BATTLETECH™
MISSIONS

Mission 3027-01: Welcome to Aber-whatever.
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027
Pilot Skill: 3-5

Okay Boys, listen up! After our big dust-up with the Dragoons last year, we're taking a bit of a break. I know it feels like forever we've been cooped up in our cozy little dropships, but it's only been, what, six months? Things were getting a bit hot on the Combine border, so I decided a change of scenery was in order. Good thing, too, as it seems the Elsies are having trouble with some bandits out here by their Periphery border. Their Intel says they'll hit Aber-. Abeswy-. **This** planet next, and they want us to stop them, and put an end to the raids. For once, it looks like their Intel guys had it right!

A few hours ago, early warning radar spotted an unknown dropship coming in fast. From the looks of things, they're heading for a remote mountain range, which is mostly empty, but does have some scattered mines in operation. Our employers want us to head out there pronto, and stop the bad guys from messing up whatever counts as industry around these parts.

Unfortunately, the bandits landed in the mountains, and in the midst of a winter storm. Between the weather and the local mineral deposits, we're having trouble pinpointing them, so it will be up to you to track them down. Head over to the mining trail I've marked on your map as grid point Alpha, and start looking around. If you can, intercept them before they can get too close to the mines located over here at grid point Gamma.

Map: This mission takes place in the foothills of a mountain range. Any hilly/mountainous maps will do. The less water on those maps the better.

Recommended Maps:
1: Rolling Hills 2
2: Rolling Hills 3
3: Foothills 2
4: Rolling Hills 1

Setup: The bottom of the map is the players' "Home Edge". Before the game begins, the heroes enter through that edge of the map, and may spend two turns worth of movement positioning themselves on the map before play begins. After that, randomly select the edge of one map sheet as the pirate entry point. That edge cannot be a part of the players' home edge. The bad guys enter through that map edge.

Special Rules

Mechin' in a winter wonderland: Play starts with "Moderate Snowfall" weather conditions (See Tactical Operations, p60). All passable map hexes count as "Thin Snow" terrain (See Tactical Operations, p52).

Um, Boss? Where are we?: The Pirates begin the game lost, but will regain their bearings. At the start of the game, the heroes secretly write down which map sheet edge (there are 8 possibilities - it is based on map sheet, not the overall map) is the pirates' goal. During the end phase of turn 8, the PCs reveal the goal map sheet edge. Starting on turn 9, any pirates that leave the map off of that map sheet edge are counted as having succeeded at bypassing the heroes.

They are not paying me enough for this!: Starting on turn 10, the pirates are under 'forced withdrawal' rules. If a pirate 'mech becomes crippled, it must attempt to retreat off of the nearest board edge. Pirates that escape off of an edge that is not their goal edge are not counted against the players' victory condition, but do count against the PC's bonus objective.

Bored Now: If the Pirates haven't escaped off by turn 14 then they will immediately retreat off the nearest board edge. If it is *not* the goal edge then they don't count against the players' victory condition.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Crusader	CRD-3R	3039 pg	1317	5,686,009
Wolverine	WVR-6M	3039 pg 468	1291	4,865,657
Whitworth	WTH-1	3039 pg 191	982	2,912,933
Clint	CLNT-2-3T	3039 pg 182	770	3,572,380
Locust	LCT-1M	3039 pg	424	1,571,200
Banshee	BNC-3M	3039 pg 264	1595	9,824,327
Scorpion	SCP-1N	3039 pg	1019	5,201,800

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

2000-2500 (2315 Total)
Whitworth WTH-1 (3/4), Scorpion SCP-1N (4/5)

2500-3000 (2771 Total)
Clint CLNT-2-3T (4/5), Whitworth WTH-1 (4/5), Scorpion SCP-1N (4/5)

3000-3500 (3195 Total)
Scorpion SCP-1N (4/5), Clint CLNT-2-3T (4/5), Whitworth WTH-1 (4/5), Locust LCT-1M (4/5)

3500-4000 (3781 Total)
Wolverine WVR-6M (4/5), Whitworth WTH-1 (3/4), Clint CLNT-2-3T (4/5), Locust LCT-1M (4/5)

