BATTLETECH™
MISSIONS

Mission 3028-01: Cover our Landing
Landing Site Beta, Shaula
September 3, 3028
Pilot Skill: 3-4

Okay boys, listen up! By now I'm sure the scuttlebutt has gotten around that we're now officially in the opening phases of what historians are certainly going to call "The Fourth Succession War". Rumor has it that ol' Hanse Davion announced that he was giving his new bride all of the Capellan Confederation at their wedding. Something like that anyway - I wasn't there. I'm sure my invitation just got lost in the mail.

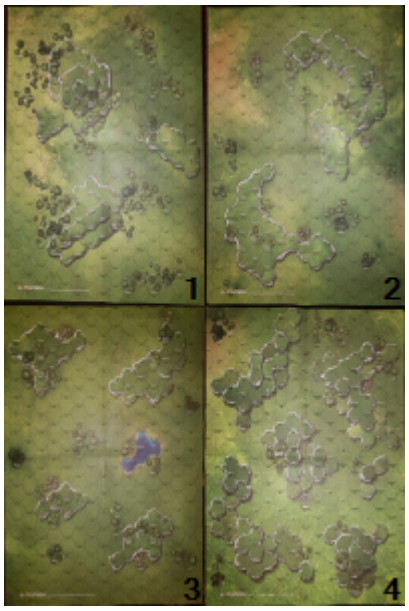
So naturally, you're asking yourself, "What does that have to do with us? We're still working with the Lyrans". Well, it turns out that old Hanse earned his nickname of "The Fox", and planned the whole thing in advance. While he's sending his units to gobble up the Confederation, he's got his new mother-in-law launching a big ol' offensive across the entire Lyran/Combine border. To that end, we've been seconded to the Lyran Militia to attack this world of Shaula. No, I'd never heard of it either. The Kell Hounds and other famous units get to hit the interesting places, while we get... Shaula. At least the invasion has a cool name - OPERATION GOTTERDAMMERUNG.

Anyway, I know the trip down was a tad bumpy, but we are now planet side. The Lyrans are behind schedule offloading their troops so we have been tasked with covering the initial landing operations here on Shaula so the support teams can get their ‘Mechs off the drop ships and into the fight.

Intel suggests that the Dracs are sending out a heavy Recon unit to probe our landing areas to try and strike us quickly before our friends can get the rest of their boys and girls unloaded and into the fight. Our job is to head out to Map Grid Whiskey and find that Recon unit and keep them from the rest of the gang while their pants are down. We really can't afford for this recon in force to get into our rear area and harass the landing teams. Honestly, it'd be best if we didn't let them report back either. We're lookin' at a mixed recon force with possible air support, so keep your eyes open out there.

Any questions? Good, now mount up and keep those damn Snakes out of our rear.

Map: This mission takes in rolling foot hills. Use four maps from the Grasslands Map Set to create a 2x2 map sheet area for play. If unavailable, pretty much any terrain broken up with hills and scattered woods will be fine.



Recommended Maps:
1: 2018 Woodland
2: Open Terrain 2
3: 2018_01 Front Open Terrain 3
4: 2018_03 Back Foothills 2

Setup: The top edge of the map represents the players' "Home Edge", behind which is the landing zone and the vulnerable dropships. The bottom edge represents the Combine's "Home Edge". Both sides will enter from their respective sides on turn 1.

Special Rules

For the Dragon!: All Veteran (3/4) or better OPFOR pilots have the Bushido PSA. If there are no Veteran units in the OPFOR, then the first 'mech listed in the OPFOR band has Bushido.

Might as well Jump (Secret - don't tell players in advance): On turn four, a Hover APC with 1 platoon of Jump Infantry enters the board. It's objective is to move as fast as possible past the Player's home edge sticking to the flat terrain as much as possible to deliver the infantry behind the lines to act as artillery spotters. It will not fire unless a Player's unit is directly in its path. If it is destroyed or otherwise immobilized the Jump Infantry will dismount if possible and disengage and move at best speed towards the player's edge. The Infantry will surrender if they are below 50% strength and an anti-infantry capable mech (Machine Guns, Flamer or Inferno equipped SRMS) ends its turn within 3 hexes of the infantry and no friendly units is within 3 hexes. When the Hover APC enters, read the following to the players:

"Okay boys, listen up! It appears as though the Snakes have a bunch of artillery in the area that they'd really like to use against our fragile dropships. It seems that there's a bunch of spotter infantry headed your way. If they get those past you they could really ruin things in our backfield. So don't let 'em. That is all."

