BATTLETECH MISSIONS

Mission 3025-06: Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025 Pilot Skill: 4-5

Okay boys, listen up! So if there's one thing I really can't stand, it's getting doublecrossed by my employer. What we know so far is that the Duke hired us to come here, ostensibly to help him with a pirate problem that the First Prince apparently wasn't interested in solving. After fighting off the pirates we followed them to their hideout, where we were able to put together that they weren't actually pirates, but instead another mercenary company hired by the duke to raid his own planet!

From what we can tell, it seems that the Duke is making some sort of power play. It's a bit of an open secret that the more remote provinces of the Federated Suns have long held to the notion that they're not held in particularly high regard by New Avalon. Our guess is that Duke Stephenson is hoping to put together a coalition of other disgruntled backwater worlds. His first step is to make the First Prince look ineffectual at defending them while making his (and presumably neighboring) worlds look endangered. Then he makes it look like he's got what he needs to defend them. Only problem is that he hired the wrong Mercs...

Speaking of which - Because he tried to kill us last night, we're no longer bound by our contract. Also, because he tried to kill us last night, we've got a score to settle. I want you guys to go get him to prove that double crossing us is a bad idea. The duke is in Shelby City, roughly here at grid point Beta. Go get him! We're fairly confident that if you can bring him in alive there will be a big reward from the First Prince - he's not known for being terribly friendly towards traitors.

Map: This mission takes place in a city. If possible, use the four "City" maps to the left, but any City will do.



Recommended Maps:

- 1: City Downtown
- 2: City Skyscraper
- 3: City Suburbs
- 4: City Residential

Setup: The Duke and his bodyguards are in the city, waiting for our heroes to arrive. The Duke and his bodyguards set up anywhere on the "Skyscraper" map. The Players' "Home Edge" is the bottom side of the "Suburbs" map (Bottom Left). Player units enter on their "Home Edge" on turn 1.

Special Rules

GMs Note: Unlike most scenarios, the players are not made aware of the scenario rules at the beginning.

Get Him!: The Duke is piloting the Warhammer. If the Duke's mech is destroyed or surrenders, then the Duke's companions will all surrender. The Duke is fundamentally a coward, and will surrender if his 'mech has lost a leg or both arms.

Taking the Hit: Each non-Warhammer 'mech among the Duke's forces has the ability to force a single enemy 'mech to shoot at them instead of the Duke's 'mech. This ability can only be used if the companion 'mech is a valid target (with a To-Hit number of 12 or less) and is at least as close to the shooter as the Duke's 'mech. Each non-warhammer unit may only use this ability once during the scenario.

Shhhh!: All infantry bases use Hidden Initial Placement rules. The players should not be aware of them until they reveal themselves.

OPFOR

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Name	Variant	Reference	BV (4/5)	Cost
Warhammer	WHM-6D	3039 pg 490	1471	5,945,183
Enforcer	ENF-4R	3039 pg 206	1032	3,536,874
Blackjack	BJ-1	3039 pg 193	949	3,147,225
Valkyrie	VLK-QA	3039 pg 453	723	2,205,320
Hornet	HNT-152	3039 pg 407	475	1,281,100
Wasp	WSP-1D	3039 pg 449	403	1,638,240
Ballistic Rifle Infantry		3085TCE pg 331	81	N/A

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

2000-2500 (2153 Total)

Warhammer WHM-6D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/8) (x3)

2500-3000 (2735 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x2), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5)

3000-3500 (3350 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x3), Valkyrie VLK-QA (4/5), Blackjack BJ-1 (4/5)

3500-4000 (3753 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x3), Valkyrie VLK-QA (4/5), Blackjack BJ-1 (4/5), Wasp WSP-1D (4/5)

4000-4500 (4297 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Blackjack BJ-1 (4/5)

4500-5000 (4730 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (4/5), Blackjack BJ-1 (3/4)

5000-5500 (5377 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (4/5), Blackjack BJ-1 (4/5), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

5500-6000 (5707 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (3/4), Blackjack BJ-1 (4/5), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

