standard (4/5), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2)

**3500-4000 (3786 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (4/5), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2)

**4000-4500 (4212 Total)**

Shadow Hawk SHD-2H (4/5), Urbanmech UM-R60 (3/4), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Bulldog Medium Tank Standard (4/5)

**4500-5000 (4687 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (4/5), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Jagermech JM6-S (4/5)

**5000-5500 (5292 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (4/5), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Jagermech JM6-S (4/5), Bulldog Medium Tank Standard (4/5)

**5500-6000 (5741 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (3/4), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Jagermech JM6-S (3/4), Bulldog Medium Tank Standard (4/5)

**6000-6500 (6185 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (4/5), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Jagermech JM6-S (3/4), Bulldog Medium Tank Standard (4/5) (x2)

**6500-7000 (6734 Total)**

Shadow Hawk SHD-2H (3/4), Urbanmech UM-R60 (3/4), Scorpion Light Tank Standard (4/5) (x2), Ballistic Rifle Infantry (4/8) (x2), Striker Light Tank Standard (4/5) (x2), Jagermech JM6-S (3/4), Bulldog Medium Tank Standard (3/4) (x2)

**Mission Objectives:** The PCs want to evict the Pirates from their base, and they want to do so quickly, so the Pirates aren't able to destroy all evidence of why they are on Memphis. A Pirate 'mech is considered "evicted" if it is destroyed or crippled, or if it is not inside the base (or on its walls) at the end of the scenario. A 'mech is considered crippled if it is missing a side torso or a leg. A vehicle is considered crippled if it can no longer move **or** fire.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)	350,000	250,000	100,000
Succeed in <= 16 Turns	+100,000	+100,000	+100,000
Any intact pirate 'mechs or vehicles remain in the base (Players Lose)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)	15	5
Any intact pirate 'mechs or vehicles remain in the base (Players Lose)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

#### Scorpion Light Tank (std)

*Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!*

Scotty was able to salvage one of the Scorpion tanks. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Scorpion tank is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 32,000 C-Bills. If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Jagermech JM6-S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Inner Sphere  
(Intro)

Era: Star League

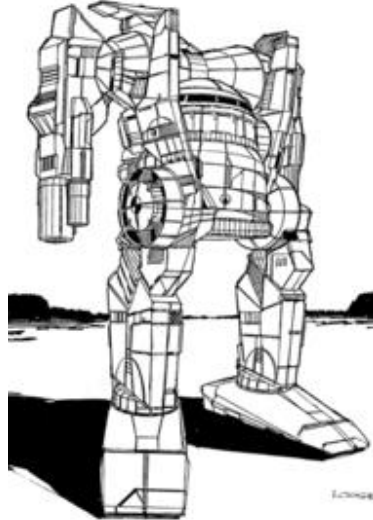
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



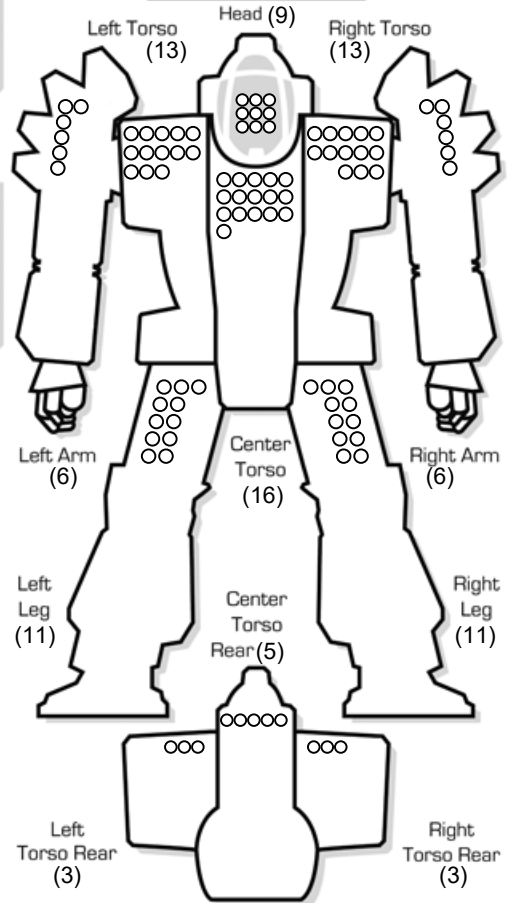
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Autocannon/2	LA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 5,232,424 CBills