4000-4500 (4277 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Clint CLNT-2-3T (4/5), Locust LCT-1M (4/5)

4500-5000 (4803 Total)

Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Whitworth WTH-1 (3/4), Locust LCT-1M (4/5)

5000-5500 (5347 Total)
Crusader CRD-3R (4/5), Scorpion SCP-1N (4/5), Wolverine WVR-6M (4/5), Whitworth WTH-1 (3/4), Locust LCT-1M (4/5)

5500-6000 (5772 Total)
Crusader CRD-3R (4/5), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Whitworth WTH-1 (4/5), Locust LCT-1M (4/5)

6000-6500 (6360 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (4/5), Wolverine WVR-6M (4/5), Whitworth WTH-1 (3/4), Clint CLNT-2-3T (3/4)

6500-7000 (6892 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4)

7000-7500 (7336 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (4/5), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4), Clint CLNT-2-3T (4/5)

7500-8000 (7908 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4), Clint CLNT-2-3T (3/4)

8000-8500 (8231 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (4/5), Banshee BNC-3M (3/4), Clint CLNT-2-3T (4/5), Whitworth WTH-1 (4/5)

8500-9000 (8890 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4), Clint CLNT-2-3T (3/4), Whitworth WTH-1 (4/5)

9000-9500 (9204 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4), Clint CLNT-2-3T (3/4), Whitworth WTH-1 (3/4)

9500-10000 (9764 Total)
Crusader CRD-3R (3/4), Scorpion SCP-1N (3/4), Wolverine WVR-6M (3/4), Banshee BNC-3M (3/4), Clint CLNT-2-3T (3/4), Whitworth WTH-1 (3/4), Locust LCT-1M (3/4)

Mission Objectives: The heroes win if no more than one pirate ‘mech escape off their home edge of the map. They win the bonus objective if no Pirate ‘mechs escape.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No more than one pirate 'mech escapes off their target edge (Success)	350,000	250,000	100,000
No Pirate 'mechs escape (Bonus Objective)	+100,000	+100,000	+100,000
More than 1 Pirate 'mechs escape off their target edge (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No more than one pirate 'mech escapes off their target edge (Success)	15	5

Award (XP)	Pilot Survived	Pilot Killed
More than 1 Pirate 'mechs escape off their target edge (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

A Moment of Serenity: ❑❑
Look, I'm not saying I want to build a summer home here or anything, but the snow is actually quite lovely.

For the remainder of the turn, you may ignore any terrain or environmental condition. This includes conditions like “Moderate Snowfall” or “Night”. It does not allow you to ignore regular terrain features like woods or water. (Usable twice)

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

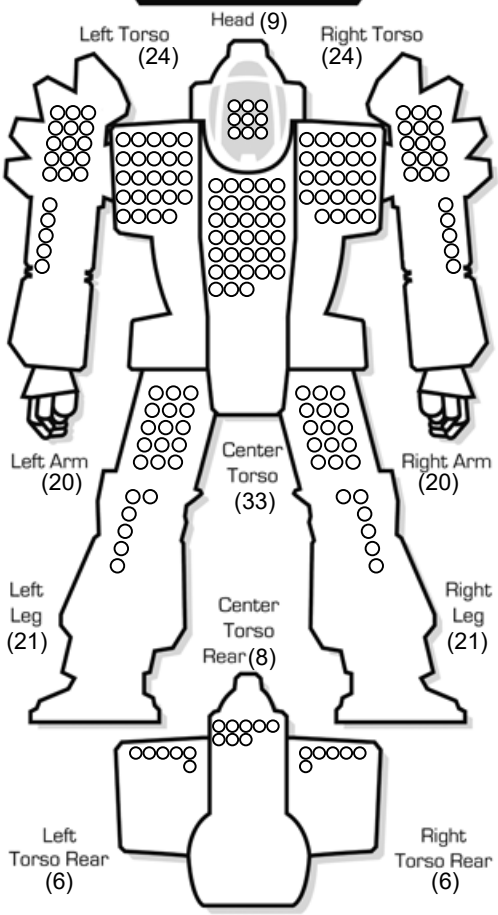
WARRIOR DATA

Name:

