

BATTLETECH™

MISSIONS

Mission 3027-02: Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

Pilot Skill: 3-5

Okay Boys, listen up! Ever since you broke up our recent pirate raid, the locals have been stumbling around in the snow trying to find the rest of the bad guys without any luck. Our best guess is that the bandits have been just as blind and lost as we are.

Fortunately, for us, a local geological survey team spotted something odd on one of their satellite sweeps. It seems like they spotted a large mass of metal in a remote valley, not far from your last skirmish. We managed to scramble a recon drone during a brief lull in the weather, and good news! It looks like we've located the bandit dropship. It's hard to say for sure how many pirates are hanging around to guard it, but they probably can't take off until the storm passes, so we have 'em trapped for now.

If you head on over to Grid Point Delta immediately, you might be able to sneak up on the bad guys, and capture their ride. Who knows? Maybe we can use the information in the nav computer to back track where their base is located. I know, dropships are big and scary and pack a lot of firepower. That's okay, we got you some toys to play with. Turns out the Lyran militia on planet has a trio of aging mobile Thumper artillery batteries. If you'd like, you can spot for them to take shots at the dropship. Be careful, though - if you hit it too hard you won't be able to salvage any goodies they might have inside.

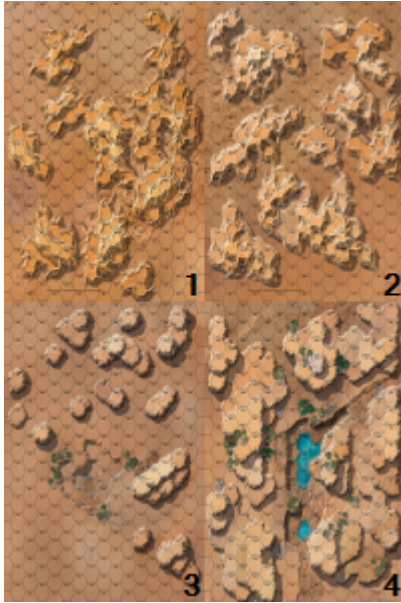
Oh, and one more thing - we're kinda on the clock here. Radar tells us there's a lull in the storm coming pretty soon. If that happens, the pirates will be able to take off, and the Elsie *really* don't want that happening. They *might* be able to shoot it down (they do have some aerospace assets in system), but that's a risk they'd really prefer not to take.

Map: This mission takes place in a mountain valley. Any mountainous maps will work, but make sure that there's a spot big enough for a spheroid dropship (7 hexes) at one end of the map.

Gms should mark 20 hexes as "Deep Snow", including roughly half the spaces around the base of the dropship.

The maps here are Desert Sand Drift 1, Desert Sand Drift 2, Desert Badlands 1 and Desert Badlands 2

Any water hexes are are *Solid Ice*. See Tactical Operations pg. 50.



Recommended Maps:

- 1: 2019_Desert Sand_Drift_-1
- 2: 2019_Desert Sand_Drift_-2
- 3: 2019_Desert Badlands_-1
- 4: 2019_Desert Badlands_-2

Setup: The pirates' dropship is in the open area in the north center of the top left map. Any pirate forces that are not marked as reinforcements must be deployed within 10 hexes of the dropship. The PCs enter from any hex along the bottom of the map. The bottom edge of the map counts as the PC's "Home Edge"

Environment: Play starts with "Moderate Snowfall", and "Light Gale" weather conditions in effect. (See Tactical Operations, p60, and p62). All passable map hexes count as "Thin Snow" terrain (See Tactical Operations, p52). Beginning on turn 7 the wind elevates to "Moderate Gale" conditions (See Tactical Operations, p62)

Special Rules

Oooh! A Dropship! I've always wanted one of those: The dropship will surrender if the heroes destroy 80% or more of the armor on any of its hit locations, or if its engines or avionics are disabled for any reason. (Check for surrender during the end phase of each turn) Note, however that any in-flight artillery will still hit, and must be resolved before determining the player's victory conditions. The dropship will *only* surrender if there is a non-crippled PC 'mech within 10 hexes with line of sight to the dropship. The pirate ground forces will surrender if they are outnumbered and the dropship has been captured or destroyed.

