BATTLETECH™
MISSIONS

Mission 3025-05: In Crucis March, Castle Storms you!
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 8, 3025
Pilot Skill: 4-5

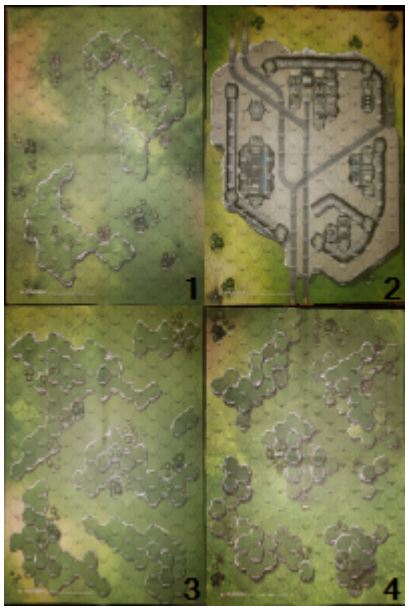
Okay boys, listen up! It seems like we managed to stir up quite the hornet's nest by getting here when we did. It looks like Duke Stephenson hired the pirates who have been plaguing this planet and then hired us to take the fall for it. Unfortunately, right now that makes us a loose end, one that his grace has decided to tie up.
Remember those arms we found in his shipping container? Yeah, it looks like he's been building up a private army of some sort, and more importantly, it looks like at least part of that private army is heading straight for you. We've managed to identify a small mixed unit on its way to the fortress, and the Duke has stopped answering our calls. Looks like we've really stepped in it this time.
Your job is simple: Hold the fortress and destroy as much of the incoming force as possible. The more of them we destroy, the less we'll have to deal with when we go after that back-stabbing bastard. And I promise you, if there's one thing I can't stand, it's an employer that voids his contract by turning on his mercs.

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 possible, use the same map that you used for mission 3025-04.

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: Our heroes 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 heroes set up on anywhere the map, while the pirates 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: Our heroes have three searchlights, mounted on the wall of the fortress. If our heroes 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). The have a CF of 10.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Dragon	DRG-1N	3039 pg	1125	5,036,800
Phoenix Hawk	PHX-1	3039 pg 456	1041	4,067,540
Wolverine	WVR-6K	3039 pg 467	1248	4,514,194
Jenner	JR7-D	3039 pg	875	3,198,375
Wasp	WSP-1K	3039 pg 450	376	1,615,440
Heavy Tracked APC	SRM	3060 p. 22	266	N/A
Ballistic Rifle Infantry		3085 TCE p. 331	81	N/A

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

2000-2500 (2458 Total)
Ballistic Rifle Infantry (4/5) (x3), Heavy Tracked APC SRM (4/5) (x3), Wasp WSP-1K (4/5), Phoenix Hawk PHX-1 (4/5)

2500-3000 (3005 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Jenner JR7-D (4/5)

3000-3500 (3547 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (4/5), Wasp WSP-1K (4/5)

3500-4000 (4046 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (4/5), Jenner JR7-D (4/5)

4000-4500 (4422 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (4/5), Jenner JR7-D (4/5), Wasp WSP-1K (4/5)

4500-5000 (5035 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (3/4), Jenner JR7-D (3/4), Wasp WSP-1K (4/5)

5000-5500 (5574 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (4/5), Jenner JR7-D (3/4), Wolverine WVR-6K (4/5)

5500-6000 (5950 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (4/5), Phoenix Hawk PHX-1 (4/5), Jenner JR7-D (3/4), Wolverine WVR-6K (4/5), Wasp WSP-1K (4/5)

6000-6500 (6429 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (3/4), Phoenix Hawk PHX-1 (4/5), Jenner JR7-D (4/5), Wolverine WVR-6K (3/4), Wasp WSP-1K (4/5)

6500-7000 (7042 Total)
Ballistic Rifle Infantry (4/8) (x3), Heavy Tracked APC SRM (4/5) (x3), Dragon DRG-1N (3/4), Phoenix Hawk PHX-1 (3/4), Jenner JR7-D (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (4/5)

7000-7500 (7497 Total)
Ballistic Rifle Infantry (4/8) (x4), Heavy Tracked APC SRM (4/5) (x4), Dragon DRG-1N (3/4), Phoenix Hawk PHX-1 (3/4), Jenner JR7-D (3/4), Wolverine WVR-6K (3/4), Wasp WSP-1K (3/4)