Gunnery Skill: **Piloting Skill:**

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

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

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. Machine Gun Ammo (200)

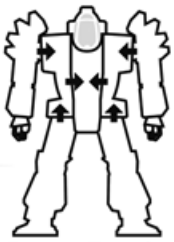
Left Torso
1. LRM 15 Ammo (8)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso
1. LRM 15 Ammo (8)
2. Roll Again
3. Roll Again
4. Roll Again
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

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

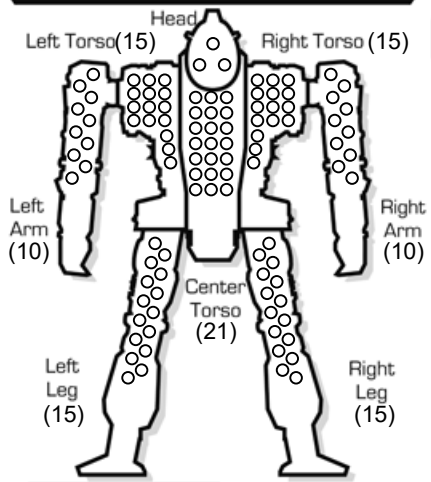


Damage Transfer Diagram

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 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: 10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6M

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

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	Medium Laser	H	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9

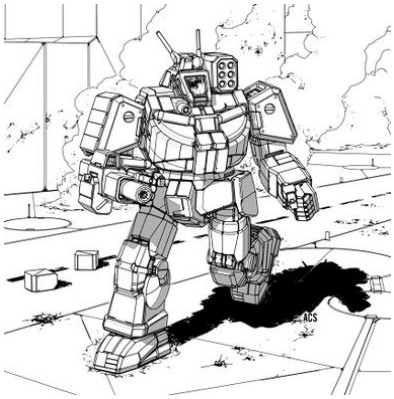
Cost: 4,865,657 CBills **BV:** 1291

WARRIOR DATA

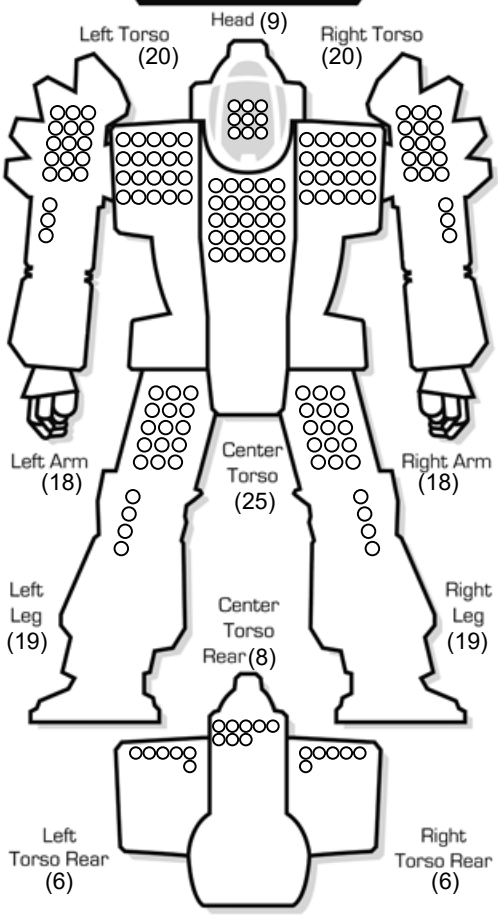
Name:

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. JumpJets
3. SRM 6
4. SRM 6
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

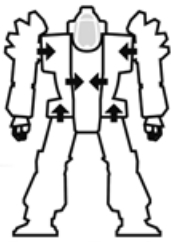
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

