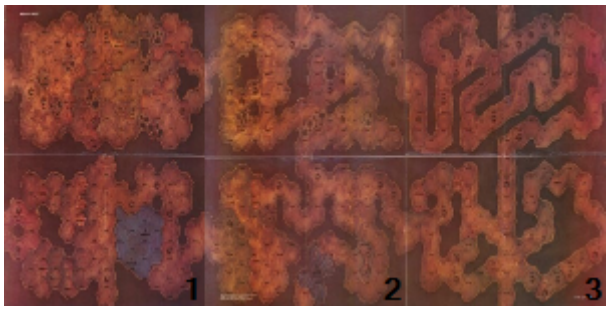
BATTLETECH™
MISSIONS

Mission 3026-05: MacGuffin Escape
Under Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026
Pilot Skill: 4-5

Okay boys, listen up! As of right now, we've been dragooned into a mission of "Utmost Importance" according to the Feds. It turns out that they've been hiding a secret research facility, called "The Achernar Proving Grounds" here under what used to be the Greater Stubensville High School. Unfortunately, it doesn't appear to be all that 'secret' any more. We were able to rebuff an attack on the surface of this facility earlier, but it looks like the Dracs aren't done with this place yet.
As you may or may not be aware, Barlow's end is naturally completely uninhabitable, and the first colonists who came here lived underground in a set of mining tunnels, at least until the Star League was able to terraform this place. Unfortunately, the Combine is just as aware of this fact as we are, and as we speak are coming here to capture or at least destroy whatever it is the Feds are building here.
Your job is simple. The Fed scientists are frantically struggling to finish dismantling the machine. Cover them while they do so, and then make sure they can escape this facility into the tunnels under the city. They've got an armored truck and a small number of infantry to help cover their retreat, but it's mostly going to be up to you guys.

Map: This mission takes place underground, under the city of Rough Patch on Barlow's End (specifically, the suburb of "Greater Stubensville". The Achernar Proving Grounds consists of a large cavern with a set of caverns leading away in multiple directions. If available, use the map from the Ishiyama Solaris Map. In this case, it's half of Ishiyama 2 and all of Ishiyama 1.



Recommended Maps:
1: Solaris_Ishiyama2_Right
2: Solaris_Ishiyama1_Left
3: Solaris_Ishiyama1_Right

Setup: The Large cavern at the top left is "The Proving Grounds". Place the FedSuns truck in Hex 4804 on Ishiyama 2. (To the left of the large cavern). The players may place the two Ballistic Foot infantry platoons and the one Heavy Support Infantry platoon anywhere in that large cavern. The Dragoons enter from hex 0917 on Ishiyama 1, and win if they capture the truck and escort it off the map through that same hex. The Heroes need to escort the truck safely off the map anywhere on row 30 on Ishiyama 1 (the right side of the map).

Version: 1.01 11/30/2024

Special Rules

Just one more bolt!: The Federated Suns' Scientists are attempting to dismantle the Macguffin, but it takes time. At the start of each turn, roll 2d6, and keep a running total. Once the running total reaches 30, the MacGuffin has been dismantled and loaded onto the Truck unit (see below). Before that has happened the truck cannot move or be targeted by either side.

Guard Duty: The three infantry bases cannot leave the initial cavern until the Macguffin has been dismantled and put on the truck. Once the truck can begin moving, the infantry bases can move wherever the players want.

Well, if we can't have it, nobody can!: If either side gets the Macguffin to within six hexes of their exit, then the other side may fire upon it for the rest of the scenario. Destroying the MacGuffin limits the Heroes' reward for the scenario. (See below)

I give up! If the Combine forces get a mech adjacent to the truck, and there are no friendly units within three hexes, then the truck is captured, and will be controlled by the GM. The heroes can regain control of the truck by having a unit adjacent to it while there are no Dragoon/Combine units within three hexes.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Flatbed Truck	1	Armor	3060 pg. 7	117	N/A
Foot Ballistic Rifle	1		3085 TCE pg 331	81	N/A
Heavy Support Infantry	1		3085 TCE Pg 325	88	N/A
Crusader	1	CRD-3K	3039 pg 504	1290	5,440,159
Rifleman	1	RFL-3N	3039 pg 477	1039	4,860,000
Hetzer Wheeled Assault Gun	1	AC-10	3039 pg 92	536	N/A
Wolverine	1	WVR-6K	3039 pg 467	1248	4,514,194
Dervish	1	DV-6M	3039 pg	1146	4,989,967
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Spider	1	SDR-5K	3039 pg 163	503	2,728,440
Shadow Hawk	1	SHD-2H	3039 pg 465	1064	4,539,382

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

2000-2500 (2779 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Spider SDR-5K (4/5), Javelin JVN-10N (4/5)