Rules of Engagegment (GM Only): Enemy OPFOR is made up of Militia units desperate to prove their honor to the Dragon. Because of this, they won't simply run past the PCs, but will instead attempt to engage them before making a break for the far side. They will engage the PCs until at least 25% of the PC force is either destroyed, disabled, or reduced to below half speed. Once that has happened, the remaining OPFOR units can make for the PC's home edge with best possible speed.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Grand Dragon	DRG-1G	3039 pg 220	1300	5,212,800
Hussar	HSR-300-D	3039 pg 413	543	2,563,340
Javelin	JVN-10N	3039 pg 160	594	2,400,840

Name	Variant	Reference	BV (4/5)	Cost
Jenner	JR7-D	3039 pg 172	875	3,198,375
Ostscout	OTT-7J	3039 pg 455	596	3,416,760
Panther	PNT-9R	3039 pg 175	769	2,485,710
Shadow Hawk	SHD-2K	3039 pg 466	1147	4,544,807
Wolverine	WVR-6K	3039 pg 467	1248	4,514,194
Warrior	H-7A	3039 pg 43	292	N/A
J. Edgar Light Hover Tank	ICE	3039 pg. 52	433	N/A
Commando Infantry		3085 TCE pg. 279	44	N/A
Heavy APC	Hover	3060 pg. 14	188	N/A

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

3000-3500 (3172 Total)
Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Hussar HSR-300-D (4/5), Javelin JVN-10N (4/5), Warrior H-7A (4/5)

3500-4000 (3654 Total)
Shadow Hawk SHD-2K (4/5), Ostscout OTT-7J (4/5), Hussar HSR-300-D (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2)

4000-4500 (4068 Total)
Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5), Shadow Hawk SHD-2K (4/5)

4500-5000 (4677 Total)
Wolverine WVR-6K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (4/5), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5)

5000-5500 (5058 Total)
Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5)

5500-6000 (5742 Total)
Wolverine WVR-6K (4/5), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (4/5)

6000-6500 (6225 Total)
Wolverine WVR-6K (4/5), Ostscout OTT-7J (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (4/5)

6500-7000 (6713 Total)
Wolverine WVR-6K (3/4), Ostscout OTT-7J (4/5), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Shadow Hawk SHD-2K (3/4), J. Edgar Light Hover Tank ICE (4/5), Jenner JR7-D (3/4)

7000-7500 (7314 Total)
Wolverine WVR-6K (4/5), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (4/5)

7500-8000 (7747 Total)
Wolverine WVR-6K (4/5), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (4/5), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (4/5)

8000-8500 (8336 Total)
Wolverine WVR-6K (3/4), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-

10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (4/5)

8500-9000 (8918 Total)
Wolverine WVR-6K (3/4), Jenner JR7-D (4/5), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (4/5), Panther PNT-9R (3/4)

9000-9500 (9319 Total)
Wolverine WVR-6K (3/4), Jenner JR7-D (3/4), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5), Shadow Hawk SHD-2K (3/4), Panther PNT-9R (4/5)

9500-10000 (9998 Total)
Wolverine WVR-6K (3/4), Jenner JR7-D (3/4), Grand Dragon DRG-1G (3/4), Javelin JVN-10N (3/4), Warrior H-7A (4/5) (x2), Hussar HSR-300-D (3/4), J. Edgar Light Hover Tank ICE (4/5) (x2), Shadow Hawk SHD-2K (3/4), Panther PNT-9R (3/4)

Mission Objectives: Prevent any enemy 'mechs from escaping off of the Players' home edge.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
No enemy 'mech advances off of the Players' home edge (Success)	350,000	250,000	100,000
Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective)	+100,000	+100,000	+100,000
One or more enemy 'mechs escape off of the Players' home edge (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
No enemy 'mech advances off of the Players' home edge (Success)	15	5
One or more enemy 'mechs escape off of the Players' home edge (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (each)	+1	+1

Additional Rewards

Missing Spotters (One time use)
Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-1G

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

Tonnage: 60
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM 10	CT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21

Cost: 5,212,800 CBills **BV:** 1300

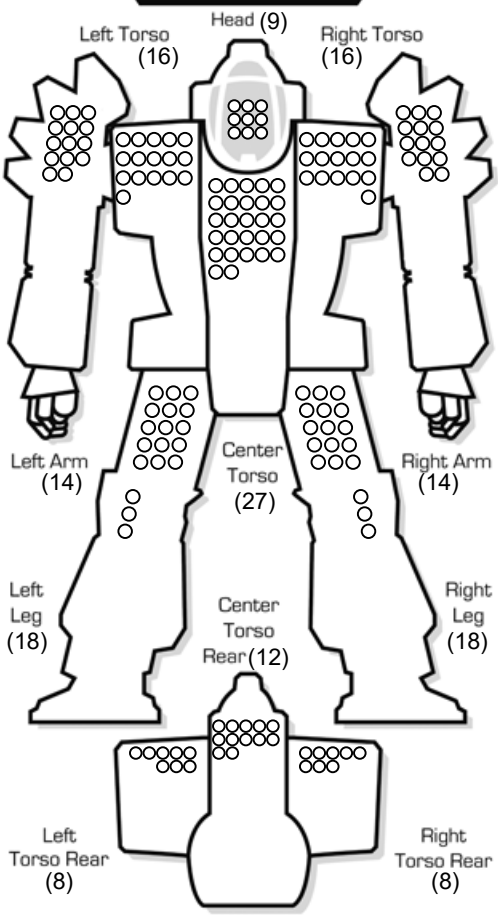
WARRIOR DATA

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. Medium Laser
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 Torso
1. Medium Laser (R)
2. LRM 10 Ammo (12)
3. LRM 10 Ammo (12)
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