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. JumpJets
6. Roll Again

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

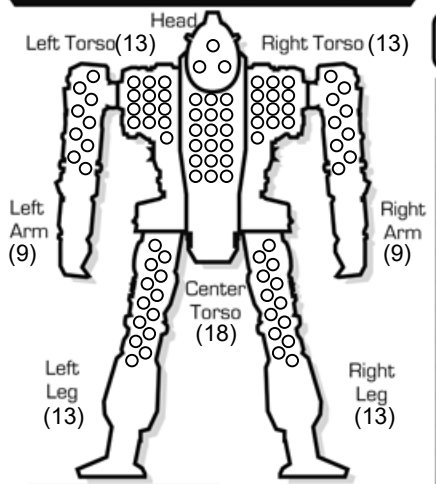
1-3
1. Heat Sink
2. JumpJets
3. JumpJets
4. SRM 6 Ammo (15)
5. Roll Again
6. Roll Again

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. Heat Sink
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: 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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Whitworth WTH-1

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

Tonnage: 40

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

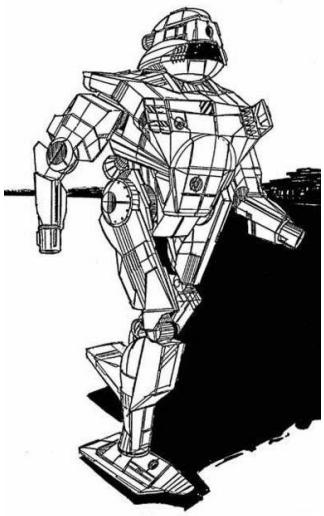
Cost: 2,912,933 CBills **BV:** 982

WARRIOR DATA

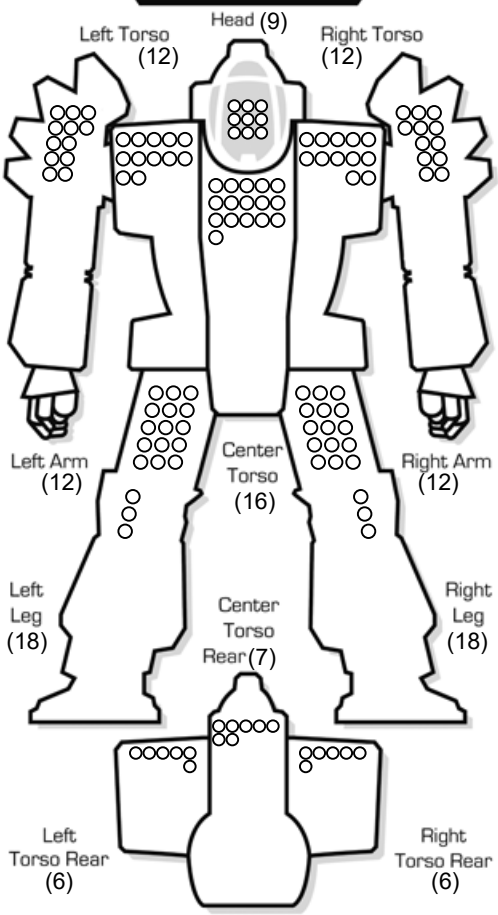
Name:

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. 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. LRM 10
4. LRM 10
5. LRM 10 Ammo (12)
6. Roll Again

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

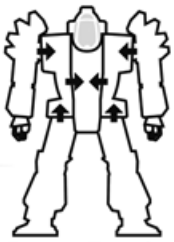
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. JumpJets
6. JumpJets

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

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



Damage Transfer Diagram

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

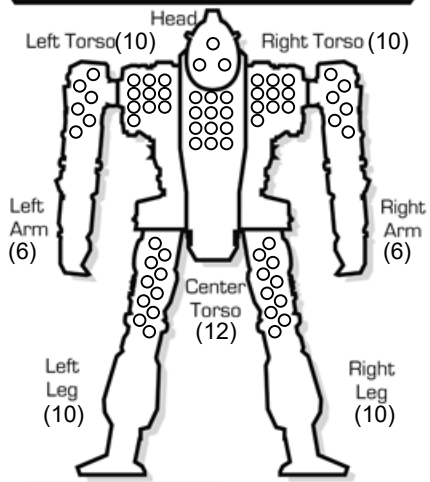
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. LRM 10 Ammo (12)
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 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*
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6
5*
4
3
2
1
0