BV: 901

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

1-3

4-6

#### Left Torso

- Medium Laser
- AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### 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

1-3

#### Center Torso

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

1-3

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

1-3

4-6

#### Right Torso

- Medium Laser
- AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

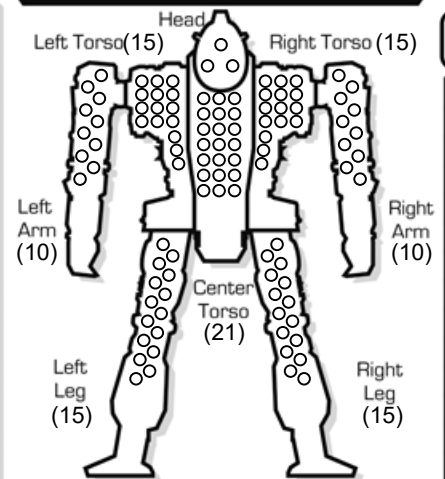
1-3

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

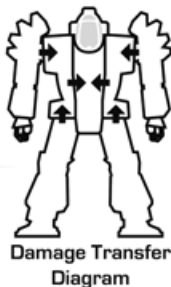


### HEAT DATA

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: Shadow Hawk SHD-2H

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Tonnage: 55

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

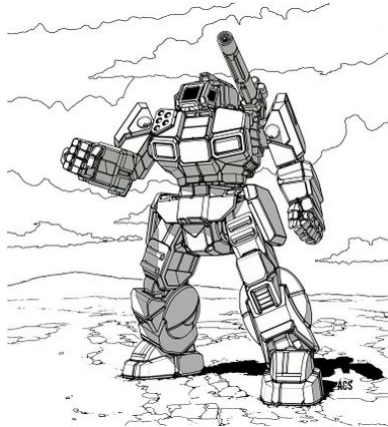
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

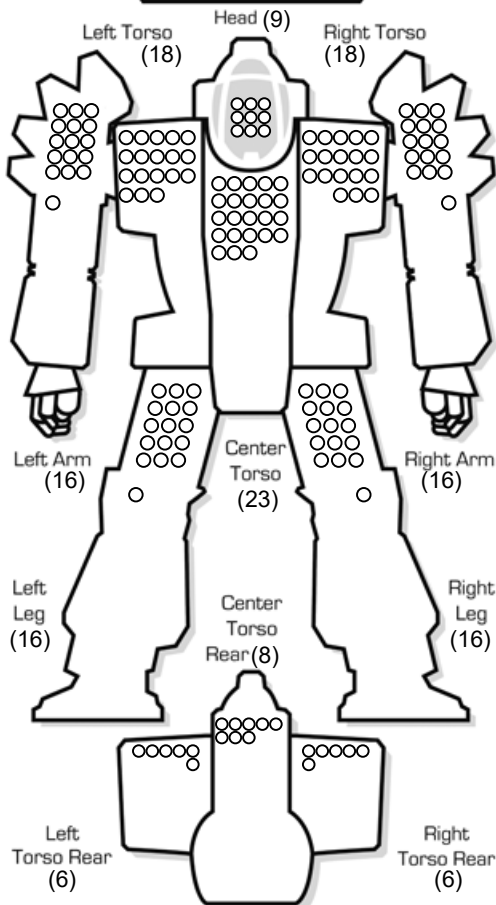
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	H	2	2[Msl,C2/2 [M.C.S]	-	3	6	9
1	LRM 5	RT	2	1[Msl,C5/5 [M.C.S]	6	7	14	21
1	Autocannon/5	LT	1	5[DB,S]	3	6	12	18
1	Medium Laser	RA	3	5[DE]	-	3	6	9