2500-3000 (3315 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Javelin JVN-10N (4/5), Rifleman RFL-3N (4/5)

3000-3500 (3818 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Javelin JVN-10N (4/5), Rifleman RFL-3N (4/5), Spider SDR-5K (4/5)

3500-4000 (4472 Total)

Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Rifleman RFL-3N (4/5), Spider SDR-5K (4/5), Wolverine WVR-6K (4/5)

4000-4500 (5004 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Wolverine WVR-6K (4/5), Javelin JVN-10N (3/4), Crusader CRD-3K (4/5)

4500-5000 (5417 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Wolverine WVR-6K (4/5), Javelin JVN-10N (3/4), Crusader CRD-3K (3/4)

5000-5500 (5990 Total)
Hetzer Wheeled Assault Gun AC-10 (4/5), Dervish DV-6M (4/5), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (4/5)

5500-6000 (6610 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (4/5), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4)

6000-6500 (6942 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4)

6500-7000 (7536 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Javelin JVN-10N (4/5)

7000-7500 (8006 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (4/5)

7500-8000 (8600 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (4/5), Javelin JVN-10N (4/5)

8000-8500 (9130 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (3/4), Javelin JVN-10N (3/4)

8500-9000 (9633 Total)
Hetzer Wheeled Assault Gun AC-10 (3/4), Dervish DV-6M (3/4), Rifleman RFL-3N (3/4), Wolverine WVR-6K (3/4), Crusader CRD-3K (3/4), Shadow Hawk SHD-2H (3/4), Javelin JVN-10N (3/4), Spider SDR-5K (4/5)

Mission Objectives: If either side escapes with the truck then they win. If one side has control of the truck and there are no enemy units within six hexes at the end of the scenario, then they win. Otherwise, consider the scenario a draw.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Truck is destroyed, or neither side controls it (Draw)	350,000	250,000	100,000
Heroes escape with or control the truck (Success)	450,000	350,000	200,000
Dragoons escape with or control the truck (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Truck is destroyed, or neither side controls it (Draw)	15	5
Heroes escape with or control the truck (Success)	15	5
Dragoons escape with or control the truck (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Hetzer Wheeled Assault Vehicle (AC-10) (Mission Support) ❑❑❑
Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!

Scotty was able to salvage one of the Hetzers. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Hetzer is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 50,000 C-Bills.
If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

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GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck (Armor)

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

Tonnage: 10
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (1 ton)	BD	[E]	—	—	—	—

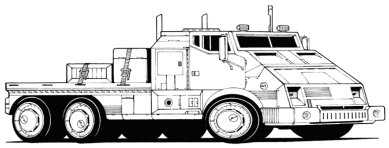
Cost: 47,250 C-bills **BV:** 117

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

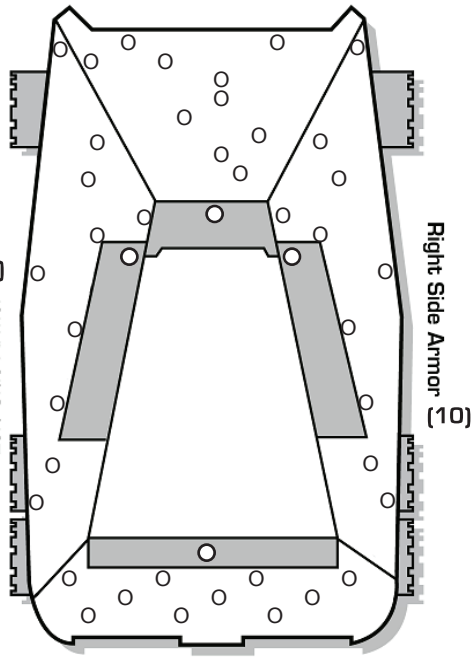
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (10)
Left Side Armor (10)
Right Side Armor (10)
Rear Armor (10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

FOOT BALISTIC RIFLE INFANTRY PLATOON 1

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 2

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 3

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 4

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

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

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HEAVY SUPPORT INFANTRY RECORD SHEET

HEAVY SUPPORT INFANTRY PLATOON 1

Armor Type: Ballistic Plate **Divisor:** 2

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*:
Notes:

Cannot make Anti-'Mech or Swarm Attacks

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	-4	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

BV: 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
Movement MP: N/A **Type:** N/A

HEAVY SUPPORT INFANTRY PLATOON 2

Armor Type: Ballistic Plate **Divisor:** 2

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*:
Notes:

Cannot make Anti-'Mech or Swarm Attacks

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	-4	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

BV: 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
Movement MP: N/A **Type:** N/A

