BATTLETECH MISSIONS

Mission 3026-01: Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026
Pilot Skill: 4-5

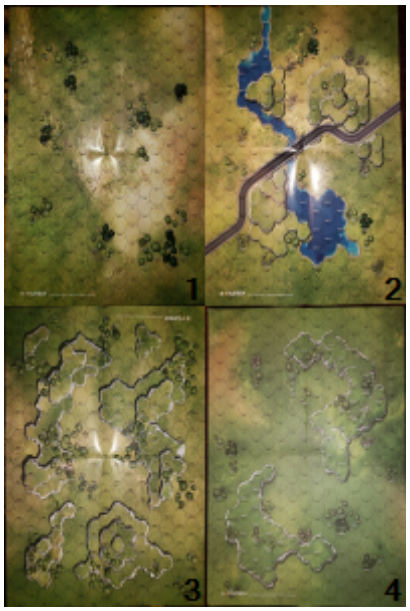
Okay boys, listen up! Due to our bang-up job with his wayward Duke last year, the first prince of the Federated Suns has given us a contract to help defend their world of Barlow's End in the Draconis March. This is a bit of a mixed blessing, I'm afraid. I mean, technically, Barlow's end is a great posting – instead of a backwater it's a world on the Fed Suns' border with their worst enemy. Of course, while it's a plumb posting, that also means that it's a dangerous posting.
I mean, sure, officially the third succession war ended some time last year, but in practice there's pretty much as much fighting going on now as there was during the war. And pretty much all of that fighting is of the form of cross-border raids onto worlds like this one. To make matters worse, it turns out that his Royal Highness is in the middle of some kind of military exercise called "Operation Galahad". Because of that, he's feeling a little thin on some of his Combine border worlds. So we're here, along with elements of the Eridani Light Horse and a mercenary unit called "The White Witches".
Our job here is to defend a C&C facility that covers a good chunk of the continent of Landova. And I'm afraid it looks like we're going to earn our pay pretty quick. We've been here less than a week and the Combine has already launched an attack. Unfortunately for us, the feds are putting up one hell of a fight in the skies, which makes the C&C facility a huge target. Fortunately for us, the Feds are doing such a bang-up job that the bad guys were forced to attempt a hot drop.
I'm afraid that this means that this fight is going to be chaos, with Combine 'mechs dropping all over the place. Watch each other's backs, and keep those guys off of the facility.

Map: This is a mostly wilderness map. Add a multi-hex (2x4 rectangular or 7 hex hexagonal) building at the end of the road as shown to serve as the Communications Center, and a single hex radar dish in hex 0313 of grassland 3 (Lower left as shown, reversed from the rest of the maps).

The Communications Center is one level tall. The Radar dish is four levels above the terrain. Both have variable CF, depending on the BV of the heroes (See BV band notes)

Note that shots that hit the legs of targets with partial cover behind the building will hit (and damage) the building instead.

Version: 1.01 11/29/2024



Recommended Maps:
1: Grasslands 1
2: Grasslands 2
3: Grasslands 3
4: Open Terrain 2

Setup: The PCs can set up anywhere they want on the map.

Special Rules

Which lever is the parachute? The incoming ‘mechs are performing a hot drop onto the facility. However, they’re somewhat scattered due to the Feds’ aerospace defenders. Each odd numbered turn, a single OPFOR ‘mech chosen randomly from the remaining OPFOR will appear on the map.

Here I come! The turn that a ‘mech arrives on the map, it will be on track to land in a random position. Starting with the location of the radar dish, roll one die to determine which direction it will land in (using the “Facing after a fall” table, with an arbitrary hex determined as “Front”), plus two dice for the number of hexes away. If this would put the ‘mech arriving off of the map, move it closer until it is on the map. If it would put the ‘mech on top of a building, move it farther until it is no longer on a building. During the first turn the ‘mech is visible, but too high up to participate in combat. Select the ‘mechs starting position during its position in initiative.

Remember: It’s not the fall that kills you… The following turn, during the movement phase, the ‘mech can move up to its walk speed in any direction, as if it had jump jets (the ‘mech is either using its own jump jets or disposable jump packs). At the end of its movement it will have landed. When it lands, it will have a movement target movement modifier as if it had jumped. However, it will also have the standard +3 attacker modifier. At the end of the movement phase it will have landed and be treated as a normal ‘mech. It will not receive heat for this “jump”. During that movement, the ‘mech can attempt to perform a “Death from Above” attack, with the standard restrictions and penalties. If there is a ‘mech under where it would land that hasn’t moved yet, the falling ‘mech must move to get out of the way

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Firefly	1	FFL-4A	OK pg 33	831	2,203,500
Flea	1	FLE-15	3039 pg 405	419	1,520,400
Falcon	2	FLC-4N	3039 pg	599	2,249,390
Crab	1	CRB-20	3039 pg 420	1143	3,921,875