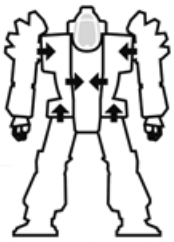
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

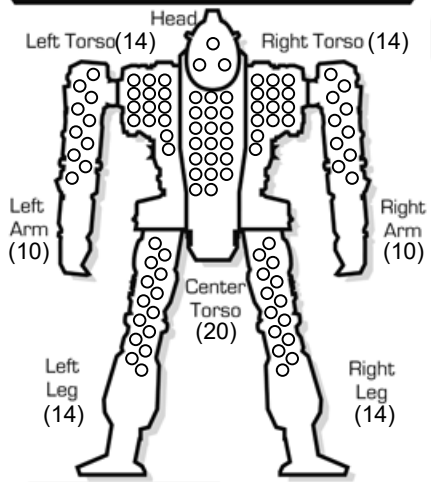
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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 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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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hussar HSR-300-D

Movement Points:
- Walking: 9
- Running: 14
- Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	-	5	10	15

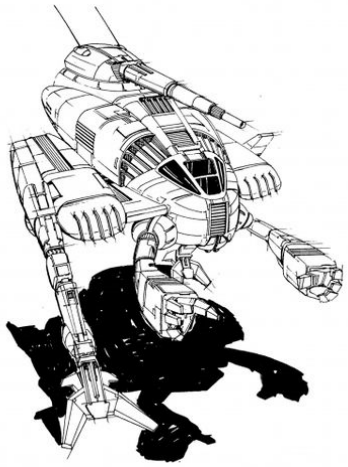
Cost: 2,563,340 CBills **BV:** 543

WARRIOR DATA

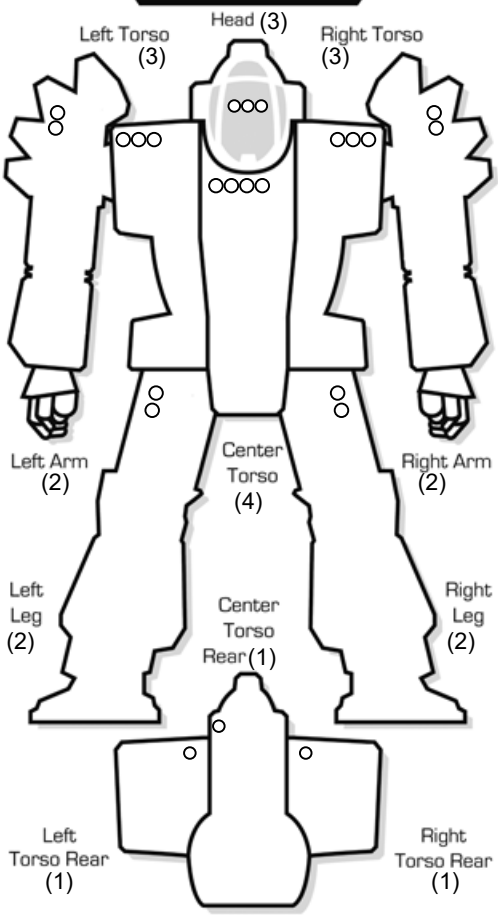
Name:

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. 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. Roll Again
6. Roll Again

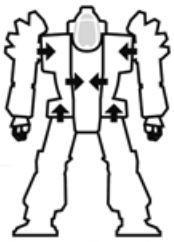
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. 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

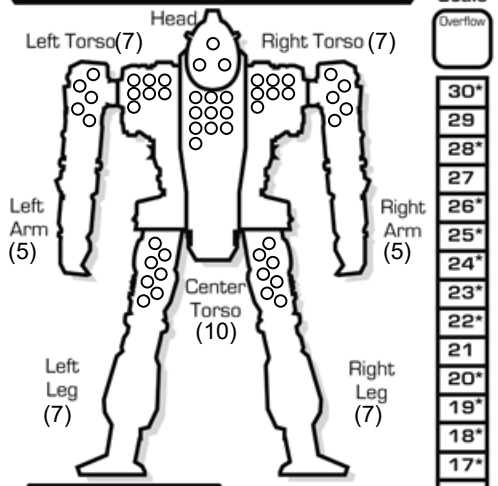
Right Torso

1-3	1. 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. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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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 (Intro)
Era: Star League