Cost: 4,539,382 CBills

BV: 1064



### 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

4-6

#### Left Torso

- JumpJets
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- AC/5 Ammo (20)

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
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- JumpJets
- SRM 2 Ammo (50)

4-6

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

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

4-6

#### Right Torso

- Heat Sink
- JumpJets
- LRM 5
- LRM 5 Ammo (24)
- Roll Again
- Roll Again

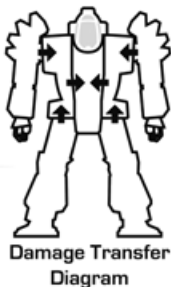
1-3

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

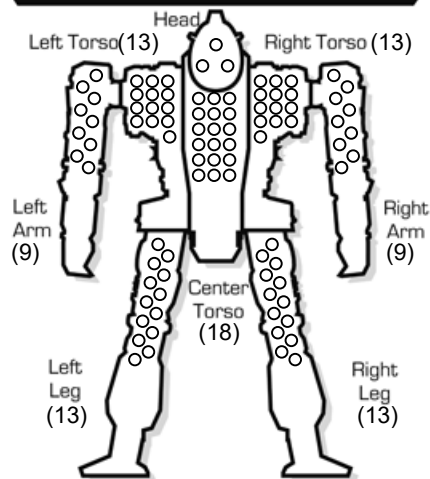
4-6

#### Right Leg

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

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: **Urbanmech UM-R60**

Movement Points:

Walking: **2**  
Running: **3**  
Jumping: **2**

Tonnage: 30

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

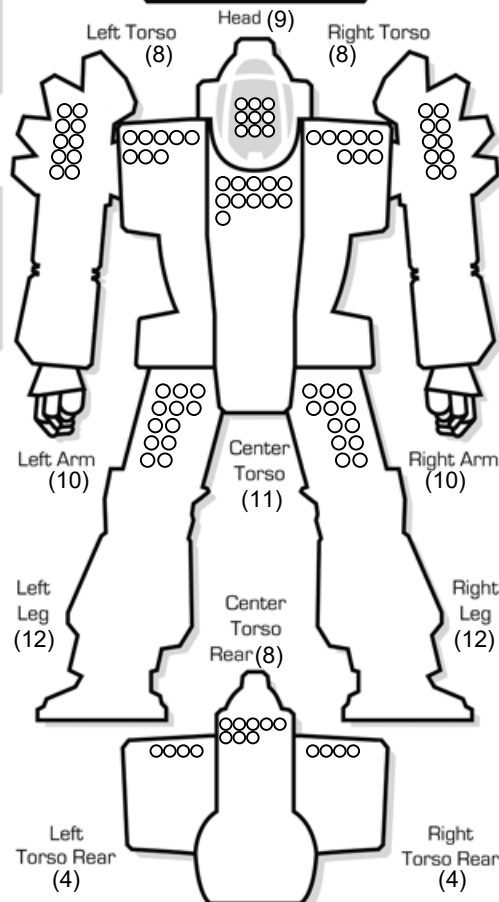
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Small Laser	LA	1	[DB,S] 3 [DE]	-	1	2	3

Cost: 1,471,925 CBills

BV: 504



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
- 1-3
3. Small Laser
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
- 1-3
3. Autocannon/10
  4. Autocannon/10
  5. Autocannon/10
  6. Autocannon/10

#### Center Torso

1. Fusion Engine
  2. Fusion Engine
- 1-3
3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro

- 4-6
1. Autocannon/10
  2. Autocannon/10
  3. Autocannon/10
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Left Torso

1. Heat Sink
  2. Heat Sink
- 1-3
3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

- 4-6
1. Gyro
  2. Fusion Engine
  3. Fusion Engine
  4. Fusion Engine
  5. JumpJets
  6. JumpJets