Name	#	Variant	Reference	BV (4/5)	Cost
Commando	1	COM-2D	3039 pg 158	541	1,891,250
Phoenix Hawk	1	PHX-1	3039 pg 456	1041	4,067,540
Marauder	1	MAD-3R	3039 pg	1363	6,635,125

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

2000-2500 (2390 Total)
Firefly FFL-4A (4/5), Commando COM-2D (4/5), Falcon FLC-4N (4/5), Flea FLE-15 (4/5)
Communications Center CF: 50, Tower CF: 20

2500-3000 (3012 Total)
Firefly FFL-4A (4/5), Commando COM-2D (4/5), Falcon FLC-4N (4/5), Phoenix Hawk PHX-1 (4/5)
Communications Center CF: 50, Tower CF: 20

3000-3500 (3556 Total)
Firefly FFL-4A (4/5), Phoenix Hawk PHX-1 (4/5), Crab CRB-20 (4/5), Commando COM-2D (4/5)
Communications Center CF: 60, Tower CF: 25

3500-4000 (4155 Total)
Firefly FFL-4A (3/4), Phoenix Hawk PHX-1 (3/4), Commando COM-2D (4/5), Crab CRB-20 (4/5)
Communications Center CF: 60, Tower CF: 25

4000-4500 (4634 Total)
Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (4/5), Flea FLE-15 (4/5)
Communications Center CF: 80, Tower CF: 30

4500-5000 (5178 Total)
Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Firefly FFL-4A (3/4), Falcon FLC-4N (4/5), Falcon FLC-4N (4/5)
Communications Center CF: 80, Tower CF: 30

5000-5500 (5578 Total)
Marauder MAD-3R (4/5), Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (4/5)
Communications Center CF: 100, Tower CF: 40

5500-6000 (6187 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (3/4)
Communications Center CF: 100, Tower CF: 40

6000-6500 (6606 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (3/4), Flea FLE-15 (4/5)
Communications Center CF: 120, Tower CF: 50

6500-7000 (7111 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (4/5), Firefly FFL-4A (3/4)
Communications Center CF: 120, Tower CF: 50

7000-7500 (7664 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (4/5), Firefly FFL-4A (3/4), Flea FLE-15 (3/4)
Communications Center CF: 150, Tower CF: 60

7500-8000 (8114 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (2/3), Phoenix Hawk PHX-1 (3/4), Falcon FLC-4N (3/4), Commando COM-2D (3/4), Firefly FFL-4A (3/4), Flea FLE-15 (4/5)
Communications Center CF: 150, Tower CF: 60

8000-8500 (8623 Total)
Marauder MAD-3R (3/4), Crab CRB-20 (2/3), Phoenix Hawk PHX-1 (2/3), Falcon FLC-4N (3/4), Commando COM-2D (3/4), Firefly FFL-4A (3/4), Flea FLE-15 (3/4)
Communications Center CF: 150, Tower CF: 60

Mission Objectives: The Players must protect the facility, which is the attacker's primary target. The building is a hardened level 1 building, with a 150 CF. The antenna is Medium level 3 buidling with a CF of 40.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
At least one building survives	350,000	250,000	100,000
Both buildings survive	+100,000	+100,000	+100,000
Both buildings are destroyed	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
At least one building survives	15	5
Both buildings are destroyed	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Take the Hit: ❑❑❑
Hey! Why don't you pick on someone your own size!
After a Ranged combat target has been declared, but before any to-hit rolls are made, you may mark off a box to force the attacker to attack you instead, using all of the same weapons that he would have used to shoot the original target. You may only do this if you are at least as close as the original target and have a clear line of sight to the attacker. Once all three boxes have been marked off, cross out this reward.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firefly FFL-4A

Movement Points:
Walking: 5
Running: 8
Jumping: 4

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	LRM 5	RT	2	1/Msl,C5/5 [M,C,S]	6	7	14	21

