# BATTLETECH™
MISSIONS

Mission 3026-04: Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026
Pilot Skill: 4-5

Okay boys, listen up! I've just gotten off the horn with a rather panicked colonel from the Light Horse. It seems like he's been assigned to defend a particular bit of rather unremarkable territory in some suburb called Stubensville. Due to some bureaucratic SNAFU, the Light Horse was not made aware of the importance of this particular bit of territory, so they weren't all that concerned when the Dragoons managed to pull them out of position. Only problem is that he then gets a panicked call from the Feds in charge of the Garrison, and by now he's kilometers out of position.

On the other hand, we're right here, so he's asking us to help cover his butt. Now, to make matters more interesting, it's very clear the snakes really want something inside a building in that area. Even more interesting is that the public records all state rather unequivocally that that building is, in fact, Stubensville High School, home of the fighting muskrats or something like that. All we really know is that the snakes (or, more importantly, the Wolf's Dragoons in their employ) don't know which building is their target – yet. We do. So your job is simple – get in there and destroy or scare off the dragoons before they figure out which building is their target, and barring that, don't let them get away with whatever it is in there they're looking for.

Map: This mission takes place in a sparse city/suburb. Buildings should all be light, mostly level 1 and 2, with some open spaces for parks and parking lots and the like.
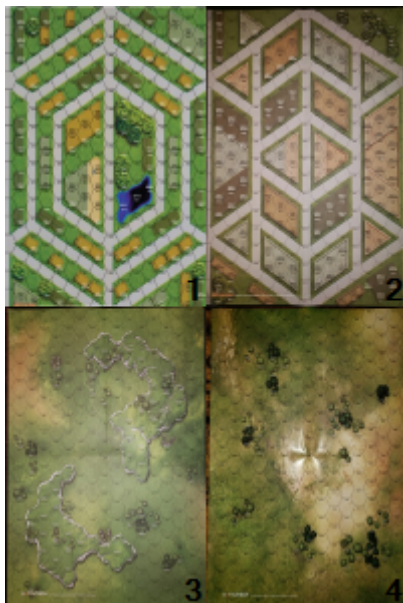
Recommended Maps:
1: City Suburbs
2: City Residential
3: Open Terrain 2
4: Grasslands 1

Setup: The bottom edge of the map is the Dragoons "Home Edge". Stubensville High School is one of three buildings: The mixed level 3/level 4 building in hexes 0510 through 0712 on the

Suburbs Map, 1301 through 1503 on the Suburbs map, or 0506 through 0706 on the Residential map. Mark these three buildings before the game starts with a post-it or some similar mechanism.

At the beginning of the game, the GM will vacate the area while the PCs decide which of the three buildings is the actual High School and write that selection down on a piece of paper. Then the PCs will set up anywhere on the top two mapsheets. The Dragoons will enter on turn 1 on the bottom edge of the map.

Special Rules

Get the MacGuffin!: The Dragoons must do three things to win:1) Identify which building is the High School, 2) Get an APC into the high school, and 3) Get said APC off of their home edge.

Scan the Building: The Dragoons have narrowed their search down to the three buildings listed above. To identify if a given building is the correct one, they must scan it, using either their inboard sensors, or if they have one, a Beagle Active Probe or similar EW equipment. To scan a building using sensors, a 'mech must spend an entire turn adjacent to the building without running or jumping, and they cannot fire in the turn they scan. To scan a building using an active probe, a 'mech must spend the entire turn within the scanning radius of the probe (4 hexes) of the building, and there are no other movement or firing restrictions.

Get the MacGuffin!: The Dragoons have some number of APCs with ramplates and commando squads. APCs can enter any hex of the High School by spending two extra MPs (basically by crashing through the relatively light walls of the building). Once the APC enters the building it must spend two turns while the commandos loot it for their target. On the third turn after the APC enters the building it may exit it out any side – but again if it enters a building hex it must spend 2 extra MPs.

Well, if we can't have it, nobody can! Starting three turns after they've identified which building is the High School, if the Dragoons choose, they can attempt to destroy the building instead of capturing the MacGuffin. If they destroy it, then the scenario is basically a draw. They may not destroy the building if they have an APC inside, and they may not destroy a potential target building unless they know it is actually the target.

Hurry up! We're on the clock, here! If the Dragoons have neither destroyed nor captured the MacGuffin by the time the scenario ends, then the heroes win the scenario. If the MacGuffin is in a transport on its way off the board, but hasn't made it completely, treat it as if it was destroyed.