6000-6500 (6140 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (3/4), Blackjack BJ-1 (3/4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

6500-7000 (6715 Total)

Warhammer WHM-6D (3/4), Enforcer ENF-4R (3/4), Blackjack BJ-1 (3/4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (3/4), Ballistic Rifle Infantry (4/8) (x4)

7000-7500 (7287 Total)

Warhammer WHM-6D (3/4), Enforcer ENF-4R (3/4), Blackjack BJ-1 (2/3), Valkyrie VLK-QA (3/4), Wasp WSP-1D (3/4), Hornet HNT-152 (3/4), Ballistic Rifle Infantry (4/8) (x4)

Mission Objectives: Dead or Alive, you're coming with us: The players really want to bring the Duke in alive so that the First Prince can ask him some very pointed questions. If that's not possible, then killing the duke is acceptable. The Duke is captured if he surrenders or if he survives ejecting from his 'mech. Additionally, if the Duke is unconscious at the end of the scenario then he is considered to have been captured as well. The Duke is considered killed if his cockpit is destroyed or if his center torso is reduced to zero structure.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroved
Defeat the Duke (Players Win)	350,000	250,000	100,000
Capture the Duke Alive (Bonus Condition)	+100,000	+100,000	+100,000
The Duke remains Standing (Players Lose)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Defeat the Duke (Players Win)	15	5
The Duke remains Standing (Players Lose)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

First Prince's Favor:

You may purchase a single 'mech off of the Federated Suns' 'mech list as if you were a member of that faction. If you are a already a member of the Federated Suns' faction, you may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns having a lot of their salvage)

You may only use this reward once. Once you have used it, cross it off.

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Warhammer WHM-6D

Movement Points: Tonnage: 70

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Succession Wars Jumping: 0

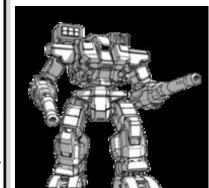
Weapons & Equipment Inventory

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Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Small Laser	LT	1	3 ÎDEÎ	-	1	2	3
1	Medium Laser	RT	3	5 ÎDEÎ	-	3	6	9
1	Small Laser	RT	1	3 įDEį	-	1	2	3

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Cost: 5,945,183 CBills BV: 1471

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- PPC PPC 5.
 - PPC 6.

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

 - 6. Roll Again

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Medium Las 4. Small Laser Medium Laser

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

Left Lea

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator**
- **Heat Sink**
- 6. Heat Sink

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

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

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

- **Heat Sink**
- **Heat Sink** 6.

1. Heat Sink

- 2.
- 1-3 4. Roll Again
 - - 5
 - 6. Roll Again
 - 1.
 - 2.
- 4-6 _{4.}
- - 6. Roll Again

- **Upper Leg Actuator**
- 4.
- 5.
- 6.

Right Arm

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

 - 6. Roll Again

Right Torso

- Medium Laser
- Small Laser
- - Roll Again
- Roll Again
- Roll Again Roll Again
- Roll Again
 - Roll Again 5.

Right Leg

- Hip
- 3. **Lower Leg Actuator**
- **Foot Actuator**
- **Heat Sink**
- **Heat Sink**

INTERNAL STRUCTURE DIAGRAM

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ARMOR DIAGRAM Head (9)

Center

Torso

(34)

Center

Torso

Rear(10)

88800

Right Torso

Right Arm

Right

Leg

(30)

Right

Torso Rear

(8)

Heat

Scale

30

29

28

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

16

15*

14

13*

(22)

 $(2\overline{2})$

Left Torso

Left Arm

Left

Leg

(30)

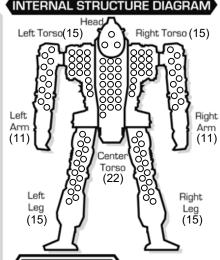
Left

Torso Rear

(8)

(22)

(22)



HEAT DATA

Heat Sinks: Heat. Effects 20 (20) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 00 24 +4 Modifier to Fire 00

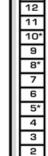
23 Ammo Exp. avoid on 6+ 22 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+

Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire -1 Movement Points



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'MECH RECORD SHEET

MECH DATA

Type: Enforcer ENF-4R

Movement Points: Tonnage: 50

Walking: 4

Running: 6

Jumping: 4

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory

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Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser Autocannon/10	LA RA	8	8 [DE] 10	-	5 5	10 10	15 15
1	Small Laser	LT	1	[DB,S] 3 [DE]	-	1	2	3

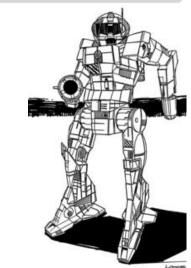
Cost: 3,536,874 CBills

BV: 1032

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Head (9) Left Torso Right Torso (17) $(1\overline{7})$ Center Left Arm Right Arm Torso (14)(14)(23)Right Left Center Leg Leg Torso (20)(20)Rear(4) 000 000 Left Right Torso Rear Torso Rear (3)(3)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Small Lase 4. Roll Again Small Laser
 - - 5. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again 4-6 3.
- Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets JumpJets

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors Life Support

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

Roll Again

- 6. Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

Right Torso

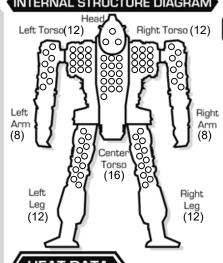
- 1. Heat Sink
- 2. Heat Sink
- AC/10 Ammo (10) 1-3 3. Ao. 10. Roll Again

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

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator** Foot Actuator
- 4. JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM



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	AT DATA		16	;
LELE	AT DATA	$\overline{}$	15	*
Heat		Heat Sinks:	14	*
_evel*		12 (12)	13	*
30	Shutdown	Single	1	-
28	Ammo Exp. avoid on 8+	· • •	12	:
26	Shutdown, avoid on 10+	00	11	Π
25	 –5 Movement Points 	ŏŏ	10	*
24	+4 Modifier to Fire		110	_
23	Ammo Exp. avoid on 6+	o I	9	
22	Shutdown, avoid on 8+	0000000	8	*
20	 4 Movement Points 	Q I	l ⊢,	-
19	Ammo Exp. avoid on 4+	0	╙	
18	Shutdown, avoid on 6+	0	6	
17	+3 Modifier to Fire	0	5	*
15	 3 Movement Points 	0 1	ΙÞ	-
14	Shutdown, avoid on 4+	Ō	4	
13	+2 Modifier to Fire	Ŭ	3	
10	2 Movement Points		1	-

+1 Modifier to Fire

1 Movement Points

|5* |4* |3* 0* 9 8* 7 6 5* 4 3 2

Heat

Scale

30

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28

27

26*

25*

24*

23*

22*

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18*

17'

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Blackjack BJ-1

Movement Points: Tonnage: 45

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: 6

Era: Star League Jumping: 4

Weapons & Equipment Inventory (hexes)

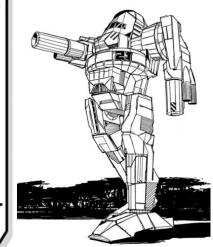
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 1 1	Medium Laser Medium Laser Autocannon/2	LA RA LA	3 3 1	5 [DE] 5 [DE] 2 [DB,S]	- - 4	3 3 8	6 6 16	9 9 24
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser Medium Laser	LT RT	3	5 [DE] 5 [DE]	-	3 3	6 6	9 9

BV: 949 Cost: 3,147,225 CBills

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Head (9) Left Torso Right Torso (15) $(1\overline{5})$ Center Left Arm Right Arm Torso (12)(12)8 (18)Right Left Center Leg Leg Torso (17)(17)Rear(9) 00000 80000 Left Right Torso Rear Torso Rear (6)(6)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} Medium Laser
- Autocannon/2
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again

 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. Medium La Roll Again Medium Laser
 - - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets
- JumpJets

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

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

 - Gyro
 - Fusion Engine 2.
- 3. Fusion Engine
- 4-6 4. Fusion Engine
 - AC/2 Ammo (45)
 - 6. Roll Again

Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

Damage Transfer Diagram

Right Arm

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

 - Roll Again

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- Medium Laser 1-3 4. Roll Again

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

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. Foot Actuator JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30

29

28

27

26*

25*

24*

23*

22*

21

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18*

17'

16

15*

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12

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10*

9 8* 7

6

5*

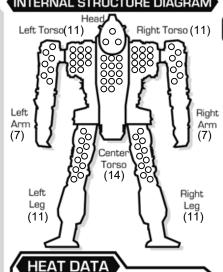
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leat evel*	Effects	Heat Sinks: 11 (11)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	J
26	Shutdown, avoid on 10+	00
25	–5 Movement Points	0
24	+4 Modifier to Fire	-
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	Ō
20	 4 Movement Points 	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	\circ

-3 Movement Points Shutdown, avoid on 4+ 13

+2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Valkyrie VLK-QA

Movement Points: Tonnage: 30

Walking: 5 Tech Base: Inner Sphere (Intro)

Running: 8 Era: Succession Wars Jumping: 5

Weapons & Equipment Inventory (hexes)

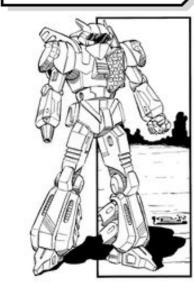
Loc Ht Dmg Min Sht Med Lng Qty Type 1 Medium Laser 1 LRM 10 3 5 [DE] -4 1/Msl,C5/10 6 [M,C,S]

Cost: 2,205,320 CBills **BV**: 723

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM Head (8) Left Torso Right Torso (12) $(1\overline{2})$ Center Left Arm Right Arm Torso (9)(9)(14)Right Left Center Leg Leg Torso (12)(12)Rear(4) 00 00 Left Right Torso Rear Torso Rear (2) (2)Heat

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ^{3.} Lower Arm Actuator
 - **Hand Actuator**
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again

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

Left Torso

- 1. Heat Sink
- Heat Sink
- 1-3 3. LRM 10 LRM 10
- - 5. Roll Again
 - 6. Roll Again

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

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets
- JumpJets

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. **Heat Sink**
- 5. Sensors
- Life Support

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

Right Torso

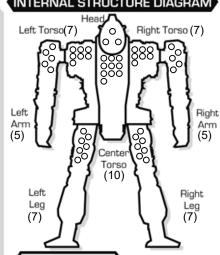
- 1. Heat Sink
- 2. LRM 10 Ammo (12)
- 1-3 3. Roll Again Roll Again

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

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. Foot Actuator
- JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: Heat. **Effects** 11 (11) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 00 25 -5 Movement Points 0 24 +4 Modifier to Fire 0 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points

Scale

30

29

28*

27

26*

25*

24*

23*

22*

21

20,

19

18

17'

ASSIC LETECH

'MECH RECORD SHEET

MECH DATA

Type: Hornet HNT-152

Movement Points: Tonnage: 20

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: 8 Era: Succession Wars Jumping: 5

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type

[M,C,S]

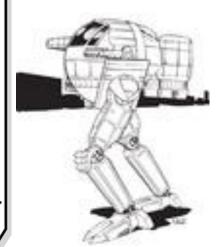
Small Laser Medium Laser SRM 4 1 3 [DE] 3 5 [DE] 3 2/Msl,C2/4

Cost: 1,281,100 CBills **BV**: 475

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



Right Arm

Medium Laser

Roll Again

Upper Arm Actuator

1. Shoulder

5. Roll Again

6. Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

2.

2.

3. 4-6 4. Roll Again

5.

6.

1-3 3.

Head (8) Left Torso Right Torso (8)0000 Center Left Arm Right Arm Torso (6)(6) (8) Right Left Center Leg Leg Torso (6)(6)Rear(4) 00 00 Left Right Torso Rear Torso Rear (2) (2)Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets
- JumpJets

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- Life Support

Center Torso

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

 - JumpJets

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

Roll Again 6.