Mission Objectives: That's a lot of dudes: The pirates win if they are able to deploy at least 25 troops onto the base and have them enter any building. That would be enough to force our heroes out, since they don't have much of a ground presence there. Buildings can only be entered from inside the base walls.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent the pirates from taking the base (Mission Successful)	350,000	250,000	100,000
Capture/Destroy/Cripple all enemy 'mechs (Bonus Objective)	+100,000	+100,000	+100,000
The Pirates are able to get 25 Infantrymen into the base (Mission Unsuccessful)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent the pirates from taking the base (Mission Successful)	15	5
The Pirates are able to get 25 Infantrymen into the base (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Eagle Eyes: (Limited-Use Bonus) ❑ ❑ ❑

Mark off a box to negate targeting modifiers caused by darkness or a single hex of woods for one turn.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 60
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 10	CT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 5,036,800 CBills **BV:** 1125

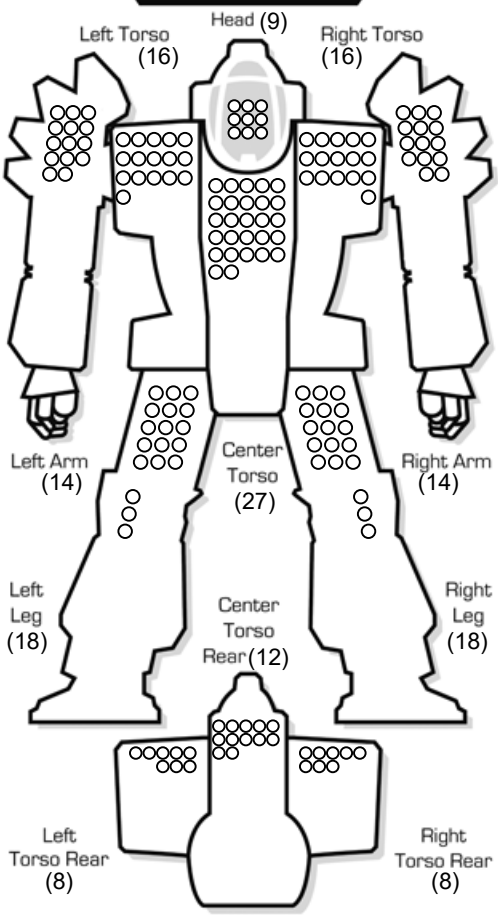
WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

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

Left Torso
1. LRM 10 Ammo (12)
2. LRM 10 Ammo (12)
3. Medium Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

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

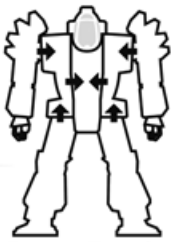
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

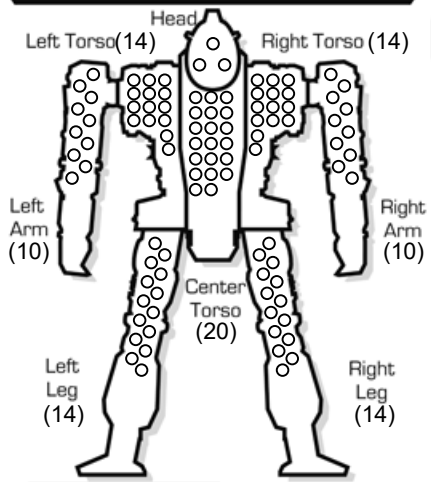
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. AC/5 Ammo (20)
2. AC/5 Ammo (20)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PHX-1

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 45
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