#### Right Torso

1. Heat Sink
  2. Heat Sink
- 1-3
3. AC/10 Ammo (10)
  4. Roll Again
  5. Roll Again
  6. Roll Again

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

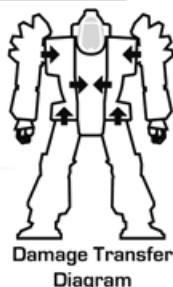
- 4-6
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Left Leg

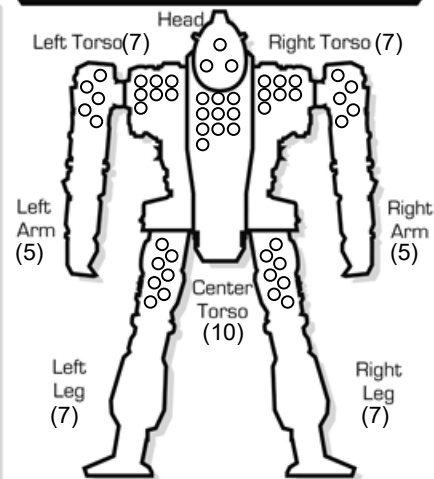
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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
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2
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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	T	5 [DB,S]	3	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 100, [AC/5] 20

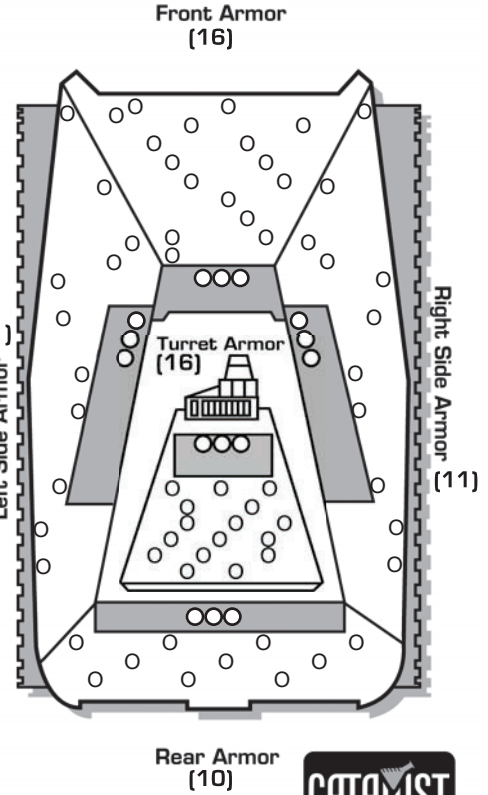
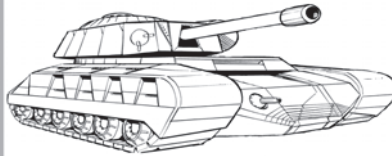
Cost: BV: 306

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit:** +1 **Driver Hit:** +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:** Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	T	5 [DB,S]	3	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 100, [AC/5] 20

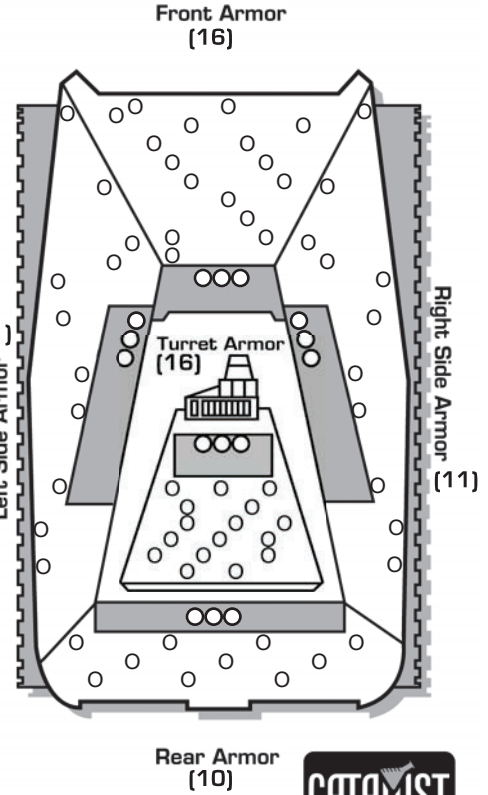
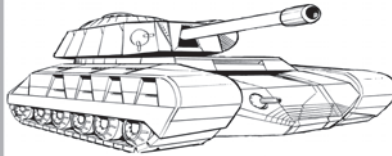
Cost: BV: 306