HEAVY SUPPORT INFANTRY PLATOON 3

Armor Type: Ballistic Plate **Divisor:** 2

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*:
Notes:

Cannot make Anti-'Mech or Swarm Attacks

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	-4	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

BV: 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
Movement MP: N/A **Type:** N/A

HEAVY SUPPORT INFANTRY PLATOON 4

Armor Type: Ballistic Plate **Divisor:** 2

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*:
Notes:

Cannot make Anti-'Mech or Swarm Attacks

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	-4	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

Disposable Weapon: N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

BV: 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
Movement MP: N/A **Type:** N/A

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-3K

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

Tonnage: 65

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl,C5/10 [M,C,S]	6	7	14	21
1	LRM 10	RA	4	1/Msl,C5/10 [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	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

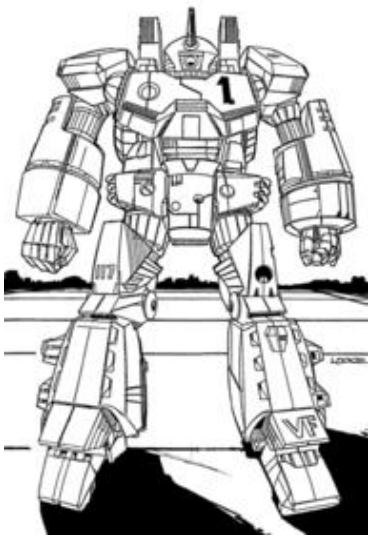
Cost: 5,440,159 CBills **BV:** 1290

WARRIOR DATA

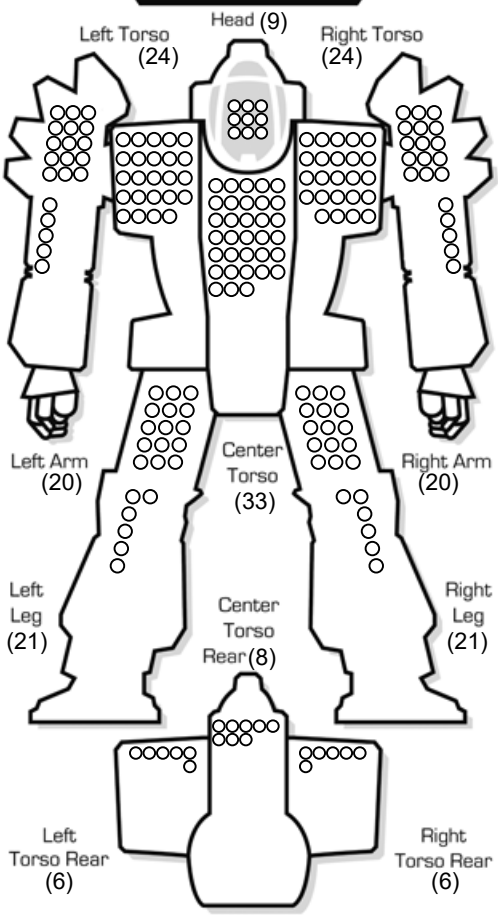
Name:

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. LRM 10
6. LRM 10

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

4-6

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. LRM 10 Ammo (12)
5. Roll Again
6. Roll Again

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

4-6

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

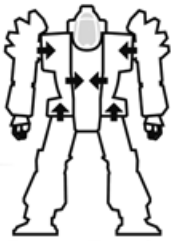
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

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

4-6

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. LRM 10
6. LRM 10

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

4-6

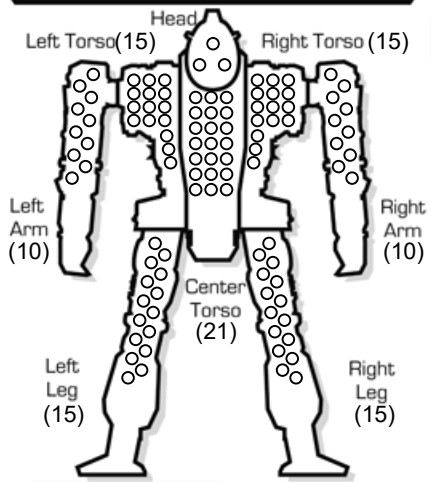
Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. LRM 10 Ammo (12)
5. Roll Again
6. Roll Again

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

4-6

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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-3N

Movement Points:
Walking: 4
Running: 6
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	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