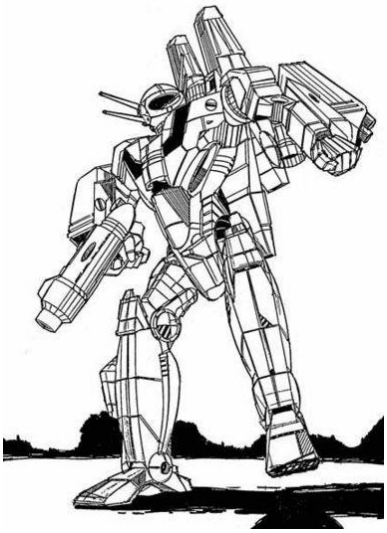
Cost: 4,067,540 CBills **BV:** 1041

WARRIOR DATA

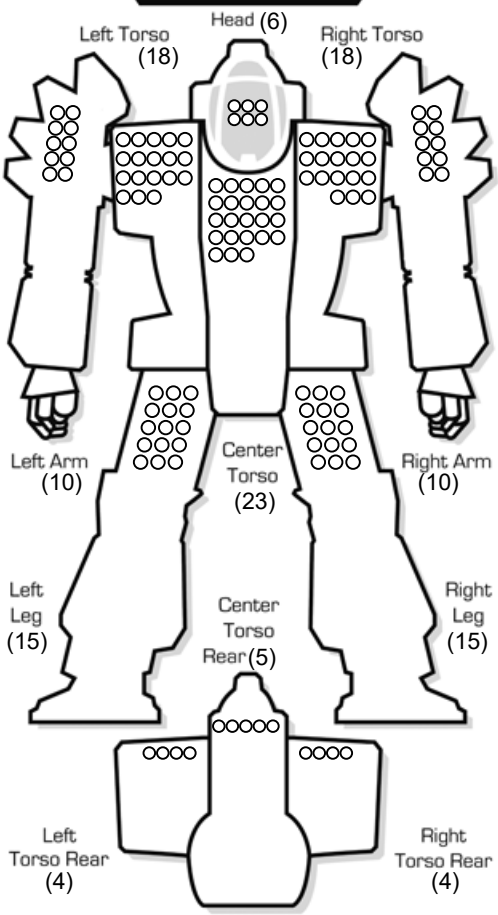
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

1-3

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

Left Torso

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

1-3

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. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

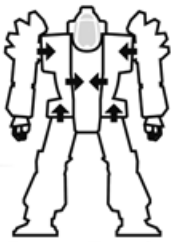
Center Torso

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

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Machine Gun Ammo (200)
6. Roll Again

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

4-6
1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

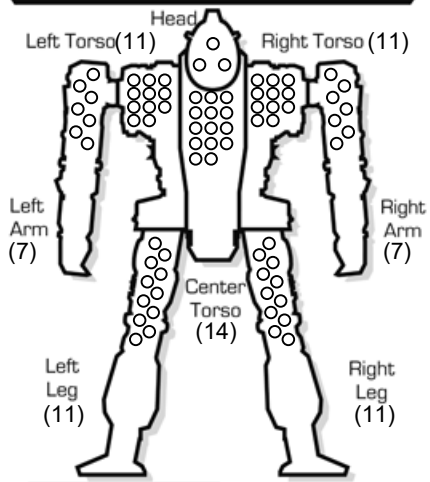
1-3

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6K

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9

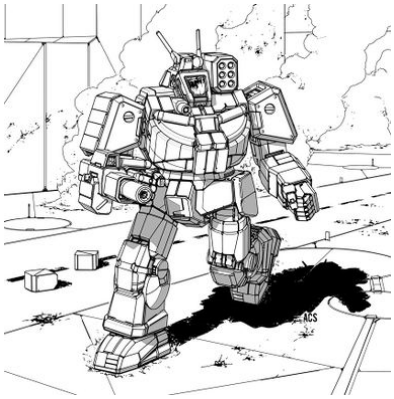
Cost: 4,514,194 CBills **BV:** 1248

WARRIOR DATA

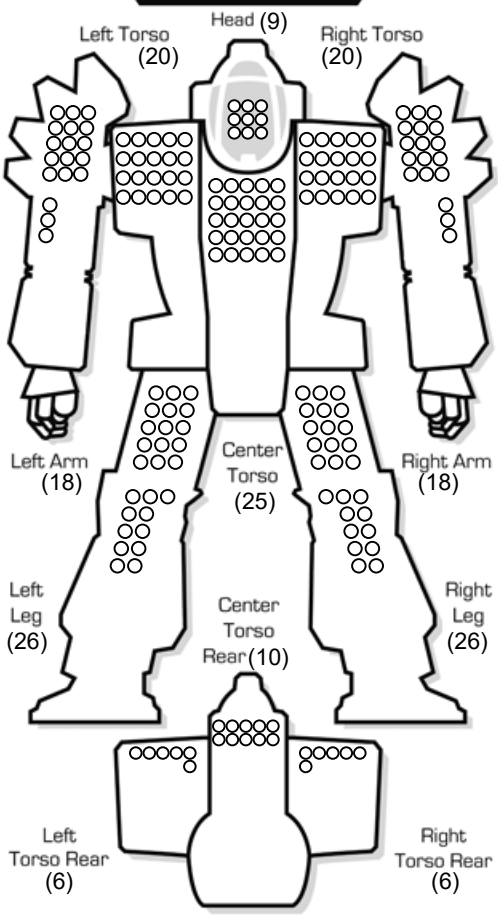
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