Careful! If the MacGuffin is in the APC, and the APC is destroyed, the MacGuffin is destroyed. However, it is possible for the PCs to "Pull their Punches" while attacking the APC in an attempt to disable but not destroy it. In that case, they'll take a +2 to hit penalty, but if the APC is destroyed due to complete loss of structure in a location, the APC is disabled instead. If the APC is destroyed some other way (due to an ammo or fuel explosion, for example), it is still destroyed. If the APC is rendered immobile, then the PCs are able to recover the MacGuffin.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
APC	4	Wheeled SRM	3039 pg. 27	176	N/A
Ostsol	1	OTL-4D	3039 pg	1277	5,017,600

Name	#	Variant	Reference	BV (4/5)	Cost
Hoplite	1	HOP-4B	3050IS pg 142	1162	4,355,758
Kintaro	1	KTO-18	3039 pg 421	1187	4,704,457
Mongoose	1	MON-66	3050C pg	758	2,226,979
Flea	1	FLE-4	3039 pg 404	427	1,519,200
Crusader	1	CRD-3R	3039 pg	1317	5,686,009

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

2000-2500 (2952 Total)
APC Wheeled SRM (4/5), Hoplite HOP-4B (4/5), Kintaro KTO-18 (4/5), Flea FLE-4 (4/5)

2500-3000 (3574 Total)
APC Wheeled SRM (4/5) (x2), Mongoose MON-66 (4/5), Kintaro KTO-18 (4/5), Ostsol OTL-4D (4/5)

3000-3500 (4001 Total)
APC Wheeled SRM (4/5) (x2), Mongoose MON-66 (4/5), Kintaro KTO-18 (4/5), Ostsol OTL-4D (4/5), Flea FLE-4 (4/5)

3500-4000 (4420 Total)
APC Wheeled SRM (4/5) (x3), Mongoose MON-66 (3/4), Kintaro KTO-18 (4/5), Ostsol OTL-4D (4/5), Flea FLE-4 (4/5)

4000-4500 (4912 Total)
APC Wheeled SRM (4/5) (x3), Ostsol OTL-4D (4/5), Hoplite HOP-4B (4/5), Kintaro KTO-18 (4/5), Mongoose MON-66 (4/5)

4500-5000 (5476 Total)
APC Wheeled SRM (4/5) (x3), Ostsol OTL-4D (4/5), Hoplite HOP-4B (4/5), Kintaro KTO-18 (4/5), Mongoose MON-66 (4/5), Flea FLE-4 (3/4)

5000-5500 (5947 Total)
APC Wheeled SRM (4/5) (x3), Crusader CRD-3R (4/5), Hoplite HOP-4B (3/4), Mongoose MON-66 (3/4), Kintaro KTO-18 (3/4)

5500-6000 (6487 Total)
APC Wheeled SRM (4/5) (x3), Crusader CRD-3R (3/4), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (3/4)

6000-6500 (7030 Total)
APC Wheeled SRM (4/5) (x3), Crusader CRD-3R (3/4), Hoplite HOP-4B (4/5), Ostsol OTL-4D (4/5), Mongoose MON-66 (4/5), Kintaro KTO-18 (3/4)

6500-7000 (7811 Total)
APC Wheeled SRM (4/5) (x3), Crusader CRD-3R (3/4), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (4/5), Kintaro KTO-18 (3/4)

7000-7500 (8230 Total)
APC Wheeled SRM (4/5) (x4), Crusader CRD-3R (3/4), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (3/4), Kintaro KTO-18 (3/4)

7500-8000 (8657 Total)

APC Wheeled SRM (4/5) (x4), Crusader CRD-3R (3/4), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (3/4), Kintaro KTO-18 (3/4), Flea FLE-4 (4/5)

8000-8500 (9132 Total)
APC Wheeled SRM (4/5) (x4), Crusader CRD-3R (2/3), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (3/4), Kintaro KTO-18 (3/4), Flea FLE-4 (4/5)

8500-9000 (9541 Total)
APC Wheeled SRM (4/5) (x4), Crusader CRD-3R (2/3), Hoplite HOP-4B (3/4), Ostsol OTL-4D (3/4), Mongoose MON-66 (2/3), Kintaro KTO-18 (3/4), Flea FLE-4 (3/4)