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Clint CLNT-2-3T

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

Tonnage: 40

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

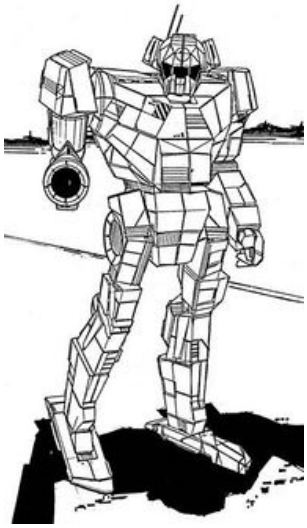
Cost: 3,572,380 CBills **BV:** 770

WARRIOR DATA

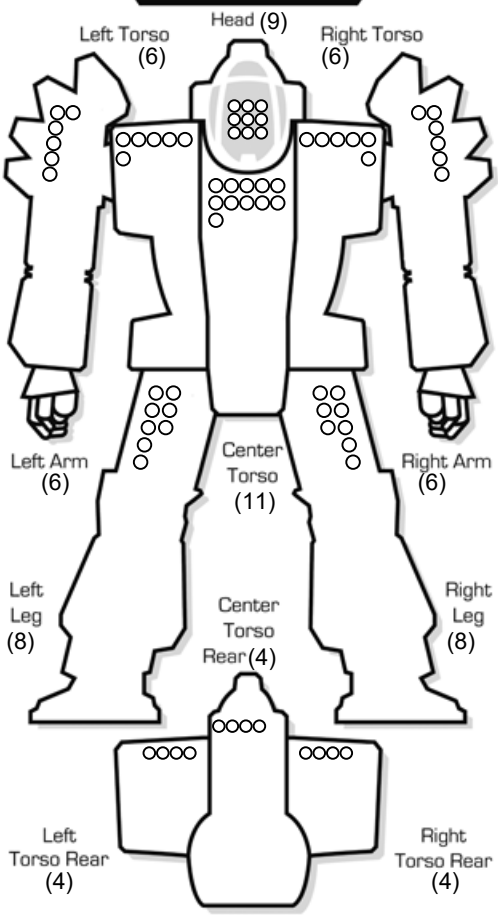
Name:

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. Medium Laser
	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. JumpJets
6. JumpJets

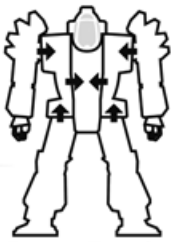
Head

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

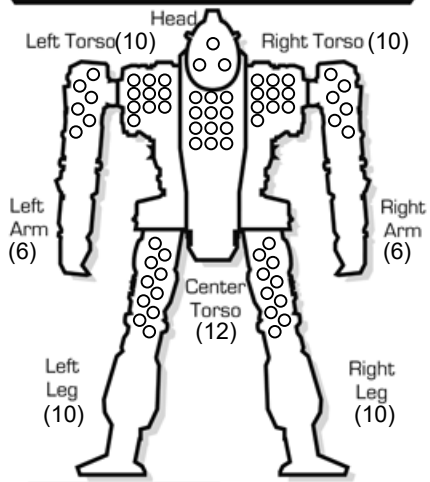
Right Torso

1-3	1. Heat Sink
	2. JumpJets
	3. AC/5 Ammo (20)
	4. Medium 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 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: Locust LCT-1M

Movement Points:
Walking: 8
Running: 12
Jumping: 0

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

Weapons & Equipment Inventory (hexes)