Not the smoothest landing: The dropship landed hard when it came down in the storm. Depending on the power level of the players, one or more systems may be disabled, as noted below.

Nice Toys: A battery of three thumper artillery pieces is located several kilometers off-board. This gives the PCs the equivalent of 15 uses of Thumper Artillery Support from BattleMech Manual, pg 78. The difference is that they have a three turn flight time instead of 1 as is the default. The PCs are not required to use the artillery.

Okay, Okay, we give up!: Play ends when the dropship surrenders or is destroyed, as noted above. If that does not happen before the end of turn 10, friendly aerospace forces arrive on the scene, and finish the ship off, destroying it.

Wait for us!: In some BV bands, some of the OPFOR will arrive during the scenario as

reinforcements for the pirates, arriving from the PC's home edge. These will be marked in the notes for those Battle Values.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Centurion	CN9-AL	3039 pg 204	1057	3,395,874
Hunchback	HBK-4J	3039 pg 209	1143	3,560,874
Clint	CLNT-1-2R	3039 pg 181	707	3,220,280
Panther	PNT-9R	3039 pg	769	2,485,710
Firestarter	FS9-M	3039 pg 170	798	3,066,525
Vedette Medium Tank		3039 pg 112	475	N/A
Orion	ON1-V	3039 pg 236	1298	6,774,250
Battlemaster	BLR-1G	3039 pg 500	1519	8,501,243
Union DS	2708	Hexpack Promo 1	0	N/A

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

3000-3500 (3026 Total)

Union DS 2708 (4/5), Vedette Medium Tank (4/5) (x2), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The hard landing damaged the dropship's loading mechanisms. It can only fire one of its LRM20's per turn, not all four. Deep snow piled against the hull also prevents it from firing its aft-side lasers.

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

3500-4000 (3566 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The hard landing damaged the dropship's loading mechanisms. It can only fire one of its LRM20's per turn, not all four. Deep snow piled against the hull also prevents it from firing its aft-side lasers.

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

4000-4500 (3566 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

4500-5000 (3718 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

5000-5500 (4193 Total)

Union DS 2708 (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

5500-6000 (4235 Total)

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

6000-6500 (4623 Total)

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

6500-7000 (5250 Total)

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

7000-7500 (6048 Total)

Union DS 2708 (4/5), Centurion CN9-AL (4/5), Firestarter FS9-M (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

7500-8000 (6386 Total)

Union DS 2708 (4/5), Centurion CN9-AL (3/4), Panther PNT-9R (3/4), Firestarter FS9-M (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Vedette Medium Tank (4/5), Vedette Medium Tank (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

8000-8500 (6717 Total)

Union DS 2708 (4/5), Orion ON1-V (3/4), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Centurion CN9-AL (4/5), Panther PNT-9R (4/5), Vedette Medium Tank (4/5), Vedette Medium Tank (3/4)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

8500-9000 (7321 Total)

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Battlemaster BLR-1G (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (4/5), Firestarter FS9-M (4/5), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

9000-9500 (7876 Total)

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (3/4), Battlemaster BLR-1G (3/4), Orion ON1-V (4/5), Centurion CN9-AL (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

9500-10000 (8327 Total)

Union DS 2708 (4/5), Hunchback HBK-4J (4/5), Clint CLNT-1-2R (4/5), Battlemaster BLR-1G (3/4), Orion ON1-V (4/5), Centurion CN9-AL (4/5), Panther PNT-9R (3/4), Vedette Medium Tank (3/4), Vedette Medium Tank (4/5)

The Hunchback and Clint both arrive as reinforcements from the player's home edge on turn 4.