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit:** +1 **Driver Hit:** +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:** Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Striker Light Tank

Movement Points: **Tonnage:** 35  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Succession Wars  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 30, [LRM 10] 12

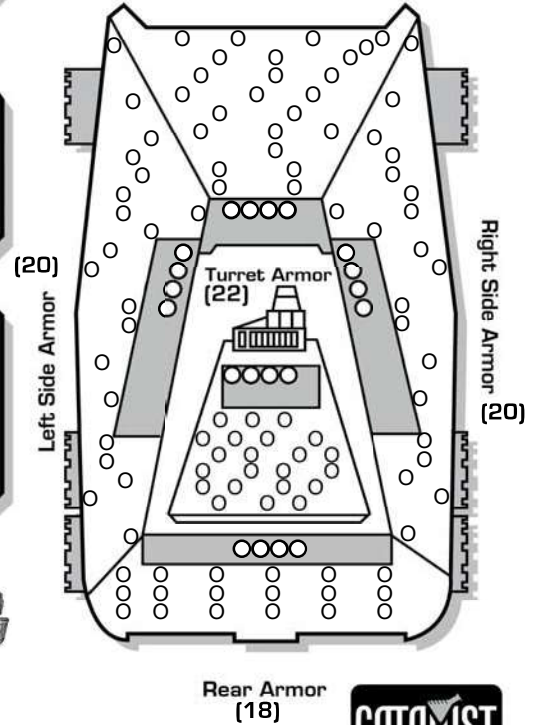
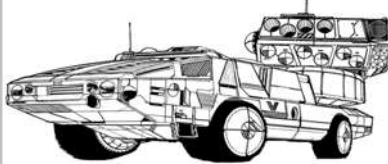
Cost: BV: 564

### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit  +1 Driver Hit  +2  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank

Movement Points: **Tonnage:** 35  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Succession Wars  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 30, [LRM 10] 12

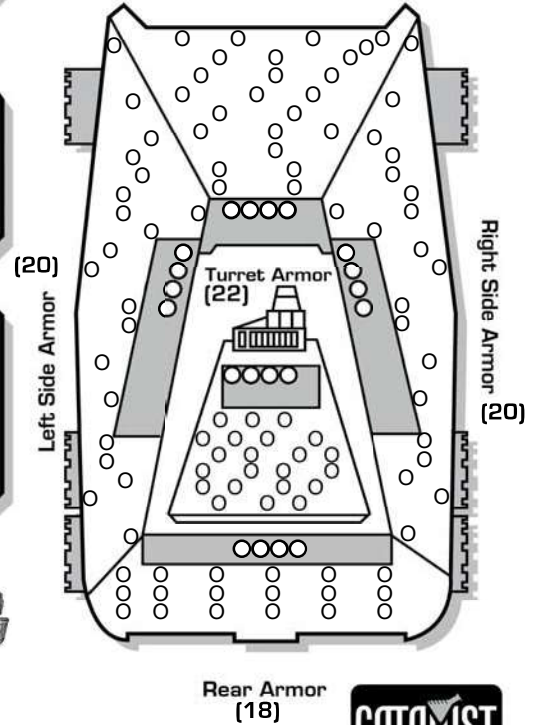
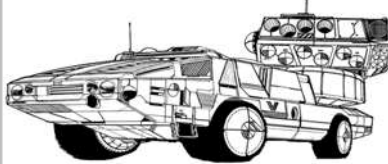
Cost: BV: 564