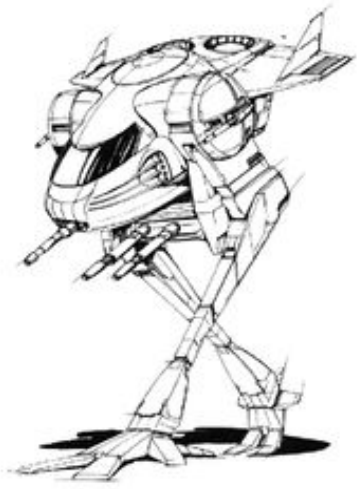
Cost: 2,203,500 CBills **BV:** 831

WARRIOR DATA

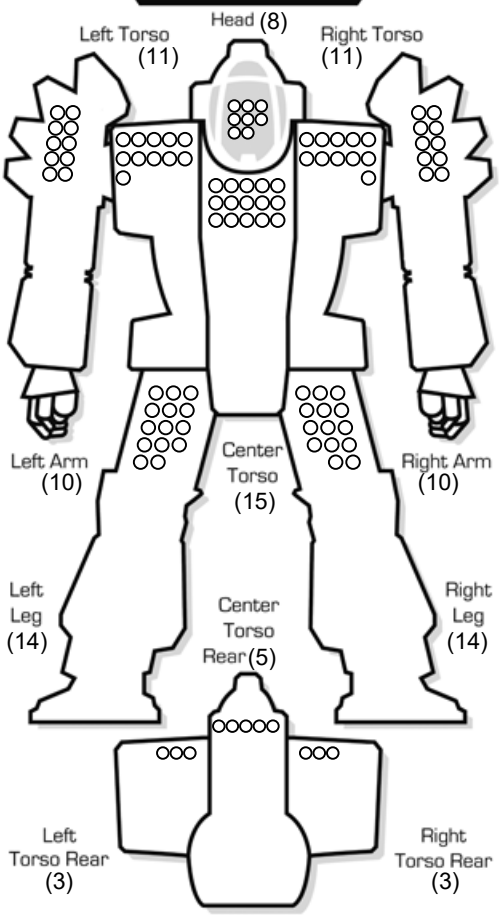
Name:

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. Small Laser 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 Torso

1-3	1. Heat Sink 2. Heat Sink 3. Medium Laser 4. Small Laser 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. JumpJets
6. JumpJets

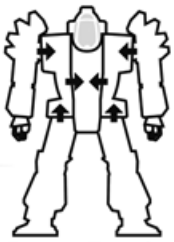
Head

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. Medium Laser 6. Small Laser

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. Small Laser 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

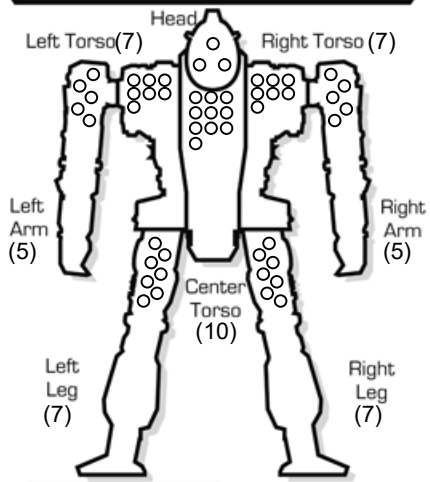
Right Torso

1-3	1. Heat Sink 2. Heat Sink 3. Medium Laser 4. LRM 5 5. LRM 5 Ammo (24) 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. JumpJets
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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Flea FLE-15

Movement Points:
Walking: 6
Running: 9
Jumping: 0

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	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Flamer	CT	3	2 [DE,H,AI]	-	1	2	3
1	Small Laser (R)	LT	1	3 [DE]	-	1	2	3
1	Small Laser (R)	RT	1	3 [DE]	-	1	2	3

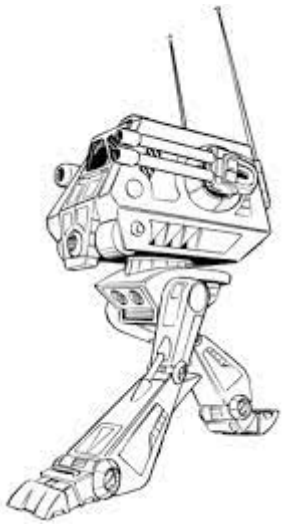
Cost: 1,520,400 CBills **BV:** 419

WARRIOR DATA

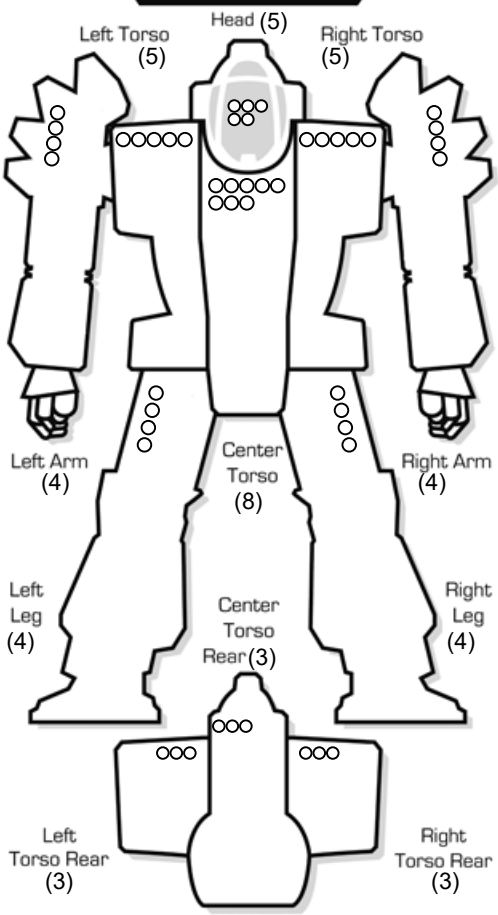
Name:

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. Medium Laser 4. Machine Gun 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. Small Laser (R) 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

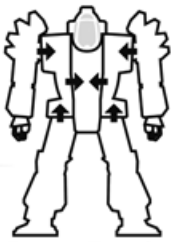
Head

1. Life Support
2. Sensors
3. Cockpit
4. 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. Machine Gun Ammo (200) 6. Flamer