Mission Objectives: The PCs win the game if they can disable or destroy the dropship before it can take off. They get the mission bonus if they are able to force the dropship to surrender (See special rules)

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Destroy the dropship, or force it to surrender	350,000	250,000	100,000
Capture the dropship before time runs out	+100,000	+100,000	+100,000
The Lyrans are forced to destroy the dropship themselves	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Destroy the dropship, or force it to surrender	15	5
The Lyrans are forced to destroy the dropship themselves	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

Hold full of Booty:

The hold of the pirate dropship was full of partially wrecked Battlemechs. If you captured the dropship, you also unlock the following 'mechs:

Firestarter FS9-M "Mirage" (3,065,175 C-Bills)

Vindicator VND-1R (3,137,583 C-Bills)

Marauder MAD-3M (6,291,250 C-Bills)

Bringing the Boom:

You are experienced working with artillery. Once per game, you may check a box next to this bonus and pay 10,000 C-Bills to get a one-time sniper artillery strike in a future scenario. The shot targets any hex you choose, with a 1-turn flight delay and hits on a 5+. You may only use this in a scenario where there are other friendly units on-planet.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Clint CLNT-1-2R**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

Tech Base: **Inner Sphere**
(Intro)

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

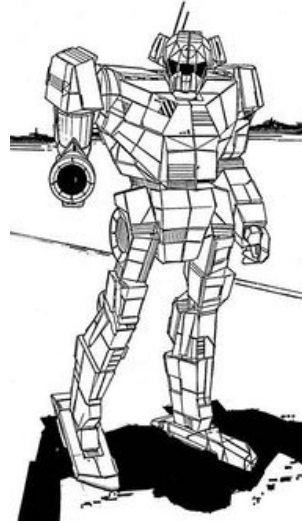
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

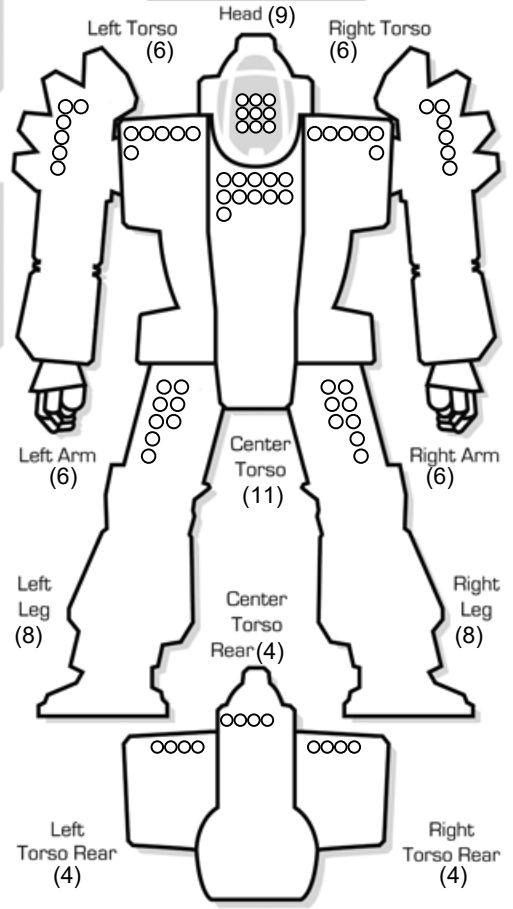
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	[DB,S] 5[DE]	-	3	6	9

Cost: 3,220,280 CBills

BV: 707



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

Right Torso

- 1-3 AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

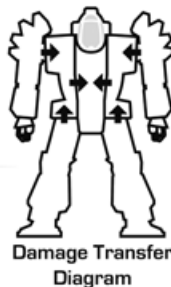
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

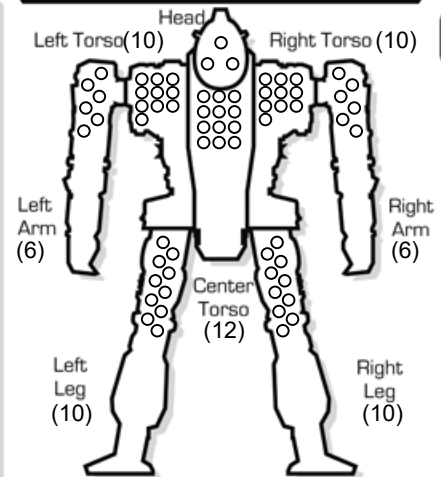
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- 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