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

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. Roll Again

Head

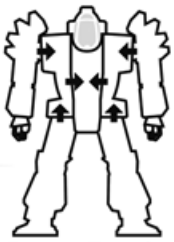
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

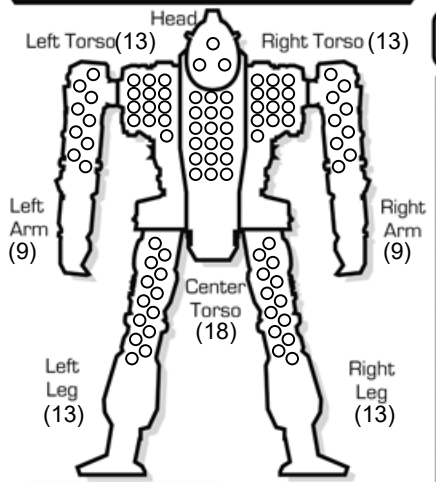
1-3
1. SRM 6 Ammo (15)
2. SRM 6 Ammo (15)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-D

Movement Points:
Walking: 7
Running: 11
Jumping: 5

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

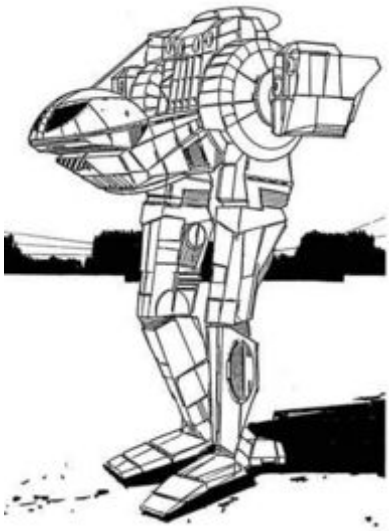
Cost: 3,198,375 CBills **BV:** 875

WARRIOR DATA

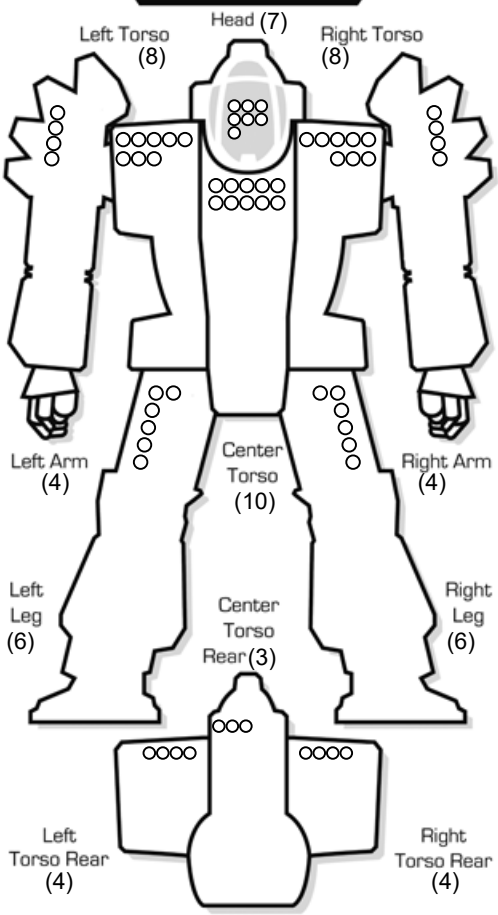
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