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 1

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-'Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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		
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1		
*Damage is always applied in 2-point Damage Value groupings																															
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																															
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21									
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A
Disposable Weapon:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-'Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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		
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1		
*Damage is always applied in 2-point Damage Value groupings																															
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																															
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21									
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A
Disposable Weapon:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-'Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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		
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1		
*Damage is always applied in 2-point Damage Value groupings																															
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																															
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21									
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A
Disposable Weapon:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-'Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

Notes:

None

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		
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1		
*Damage is always applied in 2-point Damage Value groupings																															
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																															
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21									
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A
Disposable Weapon:	N/A										Ammo:	N/A										Disposable Weapon:	N/A							Ammo:	N/A

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A



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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)  
 Flank: 6 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

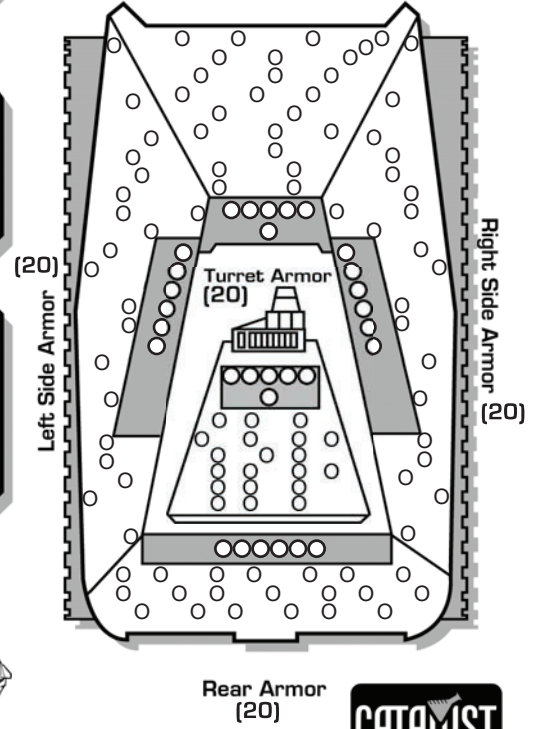
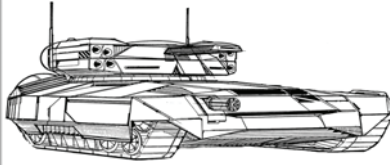
Cost: BV: 605

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)  
 Flank: 6 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

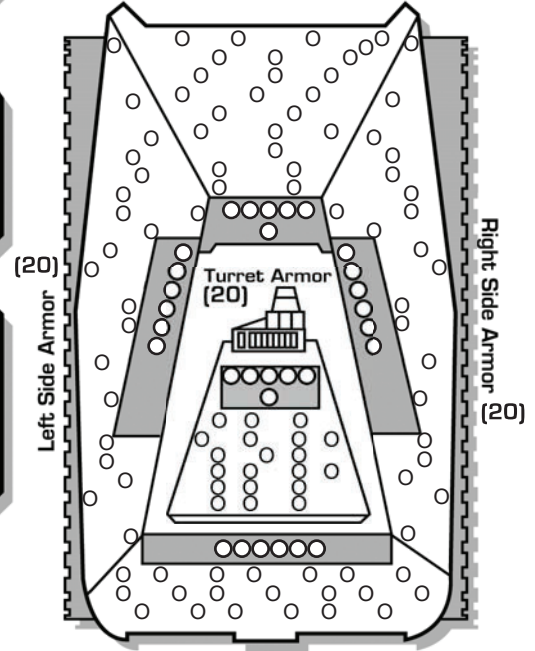
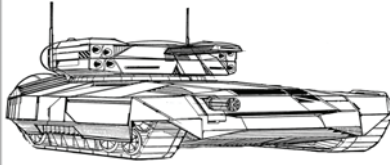
Cost: BV: 605

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
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2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WiGE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

### Mission Results

- Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)
- Succeed in <= 16 Turns (+100,000 C-Bills)
- Any intact pirate 'mechs or vehicles remain in the base (Players Lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)

### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

*Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!*

Scotty was able to salvage one of the Scorpion tanks. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Scorpion tank is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 32,000 C-Bills. If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

It's frightening how quickly Sarge's commandos arrive on the base. In fact, you're pretty confident they must have been running behind you the whole time - that's the only way they could have gotten here that fast. Within seconds of the last pirate dropping they've blown the locks on maybe three different buildings and have stormed inside. You hear assault rifles barking over your communicators, but only briefly.