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

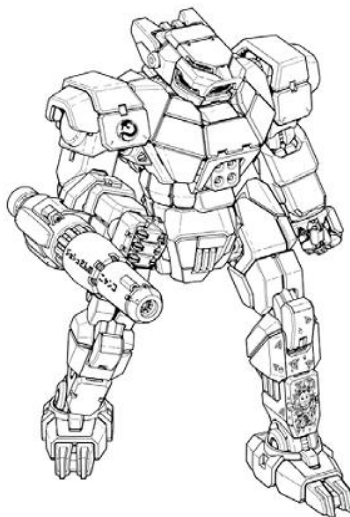
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

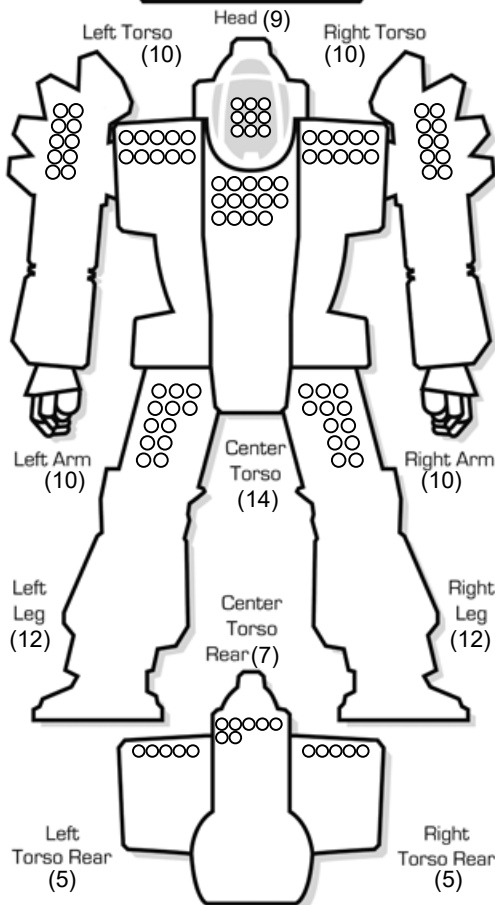
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl, C2/4	-	3	6	9
				[M.C.S]				

Cost: 2,485,710 CBills

BV: 769



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4 Ammo (25)
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

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

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

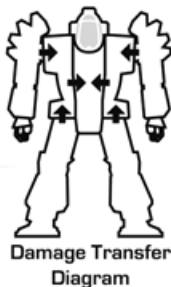
4-6

Left Leg

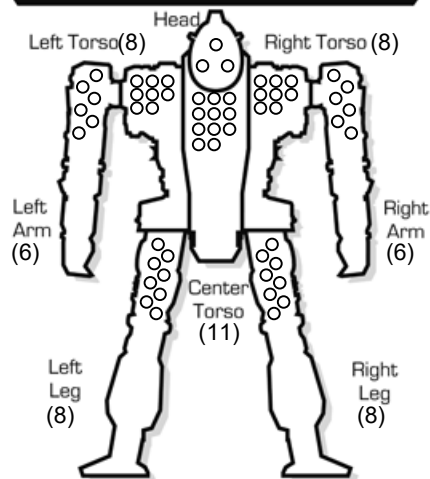
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) 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

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	

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank

Movement Points: **Tonnage:** 50
Cruising: 5 **Tech Base:** Inner Sphere
Flank: 8 (Intro)
Movement Type: Tracked **Era:** Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	1	2	3	
1	AC/5	T	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 200, [AC/5] 20