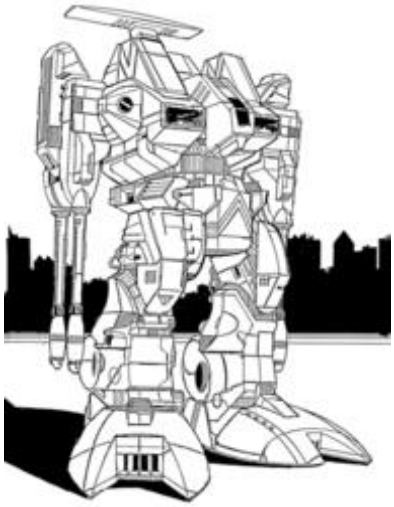
Cost: 4,860,000 CBills **BV:** 1039

WARRIOR DATA

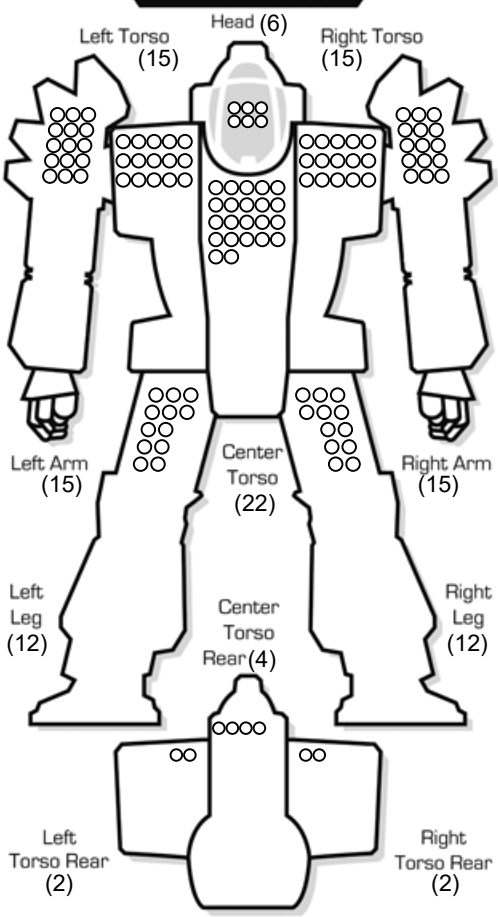
Name:

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. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

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

Left Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

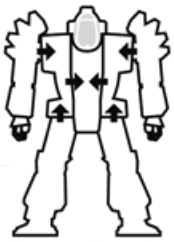
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

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

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. AC/5 Ammo (20)
6. Roll Again

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



Damage Transfer Diagram

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

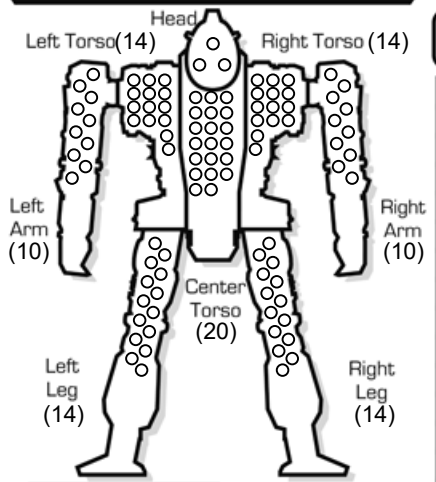
1. Autocannon/5
2. Autocannon/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hetzer Wheeled Assault Gun (AC10)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/10	FR	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 50

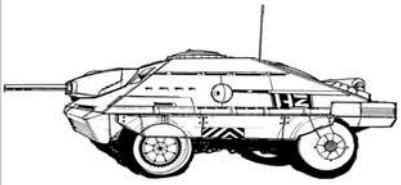
Cost: **BV:** 536

CREW DATA

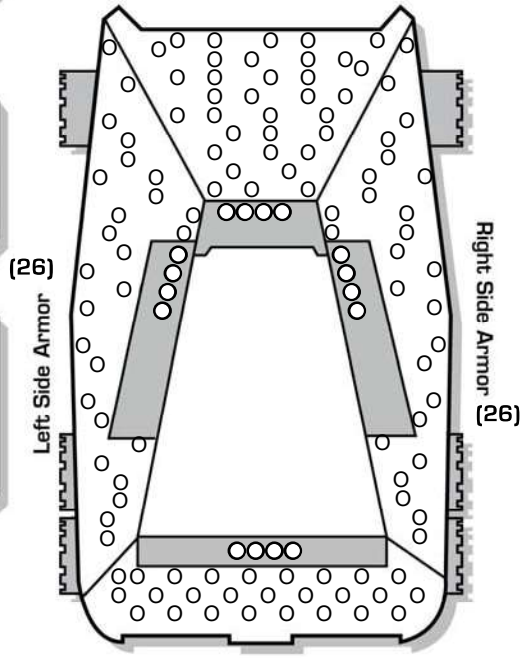
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6K

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

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

Weapons & Equipment Inventory (hexes)