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

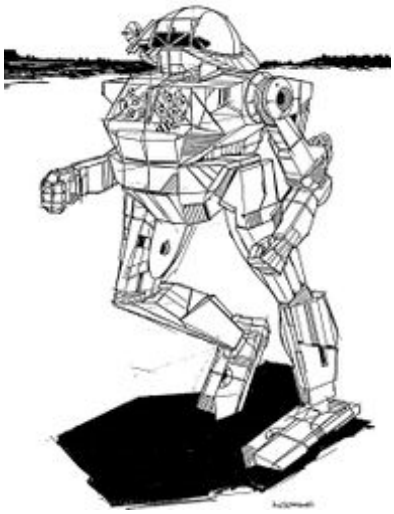
Cost: 2,400,840 CBills **BV:** 594

WARRIOR DATA

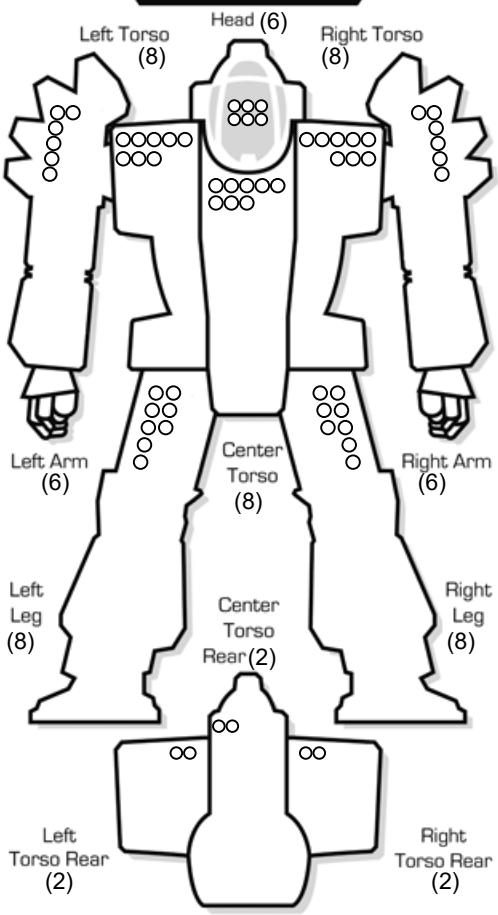
Name:

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

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

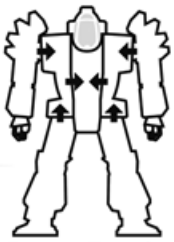
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. JumpJets

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. 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

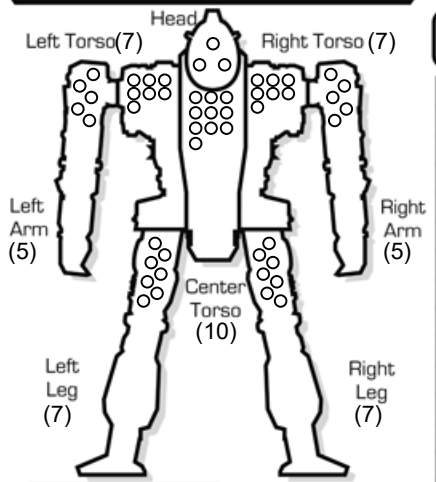
1-3
1. Heat Sink
2. SRM 6
3. SRM 6
4. SRM 6 Ammo (15)
5. Roll Again
6. Roll Again

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. 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+	○
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*
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5*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-D

Movement Points:
Walking: 7
Running: 11
Jumping: 5

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

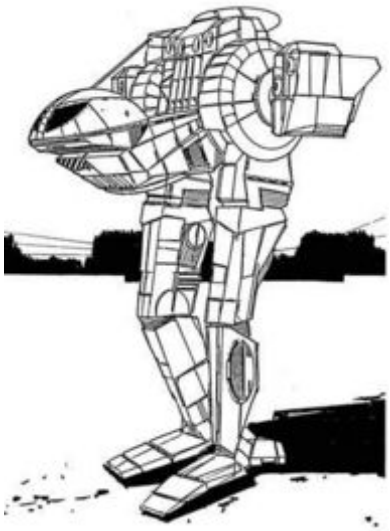
Cost: 3,198,375 CBills **BV:** 875

WARRIOR DATA

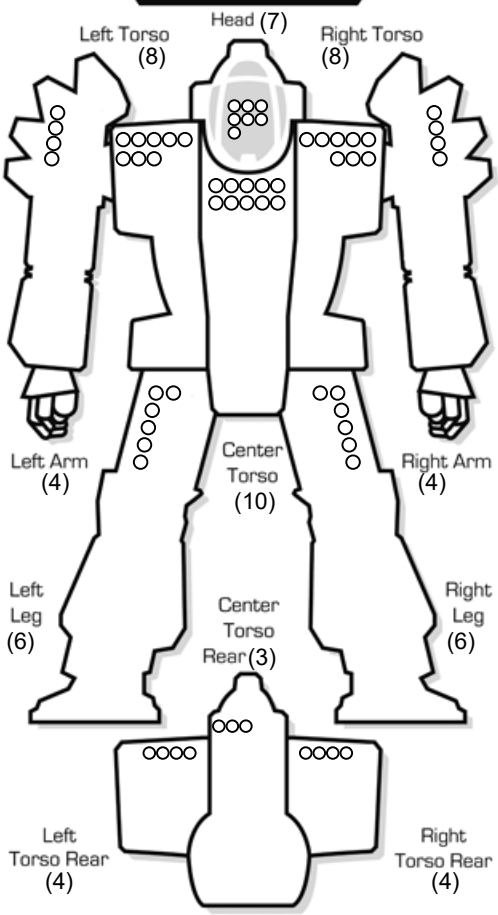
Name:

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

Left Torso

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

Left Leg

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

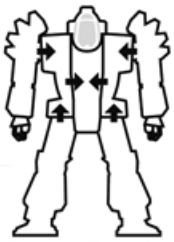
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

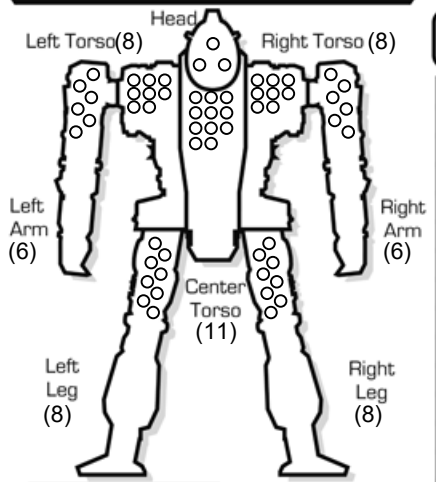
Right Torso

	1. JumpJets
	2. JumpJets
1-3	3. SRM 4 Ammo (25)
	4. Roll Again
	5. Roll Again
	6. Roll Again
	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

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*
9
8*
7
6
5*
4
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ostscout OTT-7J

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

Tonnage: 35

Tech Base: Inner Sphere

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

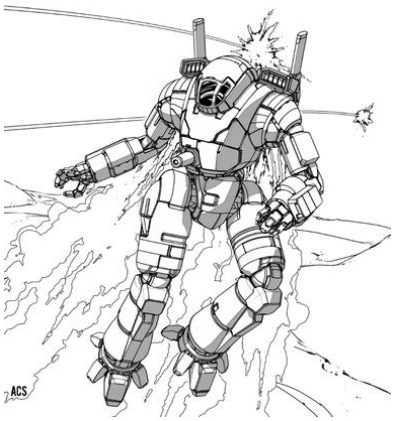
Cost: 3,416,760 CBills **BV:** 596

WARRIOR DATA

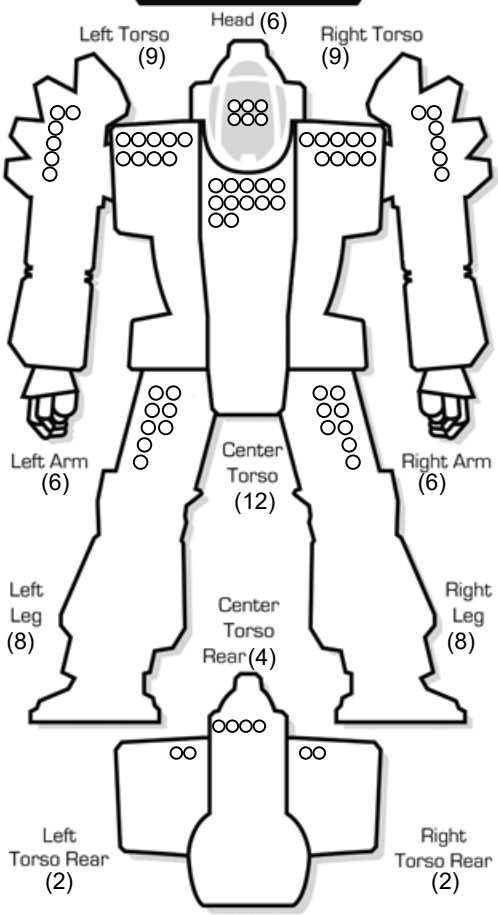
Name:

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

Left Leg

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

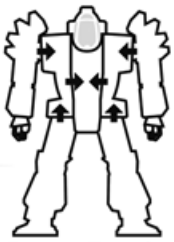
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

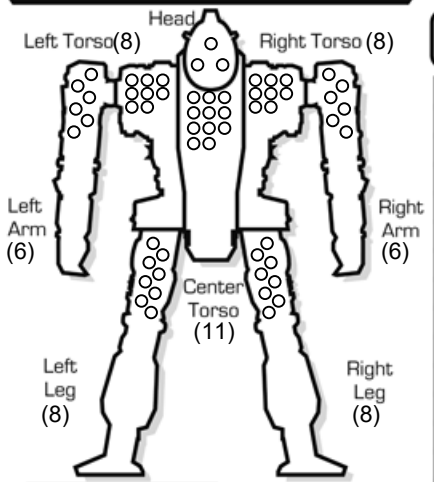
Right Torso

1-3	1. JumpJets
	2. JumpJets
	3. JumpJets
	4. JumpJets
	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
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10*
9
8*
7
6
5*
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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