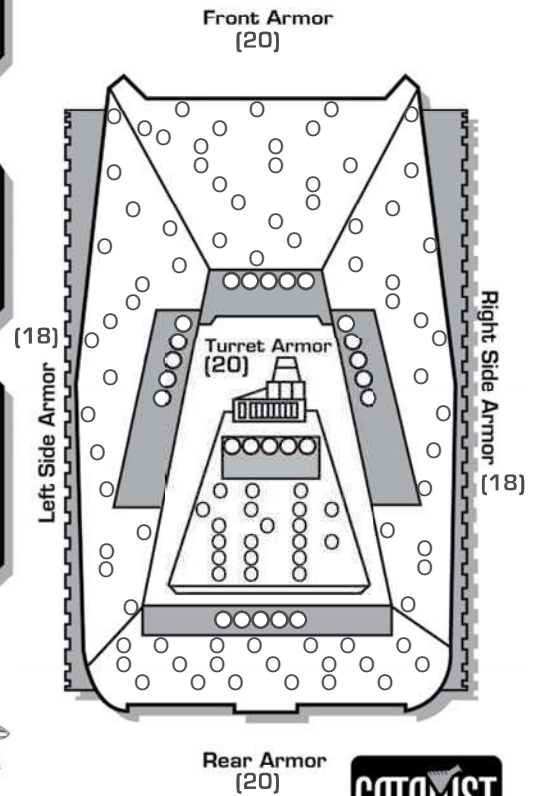
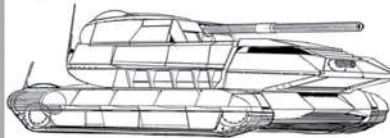
Cost: **BV:** 475

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
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 night (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	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+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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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank

Movement Points: **Tonnage:** 50
Cruising: 5 **Tech Base:** Inner Sphere (Intro)
Flank: 8 **Era:** Succession Wars
Movement Type: Tracked
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	1	2	3	
1	AC/5	T	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 200, [AC/5] 20

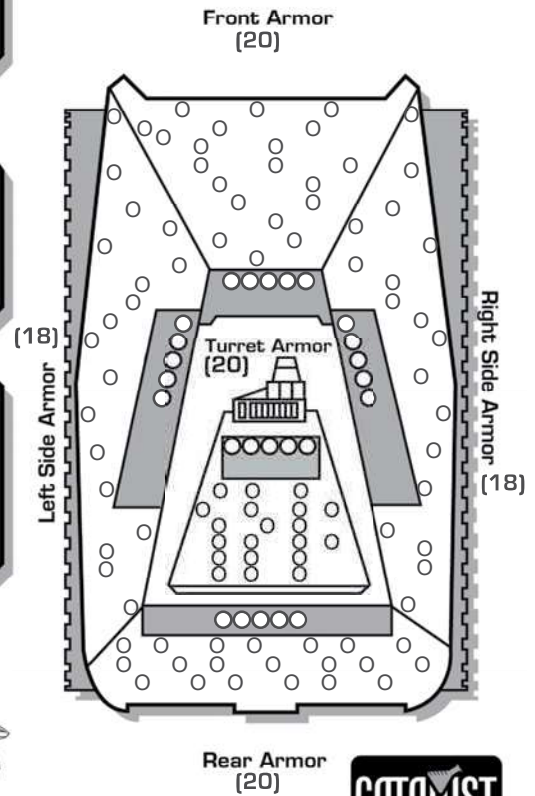
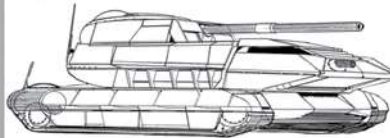
Cost: **BV:** 475

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**



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
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 night (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	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WICE

*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.

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7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
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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.
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

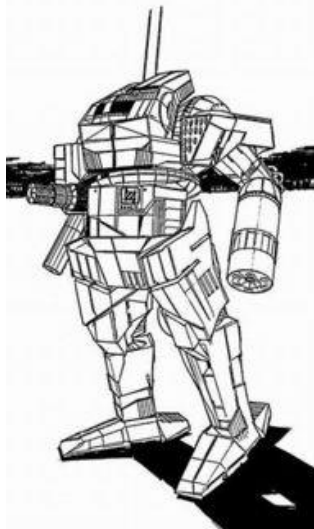
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