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

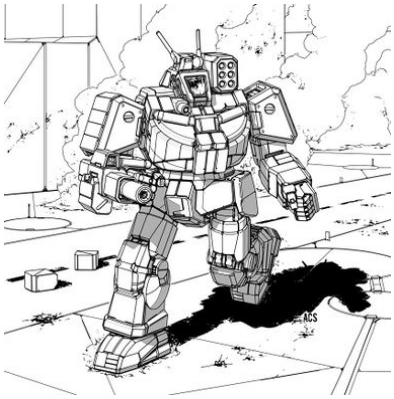
Cost: 4,514,194 CBills **BV:** 1248

WARRIOR DATA

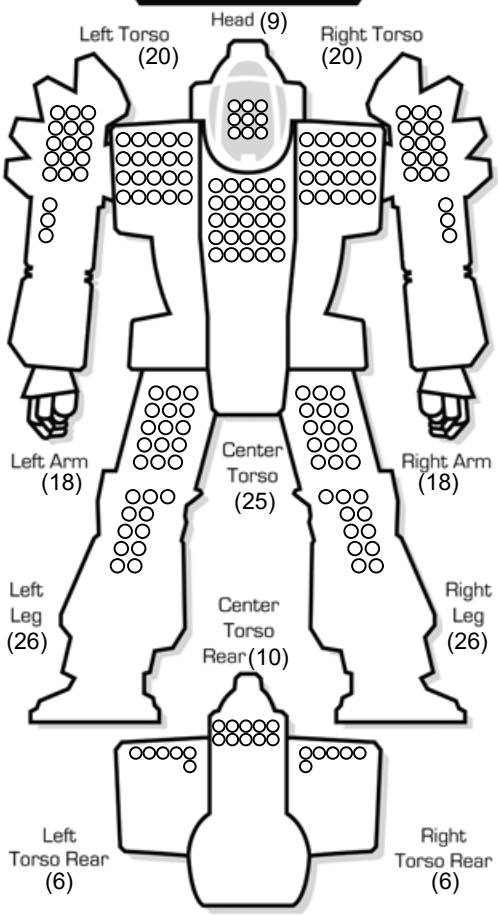
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

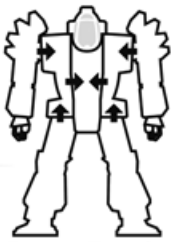
Head

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

Center Torso

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

Engine Hits 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. Medium Laser
	2. Small Laser
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

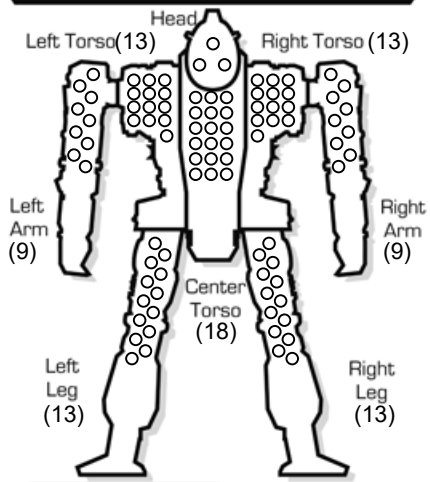
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

'MECH RECORD SHEET

'MECH DATA

Type: Dervish DV-6M

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

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	SRM 2	RA	2	2/Msl,C2/2 [M,C,S]	-	3	6	9
1	SRM 2	LA	2	2/Msl,C2/2 [M,C,S]	-	3	6	9