Mission Objectives: The PCs win if they prevent the Dragoons from escaping off their home edge of the map with the MacGuffin, or, barring that, destroying the MacGuffin before it can be captured.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
The MacGuffin is not captured by the Dragoons (Success)	350,000	250,000	100,000
The MacGuffin remains intact and in the hero's possession (Bonus)	+100,000	+100,000	+100,000
The Dragoons escape with the MacGuffin (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
The MacGuffin is not captured by the Dragoons (Success)	15	5
The Dragoons escape with the MacGuffin (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Portable Scanner (Optional Equipment): ❑
If a scenario mentions "EW Equipment" in the special rules, you may cross off this Optional Equipment at the beginning of the scenario. Doing so allows you to act as if your 'mech had such equipment for the duration of the game.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Wheeled SRM)

Movement Points:	
Cruising: 6	**Tonnage:** 10
Flank: 9	**Tech Base:** Inner Sphere (Intro)
Movement Type: Wheeled	**Era:** Star League
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Cargo, Infantry (1 ton)

Ammo: (SRM 2) 50

Cost:	**BV:** 176

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit [+1]   **Driver Hit** [+2]
Modifier to all Skill rolls   Modifier to Driving Skill rolls
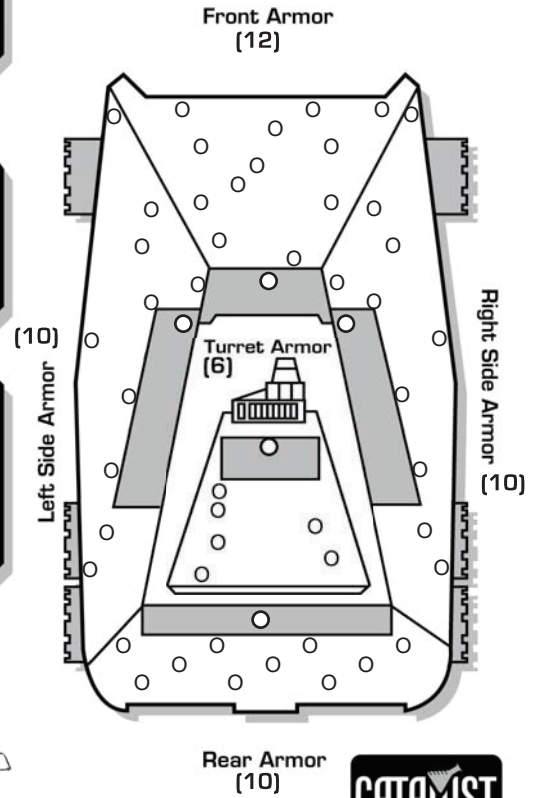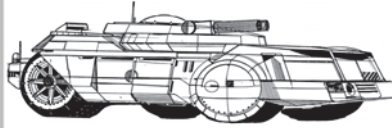
CRITICAL DAMAGE

Turret Locked ☐	Engine Hit ☐	
Sensor Hits	[+1][+2][+3][D]	
Motive System Hits	[+1][+2][+3]	

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

ARMOR DIAGRAM

Front Armor (12)

Turret Armor (6)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor (10)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	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

Front Armor
(12)

VEHICLE DATA

Type: APC (Wheeled SRM)

Movement Points:		Tonnage:	10
Cruising:	6	Tech Base:	Inner Sphere (Intro)
Flank:	9	Era:	Star League
Movement Type:	Wheeled		
Engine Type:	I.C.E.		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Cargo, Infantry (1 ton)

Ammo: (SRM 2) 50

Cost: **BV:** 176

CREW DATA

Crew: _____

Gunnery Skill: ____   Driving Skill: ____

Commander Hit [+1]   Driver Hit [+2]
Modifier to all Skill rolls   Modifier to Driving Skill rolls