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 [M,C,S]	-	3	6	9

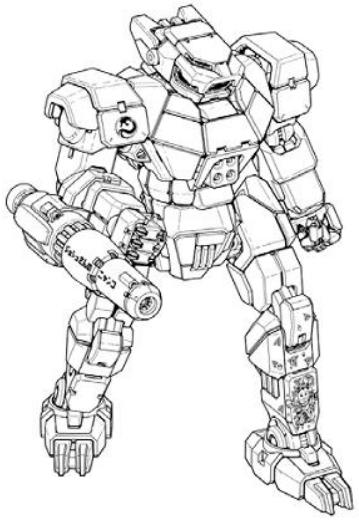
Cost: 2,485,710 CBills **BV:** 769

WARRIOR DATA

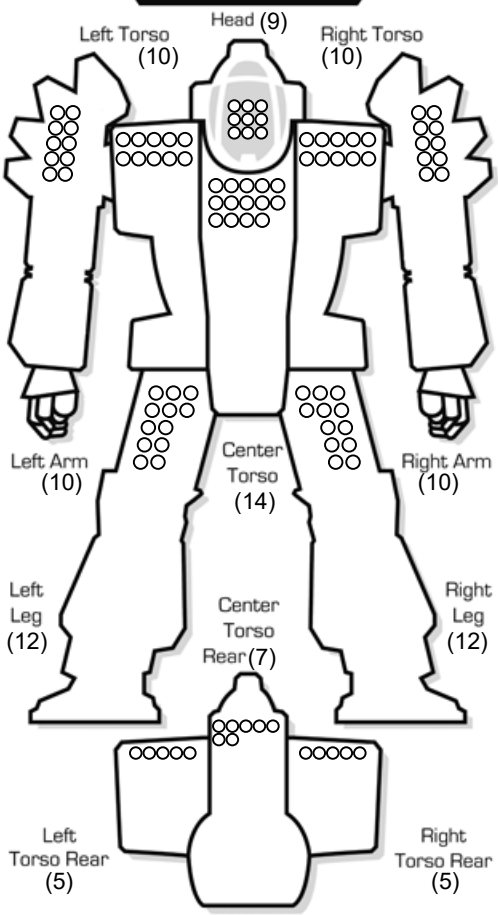
Name:

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. Heat Sink
	2. Heat Sink
	3. Heat Sink
	4. Heat Sink
	5. SRM 4 Ammo (25)
	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

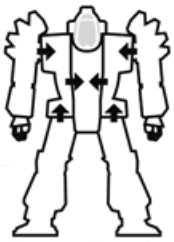
Head

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

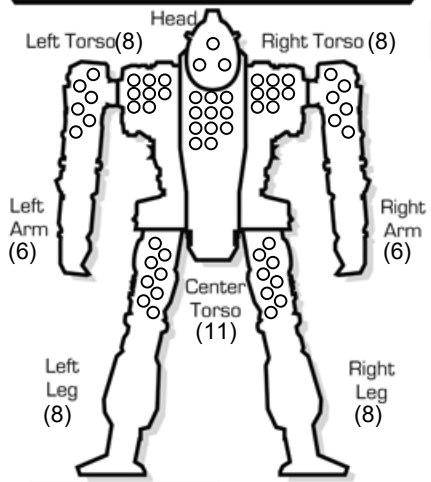
Right Torso

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

Right 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: 13 (13) 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+	
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
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2K

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

Tonnage: 55
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	LRM 5	RT	2	1/Msl,C5/5 [M,C,S]	6	7	14	21

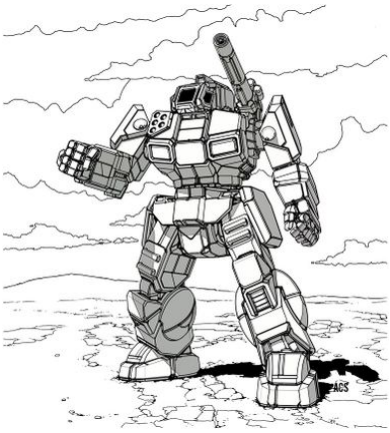
Cost: 4,544,807 CBills **BV:** 1147

WARRIOR DATA

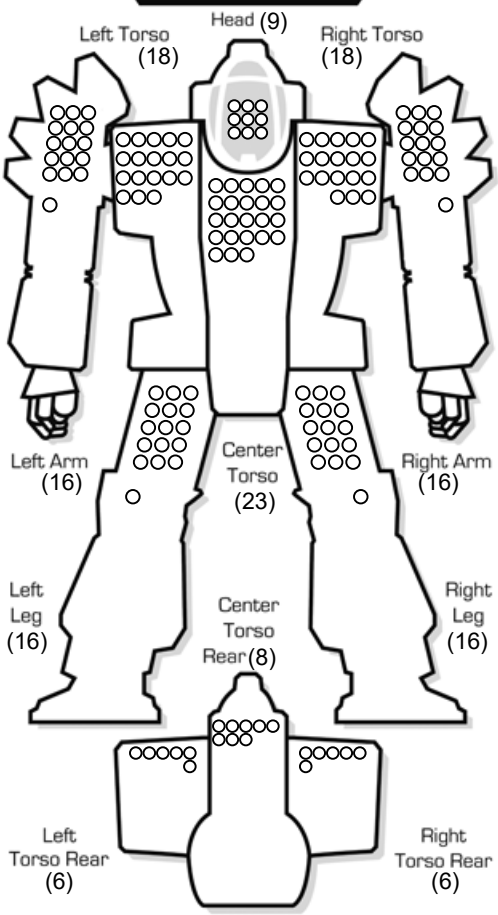
Name:

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. Heat Sink
2. JumpJets
3. PPC
4. PPC
5. PPC
6. Roll Again

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

Left Leg

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

Head

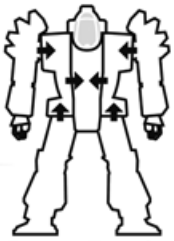
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. 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. 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

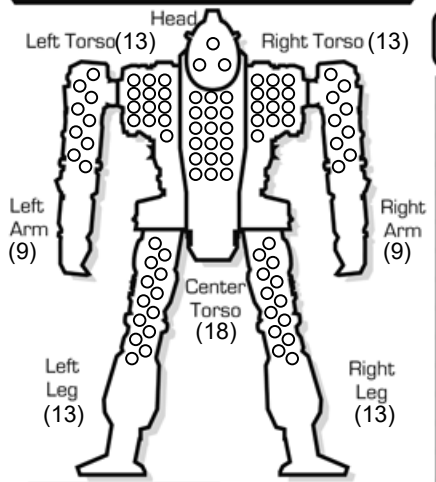
1-3
1. Heat Sink
2. JumpJets
3. LRM 5
4. LRM 5 Ammo (24)
5. Roll Again
6. Roll Again

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. 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: 17 (17) 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 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-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

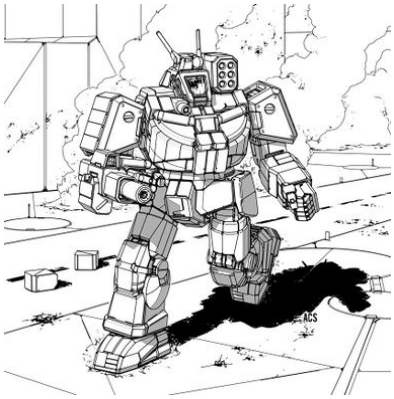
Cost: 4,514,194 CBills **BV:** 1248

WARRIOR DATA

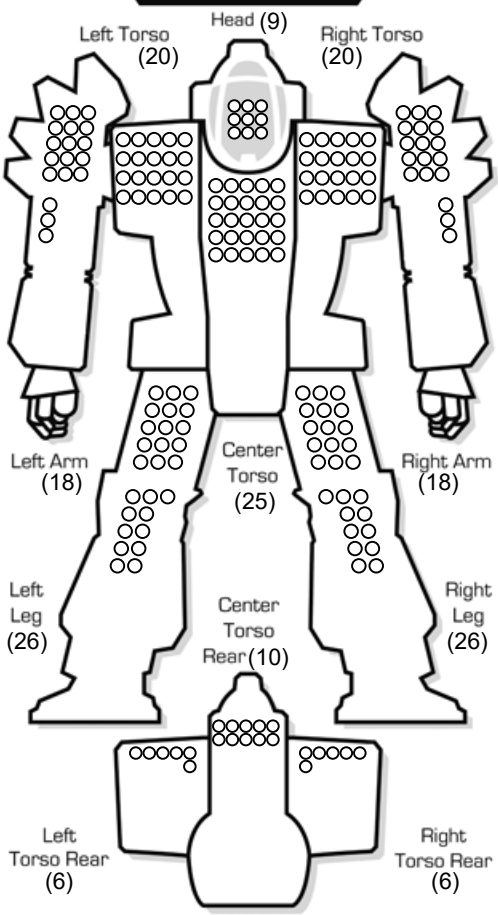
Name:

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

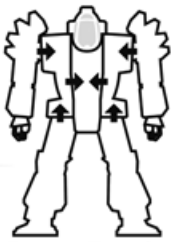
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

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 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. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

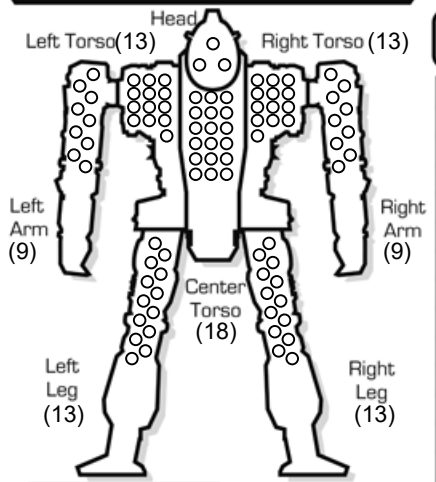
1-3
1. SRM 6 Ammo (15)
2. SRM 6 Ammo (15)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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
0

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Warrior H-7A

Movement Points:
Cruising: 9
Flank: 14
Engine Type: I.C.E.