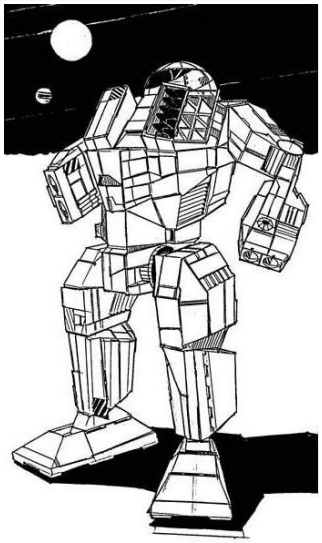
Cost: 4,989,967 CBills **BV:** 1146

WARRIOR DATA

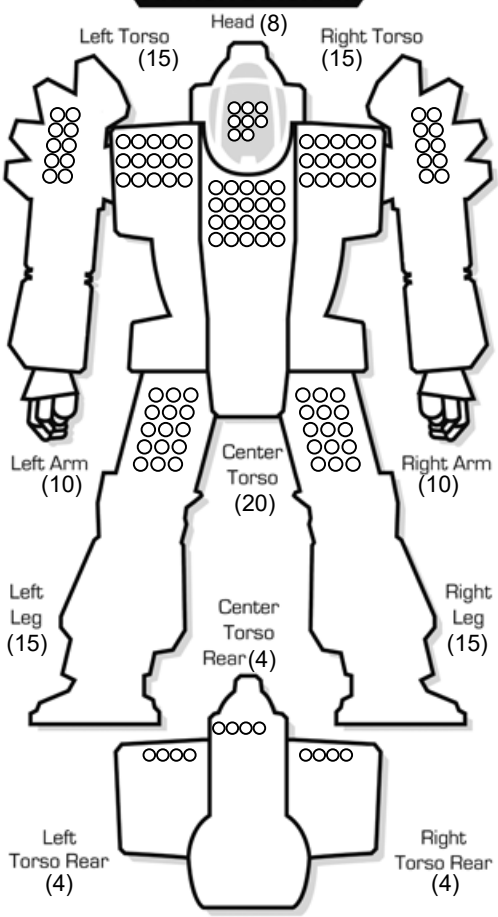
Name:

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. Medium Laser
5. SRM 2
6. SRM 2 Ammo (50)

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. LRM 10
2. LRM 10
3. LRM 10 Ammo (12)
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. JumpJets
6. JumpJets

Head

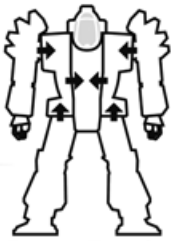
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. JumpJets
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. Medium Laser
5. SRM 2
6. SRM 2 Ammo (50)

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

Right Torso

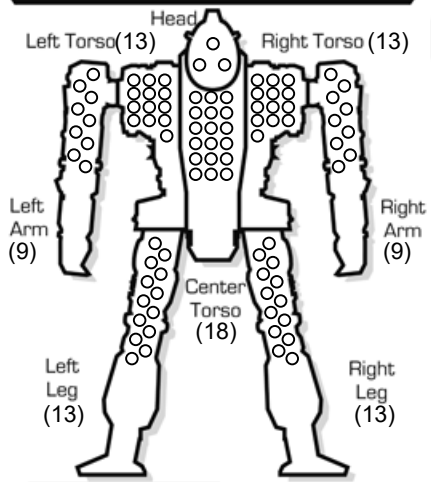
1-3
1. LRM 10
2. LRM 10
3. LRM 10 Ammo (12)
4. Roll Again
5. Roll Again
6. Roll Again

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. 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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10N

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

Tonnage: 30
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	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

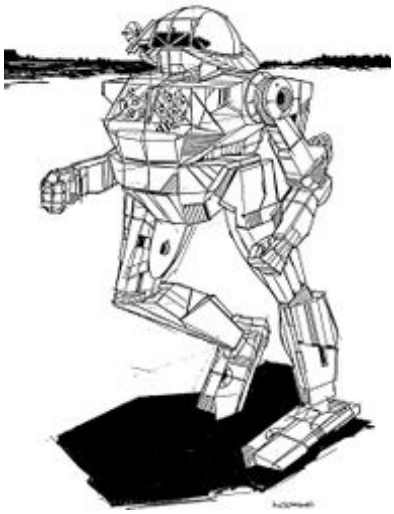
Cost: 2,400,840 CBills **BV:** 594

WARRIOR DATA

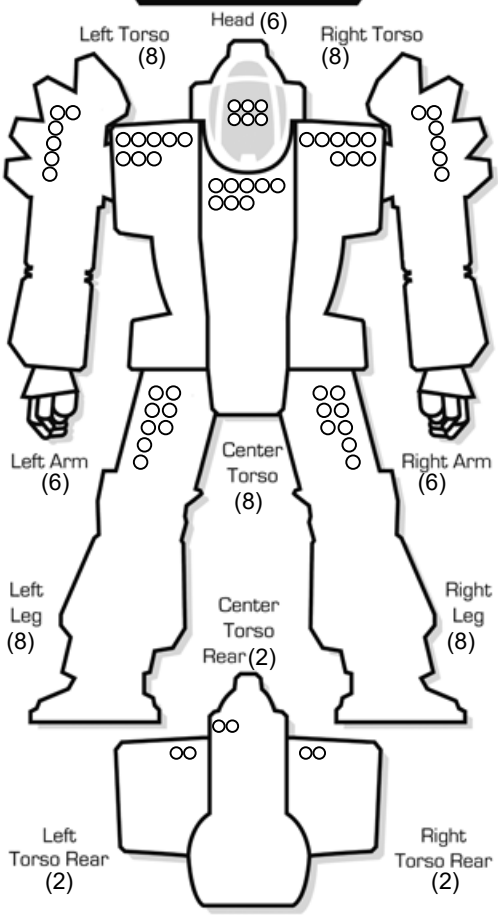
Name:

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. Roll Again
6. Roll Again

1-3

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

4-6

Left Torso
1. Heat Sink
2. SRM 6
3. SRM 6
4. SRM 6 Ammo (15)
5. Roll Again
6. Roll Again

1-3

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

4-6

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

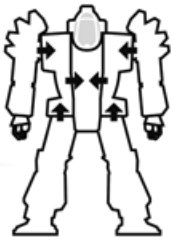
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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. Roll Again
6. Roll Again

1-3

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

4-6

Right Torso
1. Heat Sink
2. Heat Sink
3. SRM 6
4. SRM 6
5. SRM 6 Ammo (15)
6. Roll Again

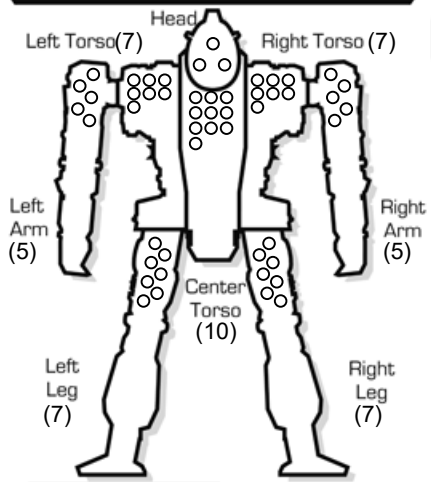
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Spider SDR-5K

Movement Points:
Walking: 8
Running: 12
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	CT	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

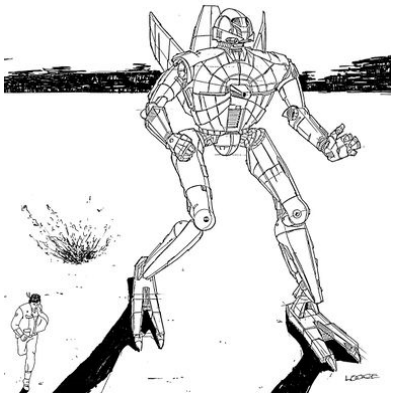
Cost: 2,728,440 CBills **BV:** 503

WARRIOR DATA

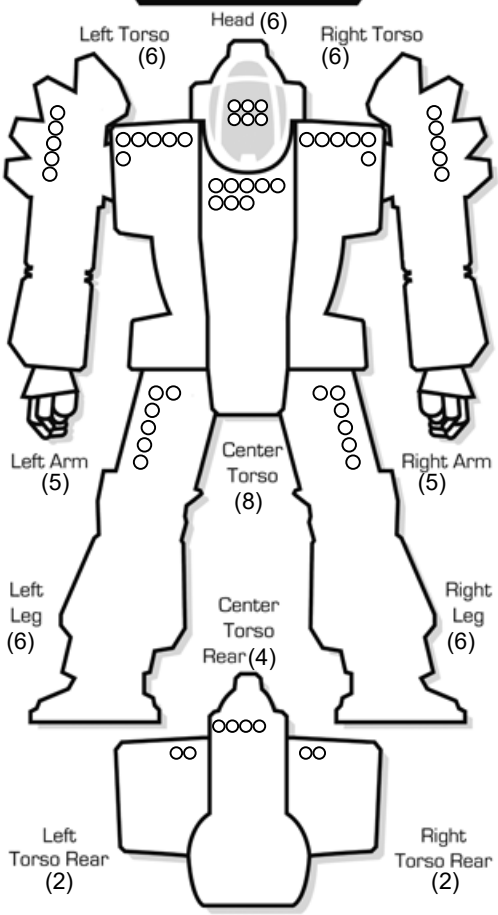
Name:

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. Machine Gun
	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. 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

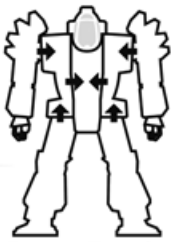
Head

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. Medium Laser
	6. Machine Gun Ammo (200)

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

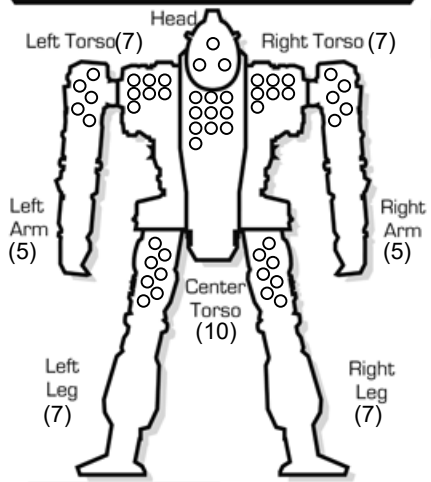
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:
Walking: 5
Running: 8
Jumping: 3