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

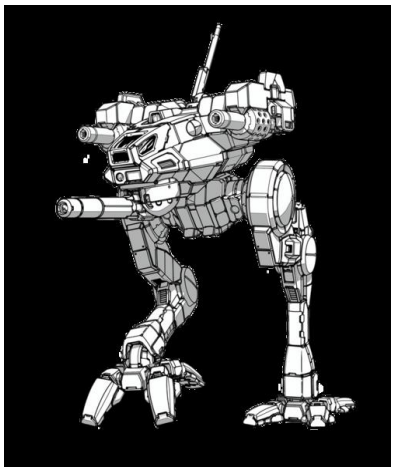
Cost: 1,571,200 CBills **BV:** 424

WARRIOR DATA

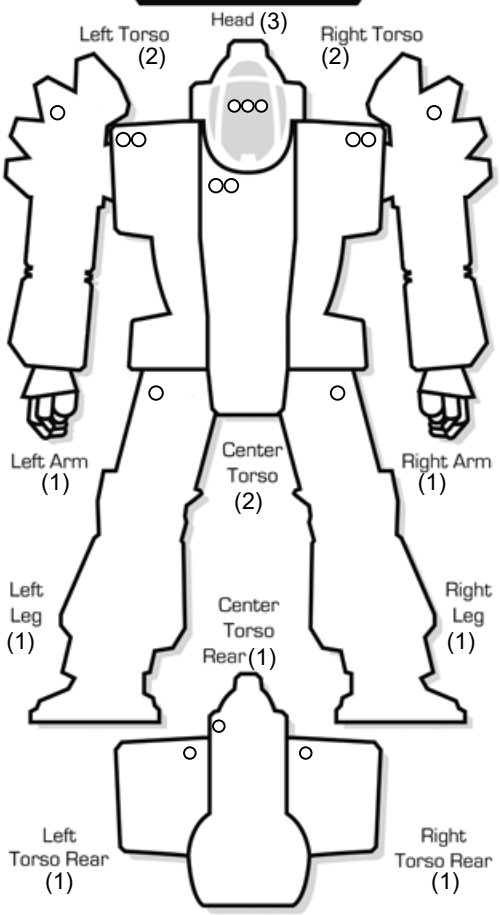
Name:

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. LRM 5
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. 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

Left Leg

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

Head

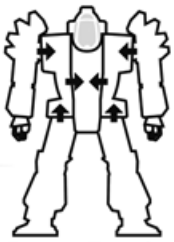
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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
6. LRM 5 Ammo (24)

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. LRM 5
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

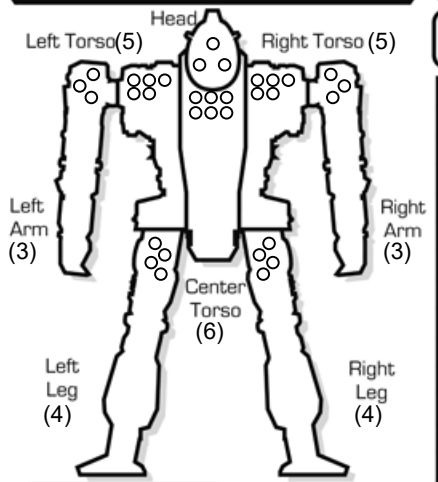
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Banshee BNC-3M

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

Tonnage: 95
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	H	1	3 [DE]	-	1	2	3

Cost: 9,824,327 CBills **BV:** 1595

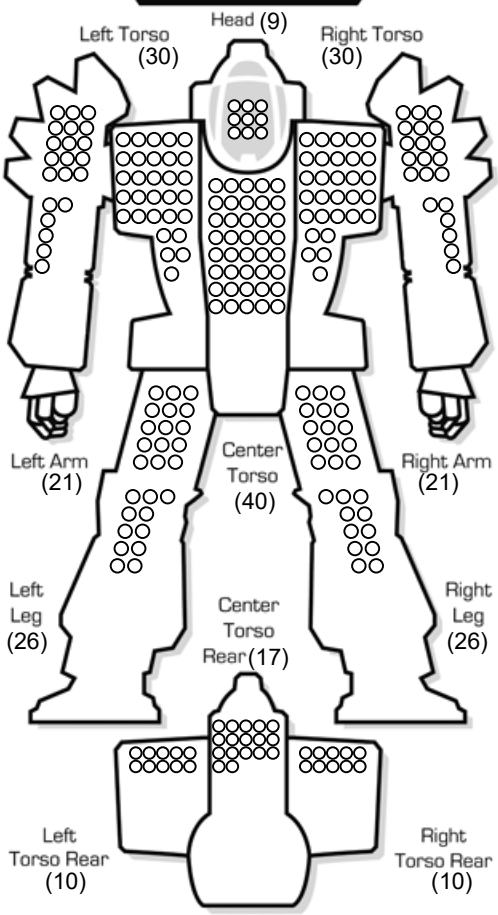
WARRIOR DATA

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. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