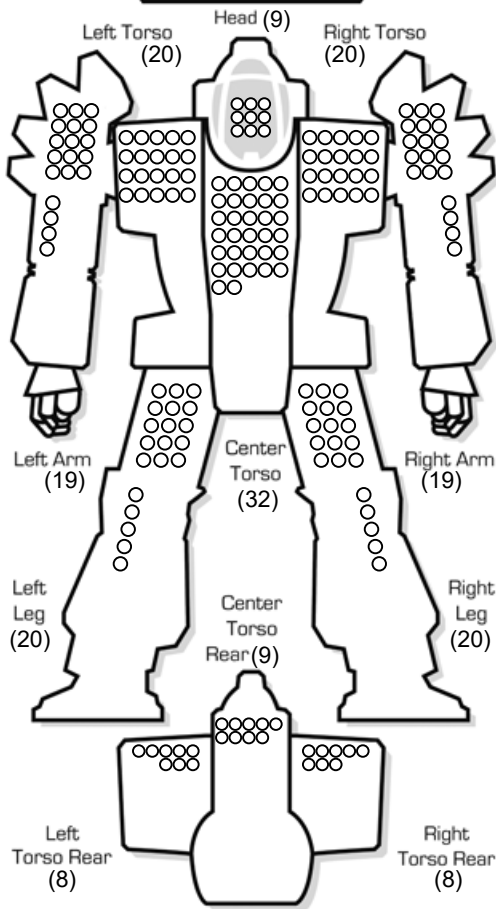
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/[Msl,C2/4 [M.C.S]	-	3	6	9
1	SRM 4	RA	3	2/[Msl,C2/4 [M.C.S]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/[Msl,C5/15 [M.C.S]	6	7	14	21

Cost: 6,774,250 CBills

BV: 1298



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

1-3

4-6

Left Torso

- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)
- SRM 4 Ammo (25)

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Medium Laser
- Roll Again

1-3

4-6

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

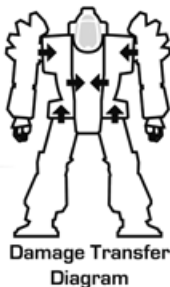
1-3

4-6

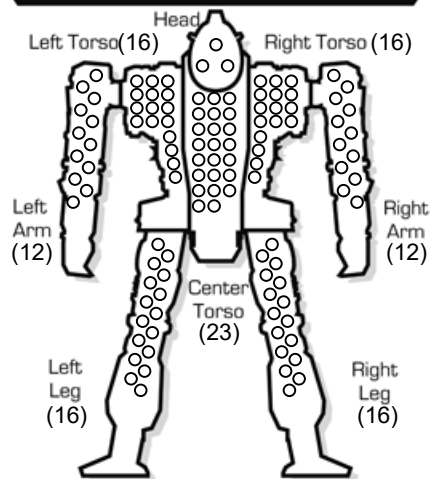
- Autocannon/10
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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

BATTLETECH

Nose Damage Threshold
(Total Armor)
18 (180)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Union (2708)

Name:
 Thrust:
 Safe Thrust: 3
 Maximum Thrust: 5
 Fighters/Small Craft: 2 / 0
 Tonnage: 3600
 Tech Base: Inner Sphere (Intro)
 Year: 2708
 Launch Rate: 4 / 0

Weapons & Equipment Inventory

Standard Scale				(1-6)		(7-12)		(13-20)		(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV					
1 PPC	N	10	1 [10]	1 [10]	—	—					
2 AC/5	N	2	1 [10]	1 [10]	—	—					
[20 rmds]											
2 LRM 20	N	12	2 [24]	2 [24]	2 [24]	—					
[24 misl]											
2 Medium Laser	N	6	1 [10]	—	—	—					
1 PPC	FL/FR	10	1 [10]	1 [10]	—	—					
2 AC/5	FL/FR	2	1 [10]	1 [10]	—	—					
[40 rmds]											
2 LRM 20	FL/FR	12	2 [24]	2 [24]	2 [24]	—					
[24 misl]											
1 Large Laser	FL/FR	8	0 [8]	0 [8]	—	—					
2 Medium Laser	FL/FR	6	1 [10]	—	—	—					
1 Large Laser	AL/AR	8	0 [8]	0 [8]	—	—					
2 Medium Laser	AL/AR	6	1 [10]	—	—	—					
1 Large Laser	A	8	0 [8]	0 [8]	—	—					
2 Medium Laser	A	6	1 [10]	—	—	—					