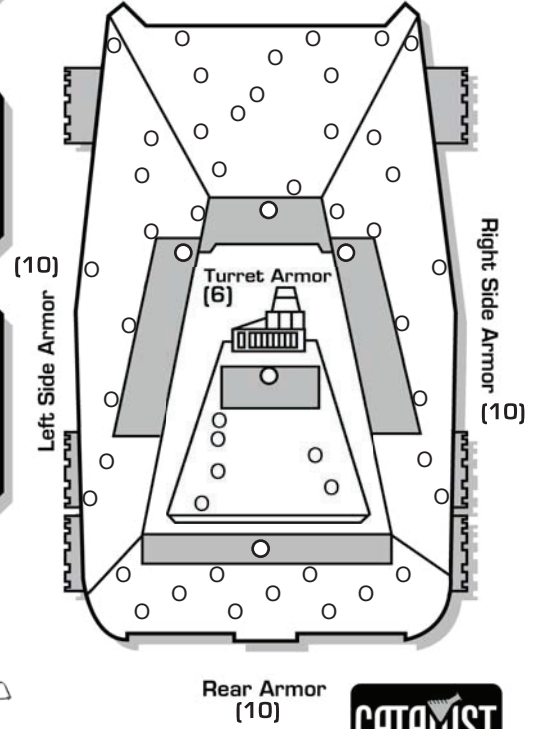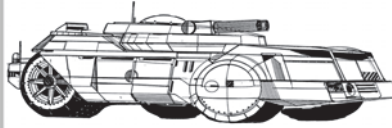### CRITICAL DAMAGE

Turret Locked ☐	Engine Hit ☐		
Sensor Hits	[+1] [+2] [+3] [D]		
Motive System Hits	[+1] [+2] [+3]		

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

Turret Armor (6)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor (10)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**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:		**Vehicle Type Modifiers:**	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	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: APC (Wheeled SRM)

Movement Points:		Tonnage:	10
Cruising:	6	Tech Base:	Inner Sphere (Intro)
Flank:	9	Era:	Star League

Movement Type: Wheeled

Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Cargo, Infantry (1 ton)

Ammo: (SRM 2) 50

Cost:	BV: 176

CREW DATA

Crew: _____

Gunnery Skill: ___   Driving Skill: ___

Commander Hit [+1]   Driver Hit [+2]
Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐

Sensor Hits   [+1][+2][+3][D]

Motive System Hits   [+1][+2][+3]

Stabilizers

Front ☐   Left ☐   Right ☐

Rear ☐   Turret ☐

Armor Diagram

Front Armor (12)

Left Side Armor (10)

Turret Armor (6)

Right Side Armor (10)

Rear Armor (10)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDES§
2*	Front (critical)	Rear (critical)	Side (critical)
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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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MOTIVE SYSTEM DAMAGE TABLE

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

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

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

LOCATION HIT

2D6 Roll	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.

BATTLETECH

GROUND VEHICLE RECORD SHEET

Front Armor
(12)

VEHICLE DATA

Type: APC (Wheeled SRM)

Movement Points:		Tonnage:	10
Cruising:	6	Tech Base:	Inner Sphere (Intro)
Flank:	9	Era:	Star League
Movement Type:	Wheeled		
Engine Type:	I.C.E.		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Cargo, Infantry (1 ton)

Ammo: (SRM 2) 50

Cost:	BV: 176

CREW DATA

Crew: _____

Gunnery Skill: ____   Driving Skill: ____

Commander Hit [+1]   Driver Hit [+2]
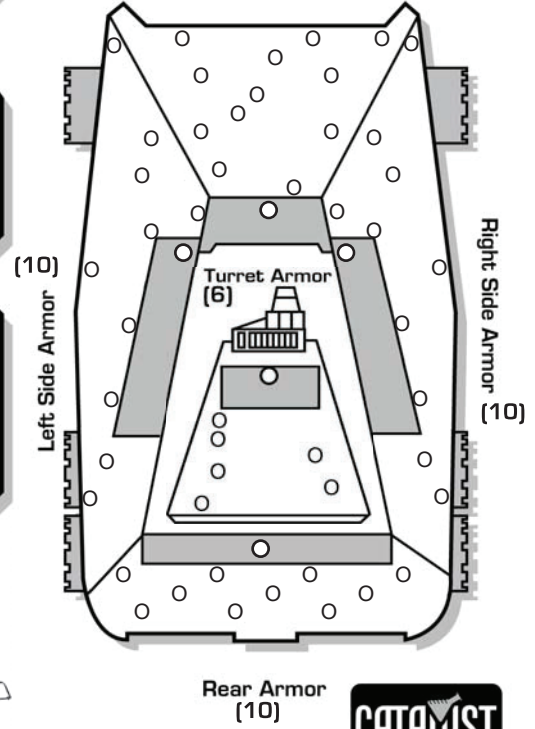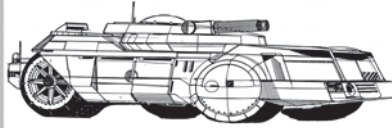Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐	Engine Hit ☐