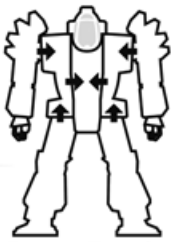
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

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. Heat Sink
6. Roll Again

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



Damage Transfer Diagram

Right Arm

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

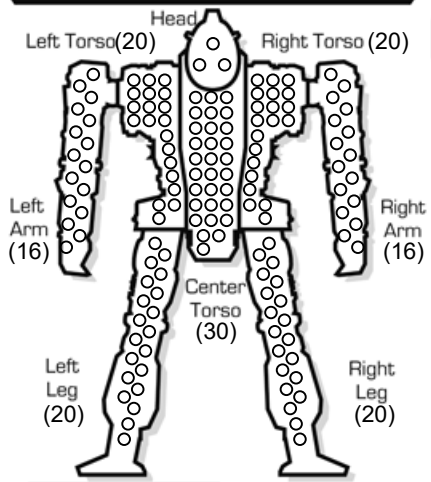
1-3
1. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

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

Right 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: 16 (16) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	OO
25	-5 Movement Points	OO
24	+4 Modifier to Fire	OO
23	Ammo Exp. avoid on 6+	OO
22	Shutdown, avoid on 8+	OO
20	-4 Movement Points	OO
19	Ammo Exp. avoid on 4+	OO
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: Scorpion SCP-1N

Movement Points:
Walking: 6
Running: 9
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	RT	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9

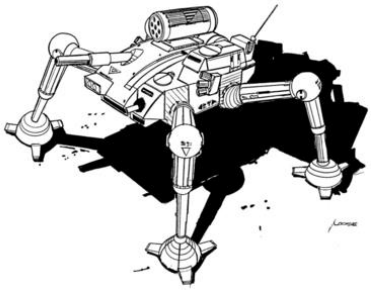
Cost: 5,201,800 CBills **BV:** 1019

WARRIOR DATA

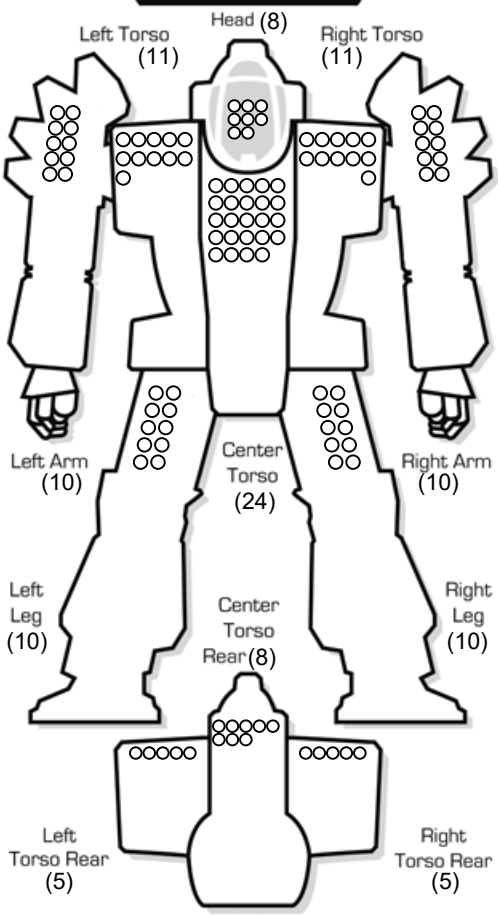
Name:

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

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

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

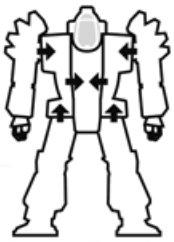
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