Cargo:

Mech - 4 units (2 doors)
Mech - 8 units (2 doors)
Aerospace Fighter Bay - 2 units (2 doors)
Cargo Space - 74.50 tons (2 doors)

Cost:

BV: 3,962

Left Damage Threshold
(Total Armor)
18 (180)

Right Damage Threshold
(Total Armor)
18 (180)



Aft Damage Threshold
(Total Armor)
10 (100)

CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0/7

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 90 (90) Single

Heat Generation Per Arc	Nose: 30	Aft: 14
	Fore-Left: 38	Aft-Left: 14
	Fore-Right: 38	Aft-Right: 14

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-02

Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

Mission Results

- Destroy the dropship, or force it to surrender
- Capture the dropship before time runs out (+100,000 C-Bills)
- The Lyrans are forced to destroy the dropship themselves
- 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

- Centurion CN9-AL (3,395,874 C-Bills)
- Hunchback HBK-4J (3,560,874 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Firestarter FS9-M (3,066,525 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)

Additional Rewards

Hold full of Booty:

The hold of the pirate dropship was full of partially wrecked Battlemechs. If you captured the dropship, you also unlock the following 'mechs:

Firestarter FS9-M "Mirage" (3,065,175 C-Bills)
Vindicator VND-1R (3,137,583 C-Bills)
Marauder MAD-3M (6,291,250 C-Bills)

Bringing the Boom:

You are experienced working with artillery. Once per game, you may check a box next to this bonus and pay 10,000 C-Bills to get a one-time sniper artillery strike in a future scenario. The shot targets any hex you choose, with a 1-turn flight delay and hits on a 5+. You may only use this in a scenario where there are other friendly units on-planet.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS

Mission: 3027-02 Debrief

Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

By the time salvage and recovery teams move in to claim what's left of the pirate dropship, the storm has died down completely. It would really be pretty out here, if it weren't such a miserable, pirate-infested backwater. Naturally, Sarge called you in for a quick debrief before you even got a chance to shower:

“Great work! The local intel team is already pouring over data they managed to pull from the pirate's nav computers, or what's left of them after the battle. It seems the pirates tried to erase as much as they could – and that was before the shooting started!

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BATTLETECH™

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BATTLETECH™

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Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

By the time salvage and recovery teams move in to claim what's left of the pirate dropship, the storm has died down completely. It would really be pretty out here, if it weren't such a miserable, pirate-infested backwater. Naturally, Sarge called you in for a quick debrief before you even got a chance to shower:

"Great work! The local intel team is already pouring over data they managed to pull from the pirate's nav computers, or what's left of them after the battle. It seems the pirates tried to erase as much as they could – and that was before the shooting started!

Regardless, The Lyans are assuring us that they'll have the nav data cracked before long, and will get back to us when they do. In the meantime, there's the small matter of hunting down the pirates we didn't catch in the first raid. They're stuck here now, and they know it. We need to get back out there and hunt them down before they can go to ground, or cause more trouble. Who's ready for round 3?

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-02

Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

Mission Results

- Destroy the dropship, or force it to surrender
- Capture the dropship before time runs out (+100,000 C-Bills)
- The Lyrans are forced to destroy the dropship themselves
- 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

- Centurion CN9-AL (3,395,874 C-Bills)
- Hunchback HBK-4J (3,560,874 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Firestarter FS9-M (3,066,525 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)

Additional Rewards

Hold full of Booty:

The hold of the pirate dropship was full of partially wrecked Battlemechs. If you captured the dropship, you also unlock the following 'mechs:

Firestarter FS9-M "Mirage" (3,065,175 C-Bills)
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Marauder MAD-3M (6,291,250 C-Bills)

Bringing the Boom:

You are experienced working with artillery. Once per game, you may check a box next to this bonus and pay 10,000 C-Bills to get a one-time sniper artillery strike in a future scenario. The shot targets any hex you choose, with a 1-turn flight delay and hits on a 5+. You may only use this in a scenario where there are other friendly units on-planet.

GM Signature _____ **Game Date** _____

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GM Report
Mission 3027-02 - Good news!

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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