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. Medium Laser 4. Machine Gun 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

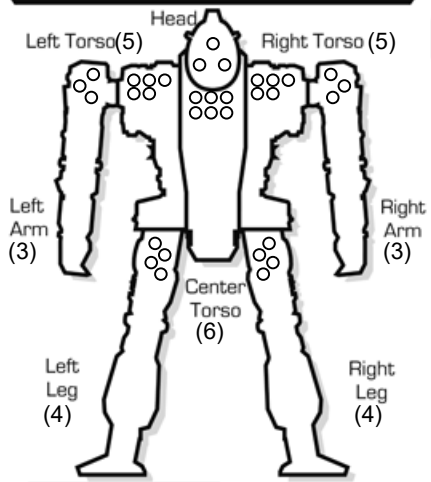
Right Torso

1-3	1. Heat Sink 2. Heat Sink 3. Small Laser (R) 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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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17*
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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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Falcon FLC-4N

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

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

Weapons & Equipment Inventory (hexes)

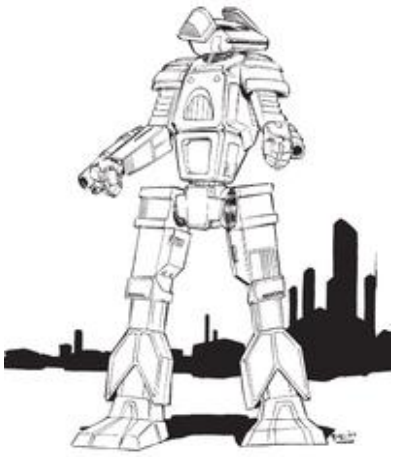
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Machine Gun (R)	RT	0	2 [DB,AI]	-	1	2	3
1	Machine Gun (R)	LT	0	2 [DB,AI]	-	1	2	3

Cost: 2,249,390 CBills **BV:** 599

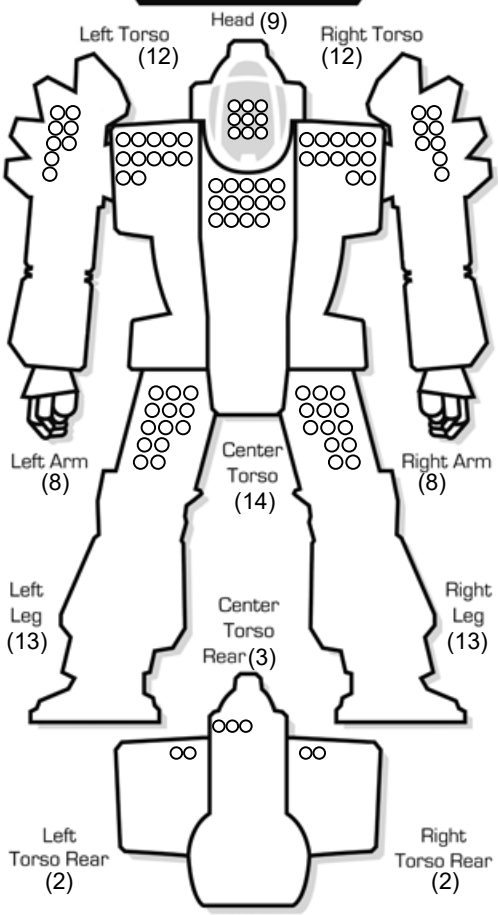
WARRIOR DATA

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. Small Laser 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. JumpJets 2. JumpJets 3. JumpJets 4. Machine Gun (R) 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. Heat Sink

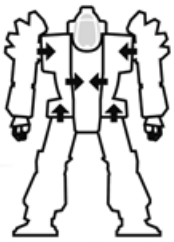
Head

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. Heat Sink 6. Machine Gun Ammo (200)

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

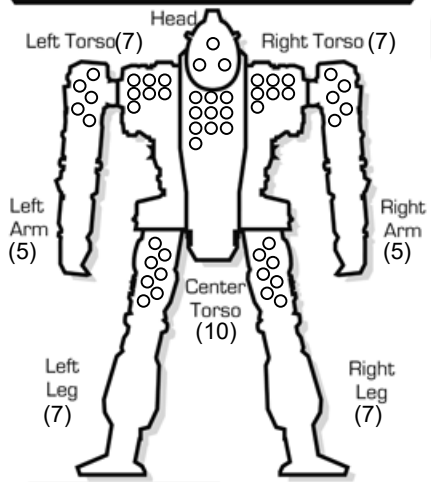
Right Torso

1-3	1. JumpJets 2. JumpJets 3. JumpJets 4. Machine Gun (R) 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. Heat Sink

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+	O O
25	-5 Movement Points	O 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Falcon FLC-4N

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

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

Weapons & Equipment Inventory (hexes)