Right Torso
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Roll Again

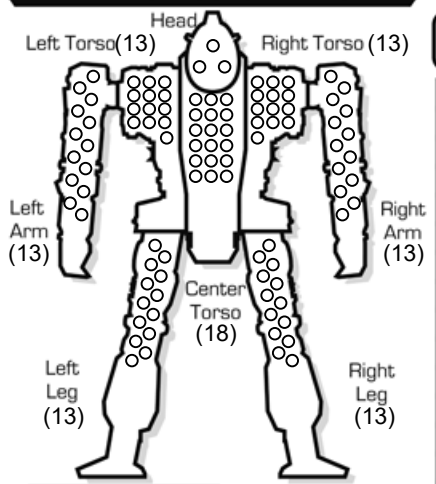
Right Arm
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-01
Welcome to Aber-whatever.
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027

Mission Results
- ❑ No more than one pirate 'mech escapes off their target edge (Success)
- ❑ No Pirate 'mechs escape (Bonus Objective) (+100,000 C-Bills)
- ❑ More than 1 Pirate 'mechs escape off their target edge (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-3R (5,686,009 C-Bills)
- ❑ Wolverine WVR-6M (4,865,657 C-Bills)
- ❑ Whitworth WTH-1 (2,912,933 C-Bills)
- ❑ Clint CLNT-2-3T (3,572,380 C-Bills)
- ❑ Locust LCT-1M (1,571,200 C-Bills)
- ❑ Banshee BNC-3M (9,824,327 C-Bills)
- ❑ Scorpion SCP-1N (5,201,800 C-Bills)

Additional Rewards

A Moment of Serenity: ❑❑
Look, I'm not saying I want to build a summer home here or anything, but the snow is actually quite lovely.

For the remainder of the turn, you may ignore any terrain or environmental condition. This includes conditions like “Moderate Snowfall” or “Night”. It does not allow you to ignore regular terrain features like woods or water. (Usable twice)

GM Signature _____ Game Date _____

Mission: 3027-01 Debrief
Welcome to Aber-whatever.
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027

It takes you a while to march back out of the mountains to the rendezvous site. By the time you do, Sarge is already waiting for you with more great news:

“Looks like there were more pirates stumbling around in that snow than we thought. The good news is that they were just as lost and blind as we were, so they didn’t cause too much damage. The Elsies aren’t blaming us for not intercepting attacks that we didn’t know about. The bad news is that there are still a bunch of bad guys out there wandering around the mountains.

“What’s worse, it seems that these guys are way better equipped than anybody expected, and our employers want to know why. Somebody is going to have to go track down their home base to find out what’s going on, and that somebody will probably be us. The locals think the best, meaning fastest, way to do that is to pull navigational data from their dropship, which probably can’t launch while the storm is blowing. Any volunteers?”

BATTLETECH MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-01
Welcome to Aber-whatever.
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027

Mission Results
- ❑ No more than one pirate 'mech escapes off their target edge (Success)
- ❑ No Pirate 'mechs escape (Bonus Objective) (+100,000 C-Bills)
- ❑ More than 1 Pirate 'mechs escape off their target edge (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-3R (5,686,009 C-Bills)
- ❑ Wolverine WVR-6M (4,865,657 C-Bills)
- ❑ Whitworth WTH-1 (2,912,933 C-Bills)
- ❑ Clint CLNT-2-3T (3,572,380 C-Bills)
- ❑ Locust LCT-1M (1,571,200 C-Bills)
- ❑ Banshee BNC-3M (9,824,327 C-Bills)
- ❑ Scorpion SCP-1N (5,201,800 C-Bills)

Additional Rewards

A Moment of Serenity: ❑❑
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Welcome to Aber-whatever.
Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027

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BATTLETECH MISSIONS

Character _____ Player _____ Cert _____

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Aberystwyth, Timbuktu Theater, Lyran Commonwealth
March 29, 3027

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Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
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Pilot Status
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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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GM Report
Mission 3027-01 - Welcome to Aber-whatever.

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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