Sensor Hits [+1][+2][+3][D]
Motive System Hits [+1][+2][+3]

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

(10)

Left Side Armor

Turret Armor
(6)

Right Side Armor

(10)

Rear Armor
(10)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**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:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	**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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CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4D

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	Large Laser	LT	8	8 [DE]	-	5	10	15
1	Large Laser	RT	8	8 [DE]	-	5	10	15
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 5,017,600 CBills   **BV:** 1277

WARRIOR DATA

Name:

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 (22)

Right Torso (22)

Left Arm (8)

Center Torso (22)

Right Arm (8)

Left Leg (20)

Center Torso Rear (6)

Right Leg (20)

Left Torso Rear (4)

Right Torso Rear (4)

CRITICAL HIT TABLE

Left Arm
1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
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. **Large Laser**
2. **Large Laser**
3. **Medium 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 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. **Medium Laser (R)**
6. **Medium Laser (R)**

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

Damage Transfer Diagram

Right Arm
1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
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. **Large Laser**
2. **Large Laser**
3. **Medium 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 Leg
1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Heat Sink**
6. **Heat Sink**

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (14)

Right Torso (14)

Left Arm (10)

Right Arm (10)

Center Torso (20)

Left Leg (14)

Right Leg (14)

HEAT DATA

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

Heat Sinks: **16 (16) Single**

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: **Hoplite HOP-4B**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: 55

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 15	LA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21

Cost: 4,355,758 CBills

BV: 1162

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Head (9)

Left Torso (18)

Right Torso (18)

Left Arm (18)

Center Torso (26)

Right Arm (18)

Left Leg (26)

Center Torso Rear (9)

Right Leg (26)

Left Torso Rear (8)

Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

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

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

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

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

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. LRM 15 Ammo (8)
6. LRM 15 Ammo (8)

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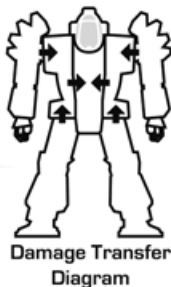3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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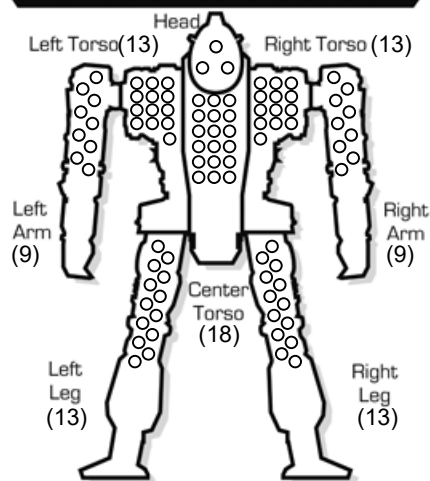4. Foot Actuator
5. Heat Sink
6. Heat Sink

Damage Transfer Diagram

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

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (13)

Right Torso (13)

Left Arm (9)

Right Arm (9)

Center Torso (18)

Left Leg (13)

Right Leg (13)

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 Sinks: **16 (16) Single**

Heat Level*	Effects
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: Kintaro KTO-18

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	SRM 6	CT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	LA	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 5	LA	2	1/Msl,C5/5 [M,C,S]	6	7	14	21

Cost: 4,704,457 CBills   **BV:** 1187

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Head (9)

Left Torso (18)   Right Torso (18)

Left Arm (18)   Center Torso (26)   Right Arm (18)

Left Leg (23)   Center Torso Rear (9)   Right Leg (23)

Left Torso Rear (7)   Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

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

Left Torso
1-3
1. SRM 6 Ammo (15)
2. LRM 5 Ammo (24)
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. 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 ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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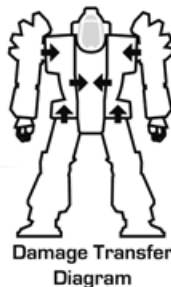4. SRM 6 Ammo (15)
5. Roll Again
6. Roll Again

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. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (13)   Right Torso (13)

Left Arm (9)   Right Arm (9)

Center Torso (18)

Left Leg (13)   Right Leg (13)

HEAT DATA

Heat Sinks: **10 (10) Single**

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

Heat Scale

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

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CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose MON-66