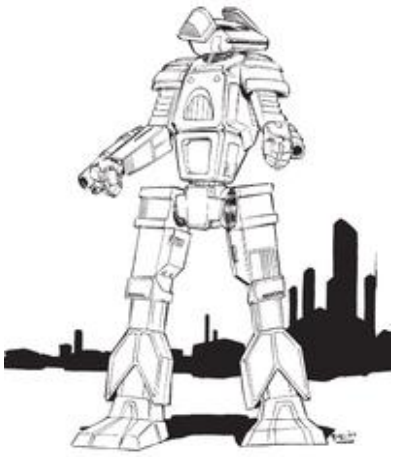
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Machine Gun (R)	RT	0	2 [DB,AI]	-	1	2	3
1	Machine Gun (R)	LT	0	2 [DB,AI]	-	1	2	3

Cost: 2,249,390 CBills **BV:** 599

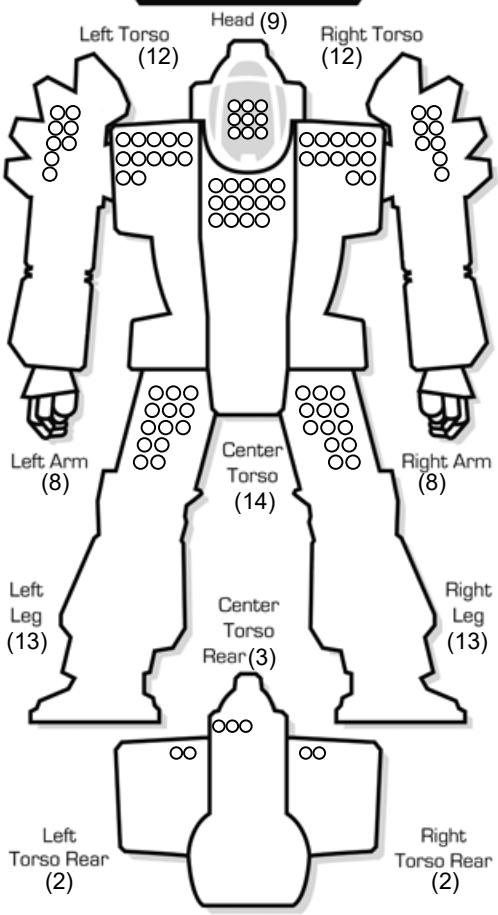
WARRIOR DATA

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. Small Laser 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. JumpJets 2. JumpJets 3. JumpJets 4. Machine Gun (R) 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. Heat Sink

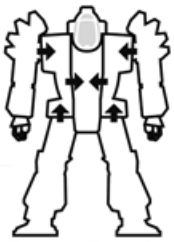
Head

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. Heat Sink 6. Machine Gun Ammo (200)

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

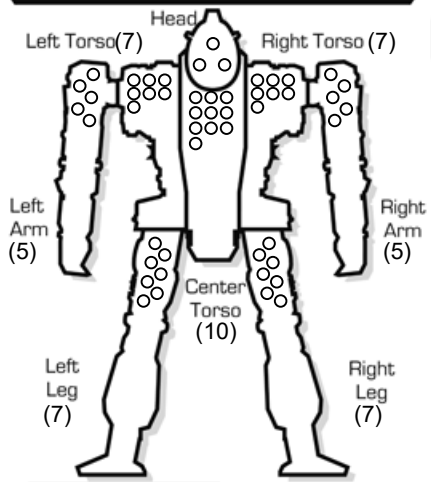
Right Torso

1-3	1. JumpJets 2. JumpJets 3. JumpJets 4. Machine Gun (R) 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. Heat Sink

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+	O O
25	-5 Movement Points	O 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crab CRB-20