Right Torso 1. Heat Sink

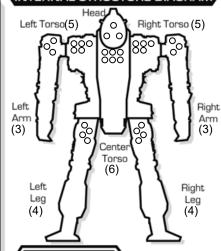
- 2. Heat Sink
- 1-3 3. Heat Si 4. SRM 4 **Heat Sink**
- Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
- 2. Roll Again
- 3. Roll Again 4-6 4.
- Roll Again
- Roll Again

 - 6. Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- 4. Foot Actuator JumpJets
- 6. JumpJets

INTERNAL STRUCTURE DIAGRAM



HEAT DATA Heat Sinks: Heat. Effects 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26

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+

Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+

13 +2 Modifier to Fire

-2 Movement Points +1 Modifier to Fire -1 Movement Points Scale

30 29 28* 27 26* 25* 24* 23* 22* 21

20, 19 18 17'

> 16 15* 14 13*

12 11 10* 9 8*

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2 1

LETECH

'MECH RECORD SHEET

MECH DATA

Type: Wasp WSP-1D

Movement Points: Tonnage: 20

Walking: 6 Tech Base: Inner Sphere

(Intro) Running: 9

Era: Succession Wars Jumping: 6

Weapons & Equipment Inventory (hexes)

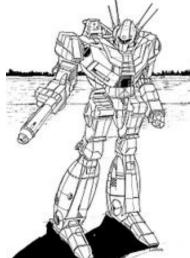
	•				,		,	
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	LL	3	2	-	1	2	3
				[DE,H,AI	1			



WARRIOR DATA

Gunnery Skill: Piloting Skill:

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



CRITICAL HIT TABLE

Left Arm

Cost: 1,638,240 CBills

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

Left Torso

- 1. Heat Sink
- JumpJets
- 1-3 3. Small Laser 4. Small Laser

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

Left Leg

- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator**
- JumpJets
- Flamer

Head

BV: 403

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- Life Support

Center Torso

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

 - Gyro
 - **Fusion Engine** 3. Fusion Engine
- 4-6 4. Fusion Engine
 - - JumpJets
 - JumpJets 6.

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Life Support O



Damage Transfer Diagram

Right Arm

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

 - Roll Again

Right Torso

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

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator Foot Actuator**
- 4. JumpJets
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Left

Torso Rear

(2)

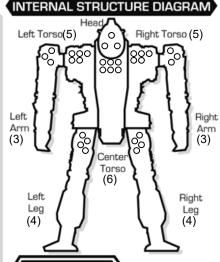
Left Arm

_eft

Leg

(5)

(4)



ARMOR DIAGRAM Head (4)

800

00000

Center

Torso

(6)

Center

Torso

00

Rear(4)

00

Right Torso (6)

Left Torso

HEAT DATA

Heat.

Effects 10 (10) Level³ Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 25 -5 Movement Points 00 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ 000000 Shutdown, avoid on 8+ -4 Movement Points

- Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points +1 Modifier to Fire -1 Movement Points

(2)Heat

Right

Torso Rear

Right Arm

Right

Leg

(5)

(4)

Scale 30 29 28* 27 26* 25* 24* 23* 22* 21

20, 19 18 17' 16

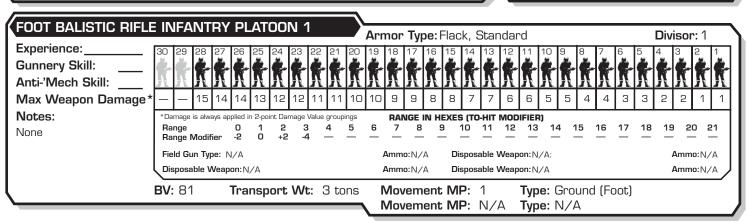
15* 14 13*

Heat Sinks:

BATTLETECH



FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET



FOOT BALISTIC RIFLE	IN	JFΑ	NT	RY	PL	.AT	001	N 2	2			Arr	nor	Tvi	pe:	Flac	k. 9	Star	ndar	rd							Div	risoı	•: 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
Max Weapon Damage*	\vdash		15				ш	Ш				10		9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
Notes: None	Rai	nge	is alwa		plied in O -2	1 0	int Dar 2 +2	nage \ 3 -4	Value (groupi 4 —	ngs 5 —	6	7 —	NGE 8			•	11 —	12 —	13 —	•	4 1	15	16 —	17 —	18 —	19	2	0 2	21
	ı		ın Typ able V			/A							Amm Amm	,			•	able \ able \	•		•							Amm Amm	,	- 1
	BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot) Movement MP: N/A Type: N/A																													