Movement Points:		Tonnage: 25
Walking: **8**		Tech Base: Inner Sphere
Running: **12**		**Era:** Star League
Jumping: **0**		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Beagle Active Probe	LT	0	- [E]				

Cost: 2,226,979 CBills   **BV:** 758
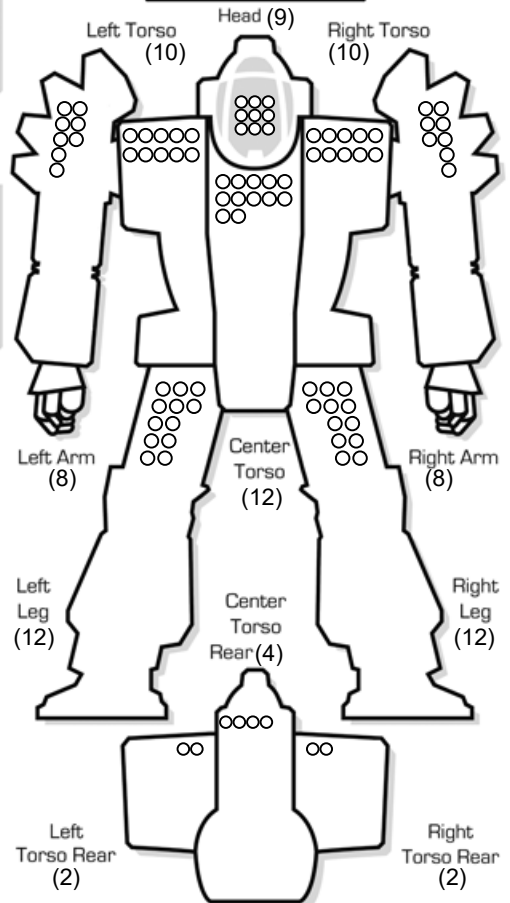
WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Head (9)
Left Torso (10)
Right Torso (10)
Left Arm (8)
Center Torso (12)
Right Arm (8)
Left Leg (12)
Center Torso Rear (4)
Right Leg (12)
Left Torso Rear (2)
Right Torso Rear (2)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Endo Steel
6. Endo Steel

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

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. Endo Steel

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

Left Torso
1-3
1. Beagle Active Probe
2. Beagle Active Probe
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

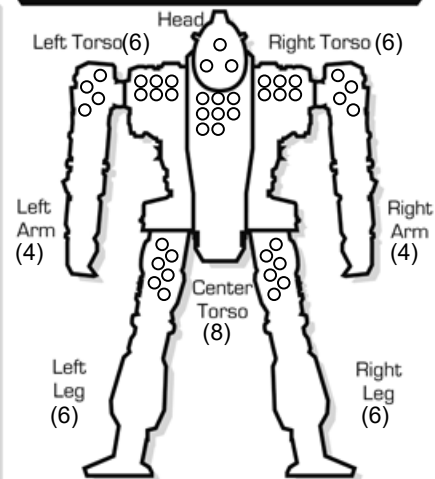Damage Transfer Diagram

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

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

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (6)
Right Torso (6)
Left Arm (4)
Right Arm (4)
Center Torso (8)
Left Leg (6)
Right Leg (6)
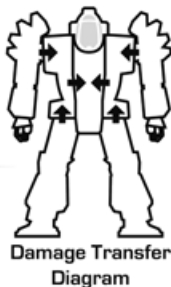
Heat Scale

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: **Flea FLE-4**

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	Large Laser	RA	8	8 [DE]	–	5	10	15
1	Small Laser	LA	1	3 [DE]	–	1	2	3
1	Small Laser	LA	1	3 [DE]	–	1	2	3
1	Flamer (R)	CT	3	2 [DE,H,AI]	–	1	2	3

Cost: 1,519,200 CBills   BV: 427

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Head (5)
Left Torso (3)
Right Torso (3)
Left Arm (3)
Center Torso (5)
Right Arm (3)
Left Leg (3)
Center Torso Rear (2)
Right Leg (3)
Left Torso Rear (1)
Right Torso Rear (1)

CRITICAL HIT TABLE

Left Arm
1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Small 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 Torso
1-3
1. **Heat Sink**
2. **Heat Sink**
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. 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. **Flamer (R)**
6. Roll Again

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

Damage Transfer Diagram

Right Arm
1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Large Laser**
4. **Large 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

Right Torso
1-3
1. **Heat Sink**
2. **Heat Sink**
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