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

Tonnage: 50

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

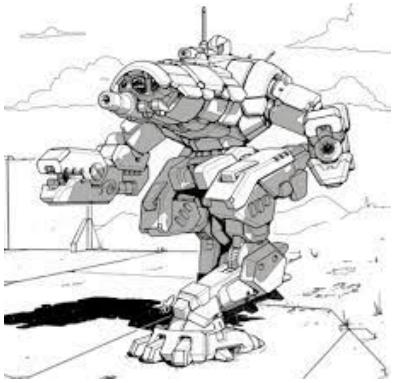
Cost: 3,921,875 CBills **BV:** 1143

WARRIOR DATA

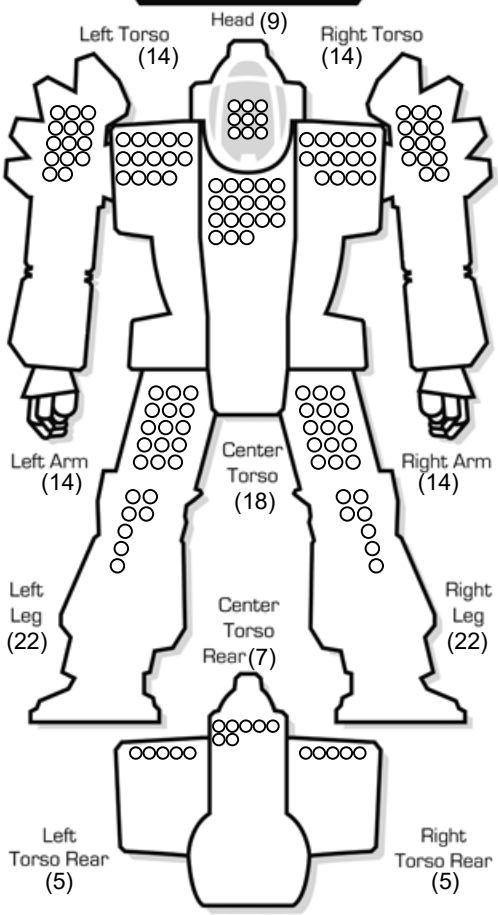
Name:

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. Large Laser
6. Large Laser

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. Roll Again
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. Heat Sink

Head

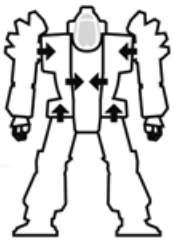
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

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. Medium Laser
6. Roll Again

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. Large Laser
6. Large Laser

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

Right Torso

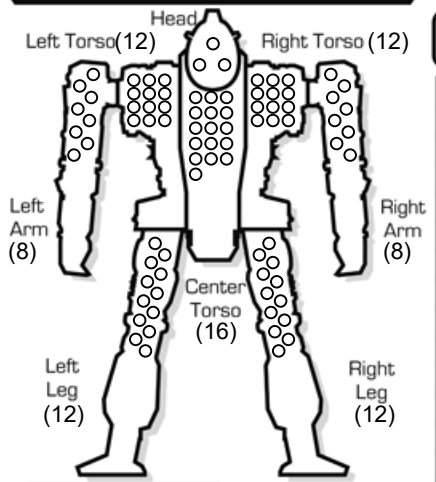
1-3
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) 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 O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O 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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Commando COM-2D

Movement Points:
Walking: 6
Running: 9
Jumping: 0

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

Weapons & Equipment Inventory (hexes)

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

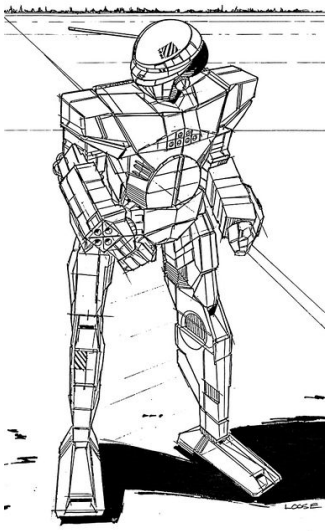
Cost: 1,891,250 CBills **BV:** 541

WARRIOR DATA

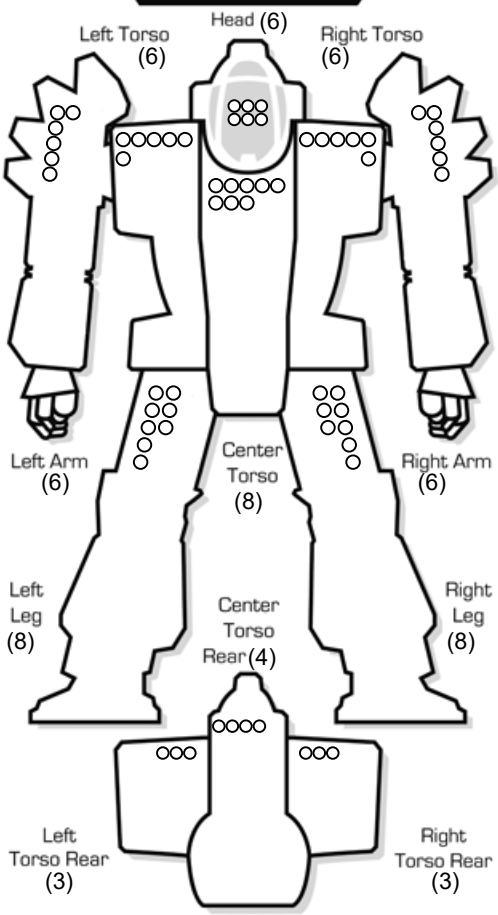
Name:

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. 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

Left Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. SRM 6 Ammo (15)
	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. Roll Again
6. Roll Again