Your orders were pretty simple. Take and hold the base. Well, you've taken it, so that part's done.

Now you've got to hold it. Shouldn't be too bad, right? I mean, the pirates are all dead, aren't they?

You get your answer maybe fifteen minutes later. Captain Lucius comes over the radio: "Okay boys, listen up. It looks like things just went from peachy to crappy in less time than it takes a green Jenner pilot to overheat and blow his ammo. These guys weren't pirates - they were some sort of down-on-their-luck mercenaries, which would be fine, except for the fact that it looks like they were hired by the same person that hired us to defend this place, Lord Stephenson. We're still trying to pry exactly why he hired two groups of mercs to fight each other, but it looks like some kind of play designed to make the government back on New Avalon look either unwilling or unable to help defend them."

"Only problem is that, they must know that we've probably figured that out. If we're lucky they'll leave it at that and only claim we've broken contract or something. Far more likely, however, is that they'll need to clean up their mess - which means they'll probably have a contingency force coming here to 'deal' with us. So get ready. It looks like we'll be defending this fort, possibly before sunup"

# BATTLETECH™

## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

### Mission Results

- Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)
- Succeed in <= 16 Turns (+100,000 C-Bills)
- Any intact pirate 'mechs or vehicles remain in the base (Players Lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
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### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
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### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

*Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!*

Scotty was able to salvage one of the Scorpion tanks. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Scorpion tank is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 32,000 C-Bills. If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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# BATTLETECH™

## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

### Mission Results

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- Pilot Killed

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

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### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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You get your answer maybe fifteen minutes later. Captain Lucius comes over the radio: "Okay boys, listen up. It looks like things just went from peachy to crappy in less time than it takes a green Jenner pilot to overheat and blow his ammo. These guys weren't pirates - they were some sort of down-on-their-luck mercenaries, which would be fine, except for the fact that it looks like they were hired by the same person that hired us to defend this place, Lord Stephenson. We're still trying to pry exactly why he hired two groups of mercs to fight each other, but it looks like some kind of play designed to make the government back on New Avalon look either unwilling or unable to help defend them."

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# BATTLETECH™

## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

### Mission Results

- Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)
- Succeed in <= 16 Turns (+100,000 C-Bills)
- Any intact pirate 'mechs or vehicles remain in the base (Players Lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)

### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

*Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!*

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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Now you've got to hold it. Shouldn't be too bad, right? I mean, the pirates are all dead, aren't they?

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## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

### Mission Results

- Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)
- Succeed in <= 16 Turns (+100,000 C-Bills)
- Any intact pirate 'mechs or vehicles remain in the base (Players Lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
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### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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### Mech Status

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- Mech Severely Damaged
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### Pilot Status

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

### Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
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### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

**Scorpion Light Tank (std)**

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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## MISSIONS

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

**Mission: 3025-04**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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#### Mission Support:

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

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## MISSIONS

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

**Mission: 3025-04**

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### Salvaged Mechs

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### Additional Rewards

#### Mission Support:

*GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission*

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

# BATTLETECH™

## MISSIONS

**Mission: 3025-04 Debrief**

**Have fun stormin' the castle!**

**Outside of Shelby City, Memphis, Crucis March, Federated Suns**

**July 8, 3025**

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**GM Report**

**Mission 3025-04 - Have fun stormin' the castle!**

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

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

**Venue** \_\_\_\_\_

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

**Salvaged Mechs**

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