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

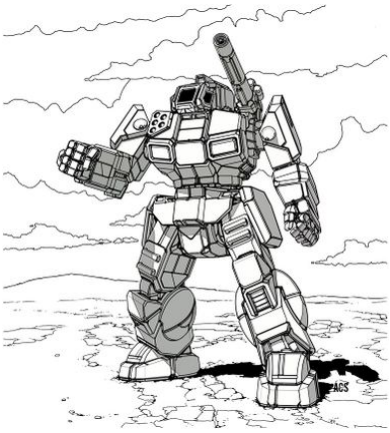
Cost: 4,539,382 CBills **BV:** 1064

WARRIOR DATA

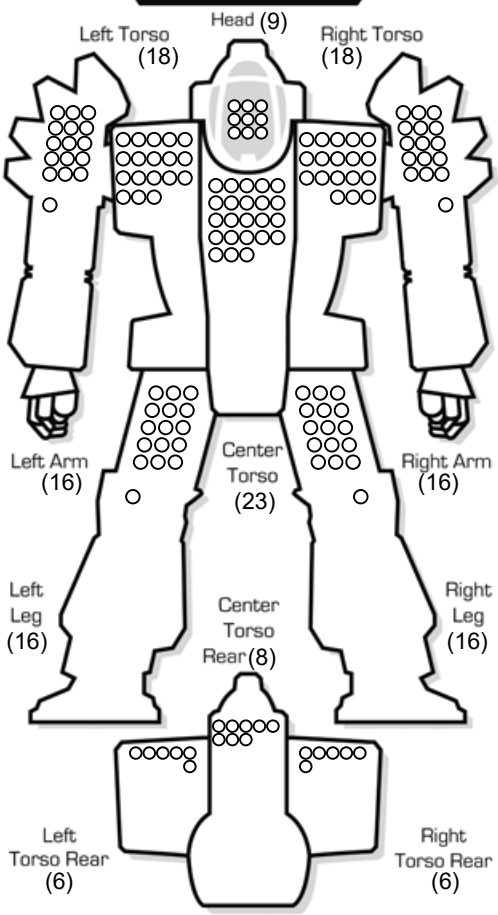
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. JumpJets
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. AC/5 Ammo (20)

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

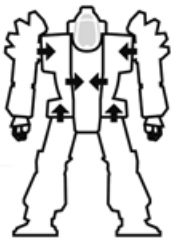
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. JumpJets
6. SRM 2 Ammo (50)

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

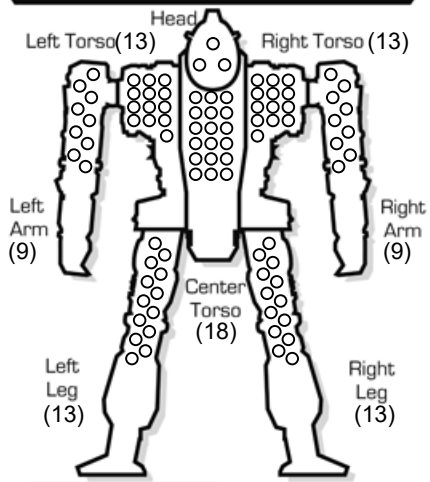
1-3
1. Heat Sink
2. JumpJets
3. LRM 5
4. LRM 5 Ammo (24)
5. Roll Again
6. Roll Again

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



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

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BATTLETECH™
MISSIONS

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

Mission: 3026-05
MacGuffin Escape
Under Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Mission Results
- ❑ Truck is destroyed, or neither side controls it (Draw)
- ❑ Heroes escape with or control the truck (Success)
- ❑ Dragoons escape with or control the truck (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

- ❑ Crusader CRD-3K (5,440,159 C-Bills)
- ❑ Rifleman RFL-3N (4,860,000 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
- ❑ Dervish DV-6M (4,989,967 C-Bills)
- ❑ Javelin JVN-10N (2,400,840 C-Bills)
- ❑ Spider SDR-5K (2,728,440 C-Bills)
- ❑ Shadow Hawk SHD-2H (4,539,382 C-Bills)

Additional Rewards

Hetzer Wheeled Assault Vehicle (AC-10) (Mission Support) ❑❑❑
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GM Signature _____ **Game Date** _____

Mission: 3026-05 Debrief
MacGuffin Escape
Under Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

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BATTLETECH™
MISSIONS

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

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MacGuffin Escape
Under Greater Stubensville High School, Barlow's End, Federated Suns
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- ❑ Heroes escape with or control the truck (Success)
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Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
- ❑ Mech Destroyed

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

Salvaged Mechs

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- ❑ Rifleman RFL-3N (4,860,000 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
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GM Report
Mission 3026-05 - MacGuffin Escape

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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