FOOT BALISTIC RIFLE	: IN	IFA	NT	RY	PL	AT(001	N 3	3			Arr	nor	Typ	oe:	-lac	k, S	Star	ndar	rd							Div	riso	r: 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
Max Weapon Damage* Notes: None	*Da	mage nge	is alwa			ш						10 6		9 NGE 8	8 IN H	8 EXES		7 -HIT 11 	6 MOD 12	6 IFIEF 13			4	4 16	3 17 —	3 18	2	2	1	1
	Dis	sposa	Gun Type: N/A Ammo:N/A Disposable Weapon:N/A: sable Weapon: N/A Disposable Weapon:N/A														no:N/ no:N/	- 1												
	BV:	81			Trai	nsp	ort	VVt	t: 3	3 to	ns	-	Vlov Vlov						Δ		e: (e: [I (Fo	oot)					

FOOT BALISTIC RIFLE	IIN	JFΑ	TIVI	RY	PL	.AT	00	N 4	1			Arr	nor	Typ	oe: F	-lac	k, S	Stan	ıdar	·d							Div	isor	<u>': 1</u>	
Experience: Gunnery Skill: Anti-'Mech Skill:	30	29	28 *	27	26 1	25	24	23	22	21	20 1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Max Weapon Damage*	_	-	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
Notes: None	Ra Ra	inge inge l	ge is always applied in 2-point Damage Value groupings RANGE IN HEXES (TO-HIT MODIFIER)													-														
	ı			Veap		/A							Amm	-			sposa											Amm	-	- 1
	BV	: 81	1		Trai	nsp	ort	Wt	t: 3	3 to	ns		Vlov Vlov						٨		e: 0			(Fo	oot)					





Payba	City, Memphis, Crucis March, Feder	ated S	uns
Missio	n Results Defeat the Duke (Players Win) Capture the Duke Alive (Bonus Condition) The Duke remains Standing (Players Lose Opposing 'Mech/Combat Vehicle destroye)	,
Mech		Pilot S	
	Mech Survived Mech Severely Damaged Mech Destroyed		Pilot Survived Pilot Killed
C-Bill	RewardXP	Rewa	rd
Salvag	jed Mechs		
	Warhammer WHM-6D (5,945,183 C-Bill Enforcer ENF-4R (3,536,874 C-Bills) Blackjack BJ-1 (3,147,225 C-Bills) Valkyrie VLK-QA (2,205,320 C-Bills) Hornet HNT-152 (1,281,100 C-Bills) Wasp WSP-1D (1,638,240 C-Bills)	ls)	
Additio	onal Rewards		
First P	rince's Favor:		
	ay purchase a single 'mech off of the Fe er of that faction. If you are a already a r		

may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns having a lot of their salvage)
You may only use this reward once. Once you have used it, cross it off.

GM Signature		Game Date	
--------------	--	-----------	--



Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

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Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

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Mech S	Status Mech Survived Mech Severely Damaged Mech Destroyed	Pilot S	tatus Pilot Survived Pilot Killed
C-Bill I	RewardXP	Rewar	rd
Salvag	ed Mechs		
_ _ _ _	Warhammer WHM-6D (5,945,183 C-Bil Enforcer ENF-4R (3,536,874 C-Bills) Blackjack BJ-1 (3,147,225 C-Bills) Valkyrie VLK-QA (2,205,320 C-Bills) Hornet HNT-152 (1,281,100 C-Bills) Wasp WSP-1D (1,638,240 C-Bills)	ls)	
Additio	onal Rewards		
First P	rince's Favor:		
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GM Report	
Mission 3025-06 - Payback	

		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

■ Warhammer WHM-6D ((5,945,183 C-Bills)
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