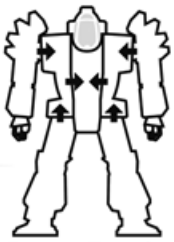
Head

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. SRM 6
	6. SRM 6

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

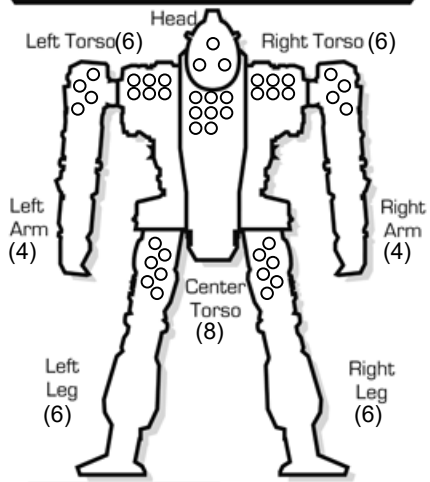
Right Torso

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	

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

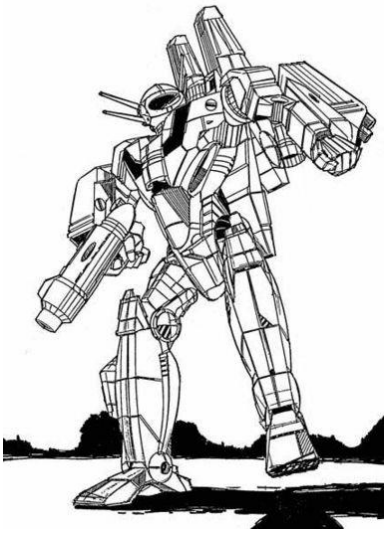
Cost: 4,067,540 CBills **BV:** 1041

WARRIOR DATA

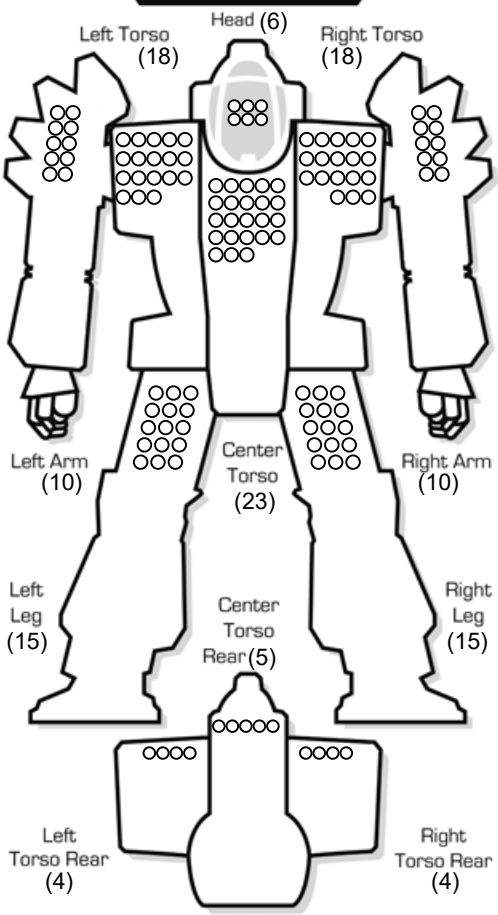
Name:

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

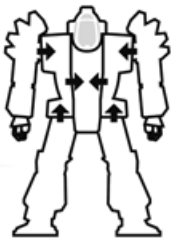
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

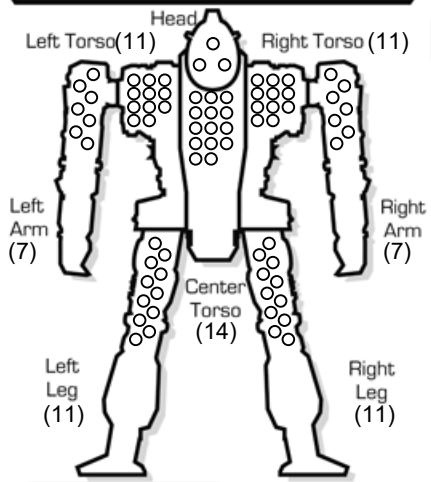
1-3
4-6
1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-3R

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	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	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/5	RT	1	5 [DB,S]	3	6	12	18