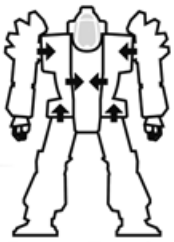
Head

	1. Life Support
	2. Sensors
	3. Cockpit
	4. Roll Again
	5. Sensors
	6. Life Support

Center Torso

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

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm

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

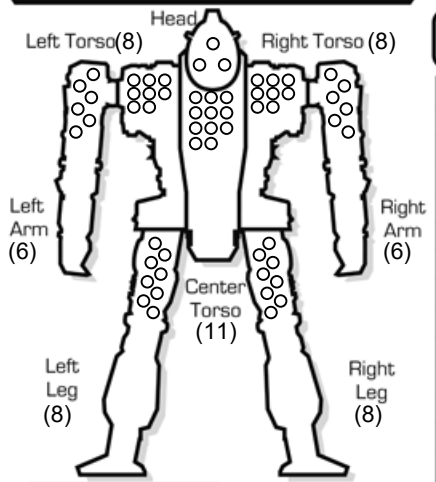
Right Torso

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

Right Leg

	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Roll Again
	6. 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+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1K

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

Cost: 1,615,440 CBills **BV:** 376

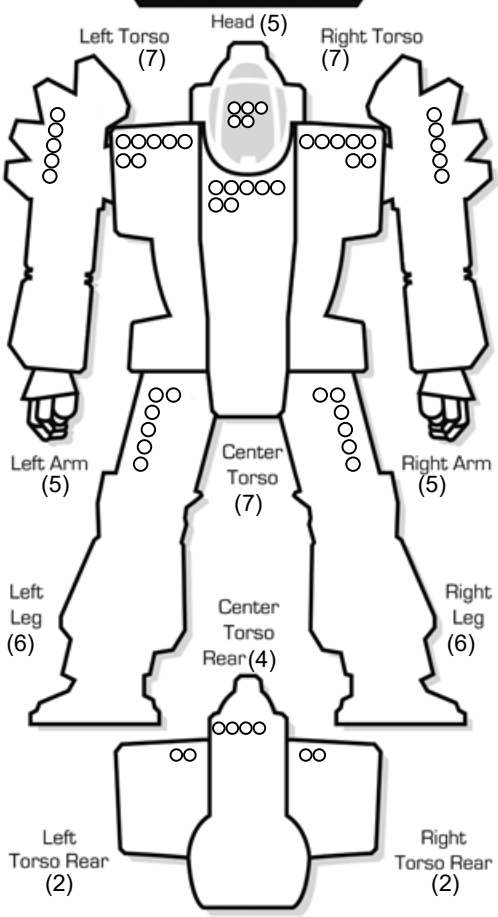
WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. JumpJets
	4. Machine Gun
	5. Machine Gun Ammo (200)
	6. Roll Again
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. JumpJets

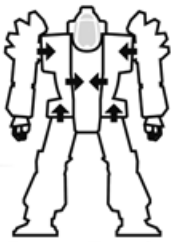
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

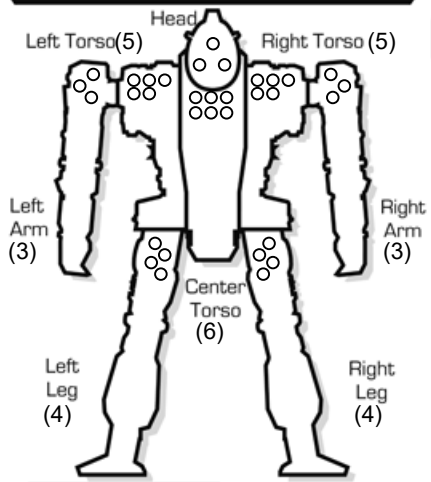
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: 202,000 C-bills **BV:** 266

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

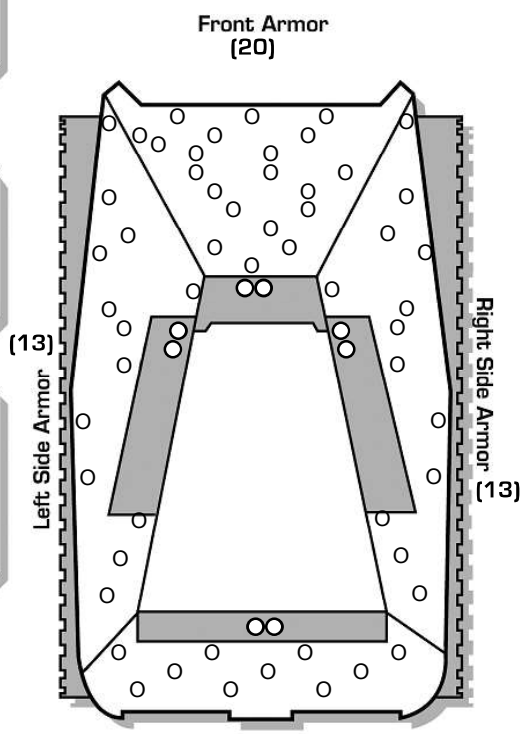
Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: 202,000 C-bills **BV:** 266