Head
Left Torso (5)
Right Torso (5)
Left Arm (3)
Right Arm (3)
Center Torso (6)
Left Leg (4)
Right Leg (4)

HEAT DATA

Heat Scale

Overflow

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

Heat Sinks: 10 (10) Single

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CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-3R

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: 65

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
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	SRM 6	RL	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	SRM 6	LL	4	2/Msl,C2/6 [M,C,S]	-	3	6	9

Cost: 5,686,009 CBills

BV: 1317

WARRIOR DATA

Name:

Gunnery Skill: **Piloting Skill:**

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

ARMOR DIAGRAM

Head (9)

Left Torso (24)

Right Torso (24)

Left Arm (20)

Center Torso (33)

Right Arm (20)

Left Leg (21)

Center Torso Rear (8)

Right Leg (21)

Left Torso Rear (6)

Right Torso Rear (6)

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Head

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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 Ammo (15)
6. Machine Gun Ammo (200)

Left Torso

1-3
1. LRM 15 Ammo (8)
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 Torso

1-3
1. LRM 15 Ammo (8)
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

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

Left Leg

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

Damage Transfer Diagram

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (15)

Right Torso (15)

Left Arm (10)

Center Torso (21)

Right Arm (10)

Left Leg (15)

Right Leg (15)

HEAT DATA

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

Heat Sinks: 10 (10) Single

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

Mission: 3026-04
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Mission Results
- ❏ The MacGuffin is not captured by the Dragoons (Success)
- ❏ The MacGuffin remains intact and in the heroe's possession (Bonus) (+100,000 C-Bills)
- ❏ The Dragoons escape with the MacGuffin (Failure)
- ❏ 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

- ❏ Ostsol OTL-4D (5,017,600 C-Bills)
- ❏ Hoplite HOP-4B (4,355,758 C-Bills)
- ❏ Kintaro KTO-18 (4,704,457 C-Bills)
- ❏ Mongoose MON-66 (2,226,979 C-Bills)
- ❏ Flea FLE-4 (1,519,200 C-Bills)
- ❏ Crusader CRD-3R (5,686,009 C-Bills)

Additional Rewards

Portable Scanner (Optional Equipment): ❏
If a scenario mentions "EW Equipment" in the special rules, you may cross off this Optional Equipment at the beginning of the scenario. Doing so allows you to act as if your 'mech had such equipment for the duration of the game.

GM Signature _____ **Game Date** _____

Mission: 3026-04 Debrief
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Greater Stubensville High School is not, at all, what you originally thought it was. From the outside it definitely looks like a high school. There's a playing field out front, a flag of the Federated suns on a big pole in the front that you could swear on a cold day probably has some nerd's tongue stuck to it, that sort of thing. There's even an open space in the middle with piles of cigarette butts lying around. Heck, for all you know, Greater Stubensville once had a high school.

Now, on the other hand, it's almost certainly something else. You and the rest of your lance find yourselves sitting in the cafeteria. The first sign that you ain't in high school any more is the fact that the juice machines have been replaced with the sort of machine that spits out a cup and coffee, and if you're lucky, does so in that order. The requisite healthy food the Feds are so proud of feeding their kids has been replaced with the sorts of rubber sandwiches that people working long hours tend to get out of vending machines.

The high security everywhere is a bit of a giveaway too. Heavy doors with prox readers and retinal scanners, for example. Also, last time you checked, guards with flechette guns weren't standard equipment in most secondary education facilities.

It turns out that the high school is all a front for an R&D facility that the Feds have been keeping secret for some time. It also turns out that they didn't keep it secret enough, as the Snakes found out about it, and sent their pet mercenaries to take it.

After a few minutes in the cafeteria, the director of the facility appears through one of the doors that leads farther into the facility. He's a tall fellow with greying hair that honestly looks more like a Gym teacher or maybe a used car salesman than a scientist. He's not even wearing a lab coat.

"Greetings! My name is Dr. Alex Burton. I'm the director here at the Achernar Proving Grounds. I really need to thank you for saving us back there, but I'm afraid we're not out of the woods yet. Apparently the Combine knows that we're here now, and it's just a matter of time before they send another attack, and as I understand it, you won't be able to fight this next one off as easily as the last.

Dr. Burton leads you to an oversized freight elevator and summons it.