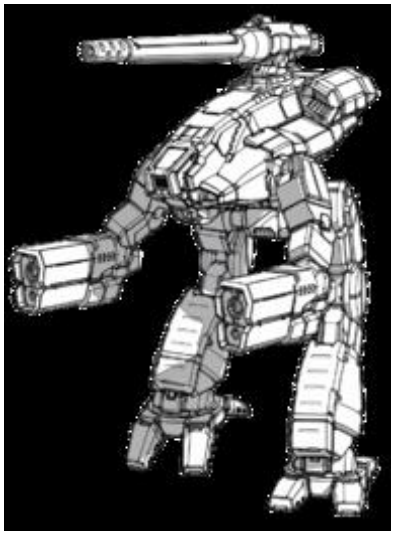
Cost: 6,635,125 CBills **BV:** 1363

WARRIOR DATA

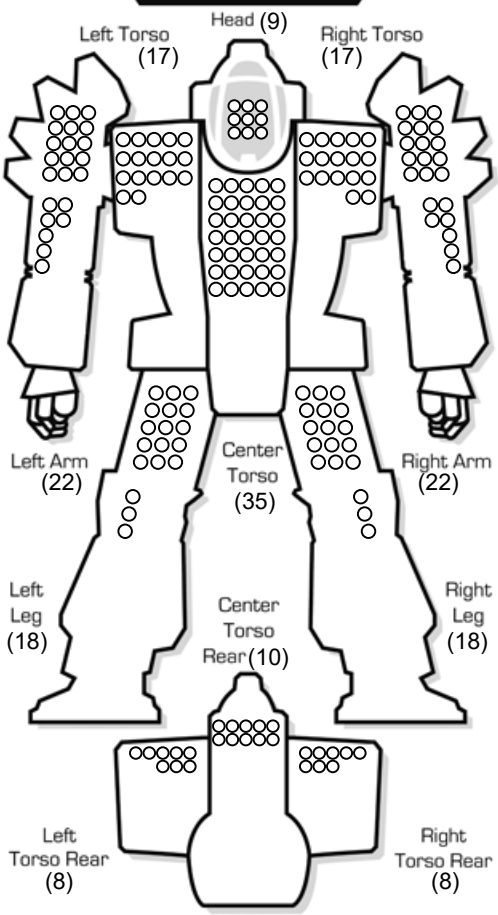
Name:

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

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser

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

Left Torso
1. AC/5 Ammo (20)
2. Roll Again

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. Heat Sink

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

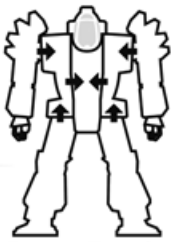
Center Torso
1. Fusion Engine
2. Fusion Engine

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. Roll Again
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

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser

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

Right Torso
1. Autocannon/5
2. Autocannon/5

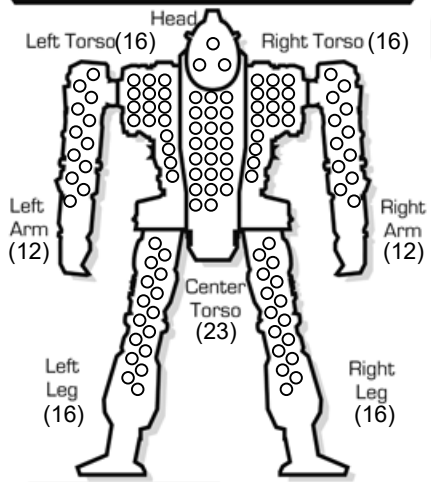
1-3
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

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. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) 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	

BATTLETECH™
MISSIONS

Character _____ **Player** _____ **Cert** _____

Mission: 3026-01
Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026

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The idea of fighting the Dragoons turns the stomachs of even the bravest (or dumbest) 'mechwarriors out there. In many ways they've been the definition of elite mechwarriors since they burst on the scene in the early 3000s. Some even say that they "arrived" from beyond the periphery, but honestly, that's pretty unlikely. Most people seem to agree with Aiden – that they just stumbled across some old gear lying around, but there's no denying that they're good.

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BATTLETECH™
MISSIONS

Character _____ **Player** _____ **Cert** _____

Mission: 3026-01
Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026

Mission Results
- ❑ At least one building survives
- ❑ Both buildings survive (+100,000 C-Bills)
- ❑ Both buildings are destroyed
- ❑ 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

- ❑ Firefly FFL-4A (2,203,500 C-Bills)
- ❑ Flea FLE-15 (1,520,400 C-Bills)
- ❑ Falcon FLC-4N (2,249,390 C-Bills)
- ❑ Crab CRB-20 (3,921,875 C-Bills)
- ❑ Commando COM-2D (1,891,250 C-Bills)
- ❑ Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- ❑ Marauder MAD-3R (6,635,125 C-Bills)

Additional Rewards

Take the Hit: ❑❑❑
Hey! Why don't you pick on someone your own size!
After a Ranged combat target has been declared, but before any to-hit rolls are made, you may mark off a box to force the attacker to attack you instead, using all of the same weapons that he would have used to shoot the original target. You may only do this if you are at least as close as the original target and have a clear line of sight to the attacker. Once all three boxes have been marked off, cross out this reward.

GM Signature _____ **Game Date** _____

Mission: 3026-01 Debrief
Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026

"Barlow's Beginning" is your typical 'mechwarrior bar. It's fairly bright, not too dirty, and with a reasonably jovial atmosphere that remains that way so long as competing units don't find themselves present at the same time. For a change, the beer is actually pretty cheap – which it turns out is due to the fact that the regulars here are actually Fed Suns regulars who don't get paid as well as mercs do.

The owner and primary bartender at "Barlow's Beginning" is a tall man named Aidan who has the look of a former military man who's let himself go a bit after his retirement. At first he's pretty wary around mercs, but he warms up quickly enough.

"You know," he says after you order your second round, "Normally I don't wind up serving a lot of mercs. I mean, sure, the Light Horse has been here for a few months, but this particular facility is usually manned by AFFS troops." A few more beers, and you manage to learn that It turns out they're off planet for some military exercises that the High Prince is running, called "Operation Galahad".

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GM Report
Mission 3026-01 - Pull!

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						

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