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

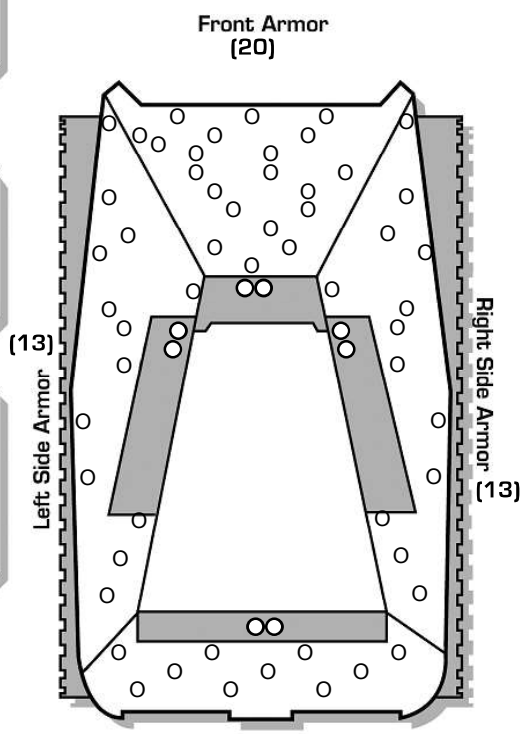
Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: 202,000 C-bills **BV:** 266

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

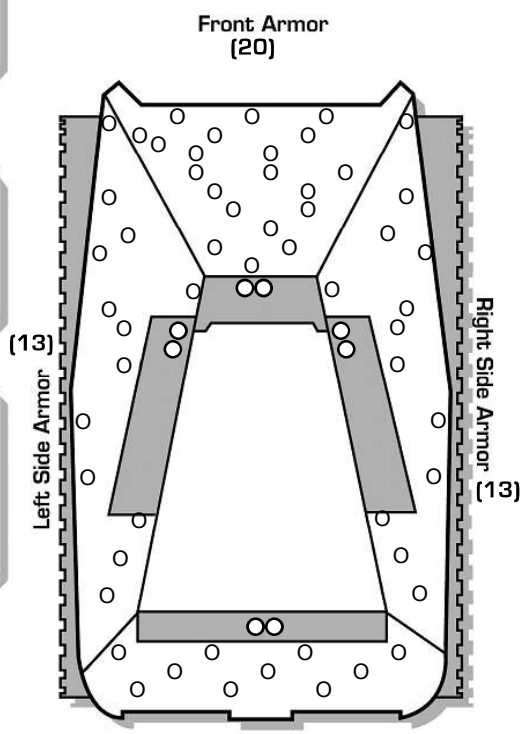
Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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.
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§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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: 202,000 C-bills **BV:** 266

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

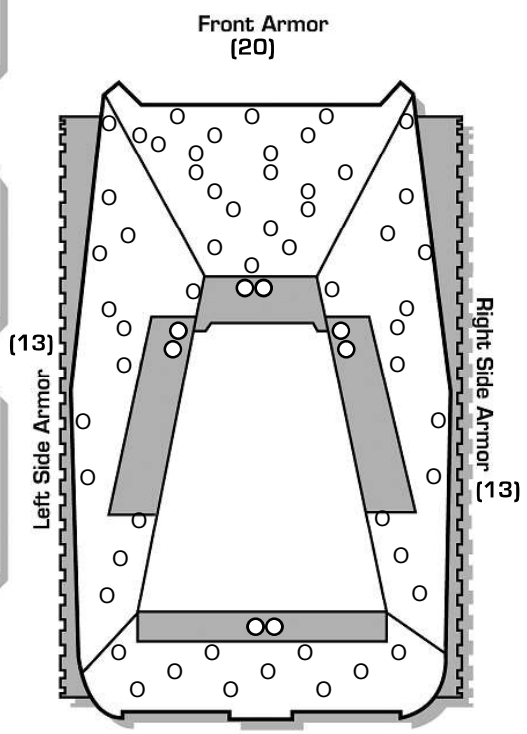
Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
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*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
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BATTLETECH™

FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

FOOT BALISTIC RIFLE INFANTRY PLATOON 1

Armor Type: Flack, Standard **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Max Weapon Damage*:

Notes:
None

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

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 BALISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Max Weapon Damage*:

Notes:
None

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

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 BALISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Max Weapon Damage*:

Notes:
None

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

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 BALISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Max Weapon Damage*:

Notes:
None

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

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

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BV: 81 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
Movement MP: N/A **Type:** N/A

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BATTLETECH™
MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-05
In Crucis March, Castle Storms you!
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 8, 3025

Mission Results
- ❑ Prevent the pirates from taking the base (Mission Successful)
- ❑ Capture/Destroy/Cripple all enemy 'mechs (Bonus Objective) (+100,000 C-Bills)
- ❑ The Pirates are able to get 25 Infantrymen into the base (Mission Unsuccessful)
- ❑ 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

- ❑ Dragon DRG-1N (5,036,800 C-Bills)
- ❑ Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
- ❑ Jenner JR7-D (3,198,375 C-Bills)
- ❑ Wasp WSP-1K (1,615,440 C-Bills)

Additional Rewards

Eagle Eyes: (Limited-Use Bonus) ❑ ❑ ❑

Mark off a box to negate targeting modifiers caused by darkness or a single hex of woods for one turn.

GM Signature _____ Game Date _____

BATTLETECH™
MISSIONS

Mission: 3025-05 Debrief
In Crucis March, Castle Storms you!
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July 8, 3025

As soon as the dust clears, Sarge looks up from his bunker in your makeshift base. “Well, that was exciting, wasn’t it?”
You’re actually quite surprised at how he manages to look pretty much the same, whether he’s been in a battle for the last few hours, or fresh out of the shower.
“So”, he begins in his usual gruff way. “Notice anything funny about those ‘mechs?”
Of course, you know better than to answer Sarge’s rhetorical questions, so you and the rest of your lancemates are all quiet.
“They’re all Combine designs. No self-respecting Fed pilot rides a dragon, for example. This says to me that these shenanigans go deeper than we thought. I mean, why does the Duke have Snake ‘mechs in his pocket? Something says to me he was hoping to keep these guys quiet and only brought them out in desperation.”
Of course, if he was desperate before, he’s going to be even more desperate now that his gambit has failed...

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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- ❑ Dragon DRG-1N (5,036,800 C-Bills)
- ❑ Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
- ❑ Jenner JR7-D (3,198,375 C-Bills)
- ❑ Wasp WSP-1K (1,615,440 C-Bills)

Additional Rewards

Eagle Eyes: (Limited-Use Bonus) ❑ ❑ ❑

Mark off a box to negate targeting modifiers caused by darkness or a single hex of woods for one turn.

GM Signature _____ Game Date _____

BATTLETECH™
MISSIONS

Mission: 3025-05 Debrief
In Crucis March, Castle Storms you!
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 8, 3025

As soon as the dust clears, Sarge looks up from his bunker in your makeshift base. “Well, that was exciting, wasn’t it?”
You’re actually quite surprised at how he manages to look pretty much the same, whether he’s been in a battle for the last few hours, or fresh out of the shower.
“So”, he begins in his usual gruff way. “Notice anything funny about those ‘mechs?”
Of course, you know better than to answer Sarge’s rhetorical questions, so you and the rest of your lancemates are all quiet.
“They’re all Combine designs. No self-respecting Fed pilot rides a dragon, for example. This says to me that these shenanigans go deeper than we thought. I mean, why does the Duke have Snake ‘mechs in his pocket? Something says to me he was hoping to keep these guys quiet and only brought them out in desperation.”
Of course, if he was desperate before, he’s going to be even more desperate now that his gambit has failed...

BATTLETECH™
MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-05
In Crucis March, Castle Storms you!
Outside of Shelby City, Memphis, Crucis March, Federated Suns
July 8, 3025

Mission Results
- ❑ Prevent the pirates from taking the base (Mission Successful)
- ❑ Capture/Destroy/Cripple all enemy 'mechs (Bonus Objective) (+100,000 C-Bills)
- ❑ The Pirates are able to get 25 Infantrymen into the base (Mission Unsuccessful)
- ❑ 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

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GM Report
Mission 3025-05 - In Crucis March, Castle Storms you!

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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