"As I'm sure you know, Barlow's End wasn't always terraformed. It wasn't until late in the 26th century that the surface was at all habitable. Before that, this place was a mining colony, with an enormous network of tunnels dug out for Germanium and Iridium mining."

With a soft ding the elevator doors open. There are two sets of doors, and each looks to be inches thick, one that closes horizontally, another that closes vertically. Your lance, Dr. Burton, and another scientist – one you met when you first arrived but you've already forgotten his name, all pile in. The elevator feels cavernous even with all of you in it.

"Anyway, some of these tunnels were perfect for our research. I'm afraid I can't go into much in the way of details, but it's something that we really don't want the Kuritans getting their hands on". He says "Kuritans" more like "Cretins". He's happy you noticed.

"So we're going to pack up and move it. Or at least, the important parts that we can carry. Moving will set us back months, but it'll still be better than letting the snakes get a hold of it"

The elevator lurches to a stop and the doors slide open.

Holy crap on toast. This place is enormous. It's a cavern, easily half a kilometer across and high enough for a 'mech to stand and maybe even jump if it doesn't go too high. It's lit from above with some sort of floodlights. In the center there's something that looks a bit like the core of a fusion engine, but the sort of fusion engine that powers cities or maybe jumpships, not the sort in a Battlemech. It's easily fifty meters across. There's a swarm of engineers (properly wearing lab coats, you notice) crawling all over the thing. It does not appear to be on.

"Oh, don't worry – most of that is pretty simple stuff – superconducting electromagnets, plasma railguns for electron injection, that sort of thing. The key to the whole thing is a lot smaller – about a ton or so, and the boys are busy getting it out. Once they do, we're going to need to get out of here, and I'm afraid it looks like you guys are going to be our escorts"

Yup. It looks like you really stepped in it this time.

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BATTLETECH™
MISSIONS

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

Mission: 3026-04
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Mission Results
- ❑ The MacGuffin is not captured by the Dragoons (Success)
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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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- ❑ Flea FLE-4 (1,519,200 C-Bills)
- ❑ Crusader CRD-3R (5,686,009 C-Bills)

Additional Rewards

Portable Scanner (Optional Equipment): ❑
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GM Signature _____ **Game Date** _____

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Yup. It looks like you really stepped in it this time.

BATTLETECH™
MISSIONS

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

Mission: 3026-04
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

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- ❏ Mech Severely Damaged
- ❏ Mech Destroyed

Pilot Status
- ❏ Pilot Survived
- ❏ Pilot Killed

C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

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Additional Rewards

Portable Scanner (Optional Equipment): ❏
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GM Signature _____ **Game Date** _____

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"Oh, don't worry – most of that is pretty simple stuff – superconducting electromagnets, plasma railguns for electron injection, that sort of thing. The key to the whole thing is a lot smaller – about a ton or so, and the boys are busy getting it out. Once they do, we're going to need to get out of here, and I'm afraid it looks like you guys are going to be our escorts"

Yup. It looks like you really stepped in it this time.

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

Mission: 3026-04
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Mission Results

- ❑ The MacGuffin is not captured by the Dragoons (Success)
- ❑ The MacGuffin remains intact and in the heroe's possession (Bonus) (+100,000 C-Bills)
- ❑ The Dragoons escape with the MacGuffin (Failure)
- ❑ 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

- ❑ Ostsol OTL-4D (5,017,600 C-Bills)
- ❑ Hoplite HOP-4B (4,355,758 C-Bills)
- ❑ Kintaro KTO-18 (4,704,457 C-Bills)
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Additional Rewards

Portable Scanner (Optional Equipment): ❑
If a scenario mentions "EW Equipment" in the special rules, you may cross off this Optional Equipment at the beginning of the scenario. Doing so allows you to act as if your 'mech had such equipment for the duration of the game.

GM Signature _____ **Game Date** _____

Mission: 3026-04 Debrief
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

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Dr. Burton leads you to an oversized freight elevator and summons it.

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Mech Status	Pilot Status
❑ Mech Survived	❑ Pilot Survived
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C-Bill Reward _____ **XP Reward** _____

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MISSIONS

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

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C-Bill Reward _____ **XP Reward** _____

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MISSIONS

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C-Bill Reward _____ **XP Reward** _____

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BATTLETECH™
MISSIONS

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

Mission: 3026-04
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C-Bill Reward _____ **XP Reward** _____

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GM Report
Mission 3026-04 - Stubensville Side Story

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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