Tonnage: 21
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

Cost: **BV:** 292

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

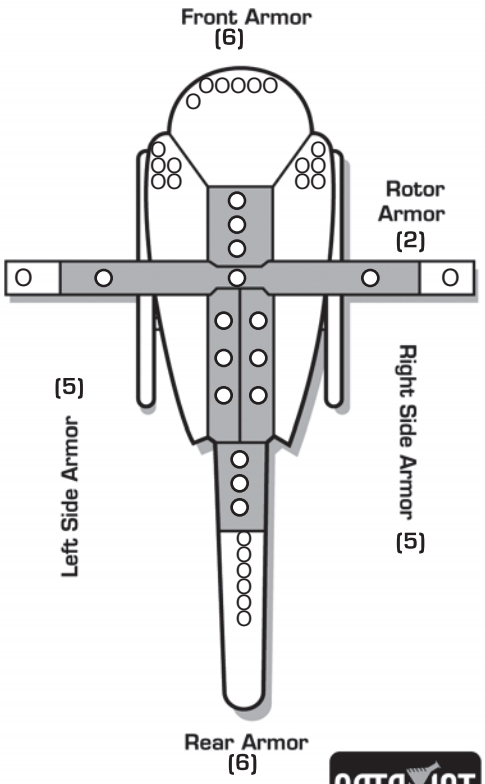
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only

ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Warrior H-7A

Movement Points:
Cruising: 9
Flank: 14
Engine Type: I.C.E.

Tonnage: 21
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

Cost: **BV:** 292

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

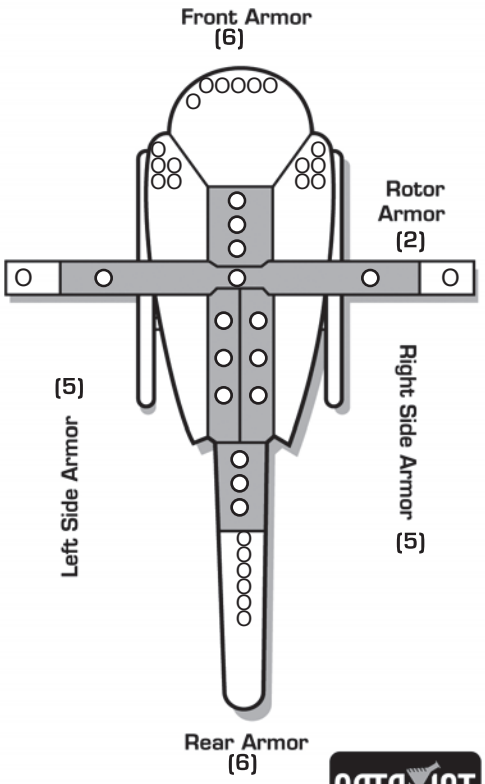
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only

ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: J. Edgar Light Hover Tank (ICE)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: I.C.E.

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	T	5 [DE]	—	3	6	9
2	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

Cost: **BV:** 433

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 ☐

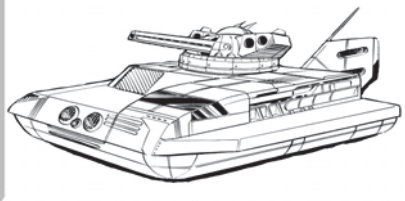
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

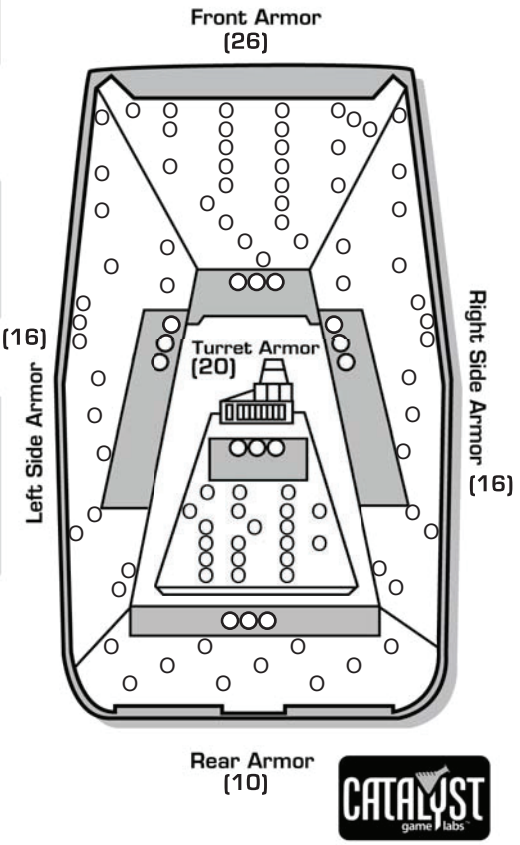
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: J. Edgar Light Hover Tank (ICE)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: I.C.E.

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	T	5 [DE]	—	3	6	9
2	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

Cost: **BV:** 433

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 ☐

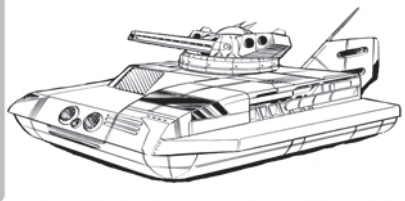
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

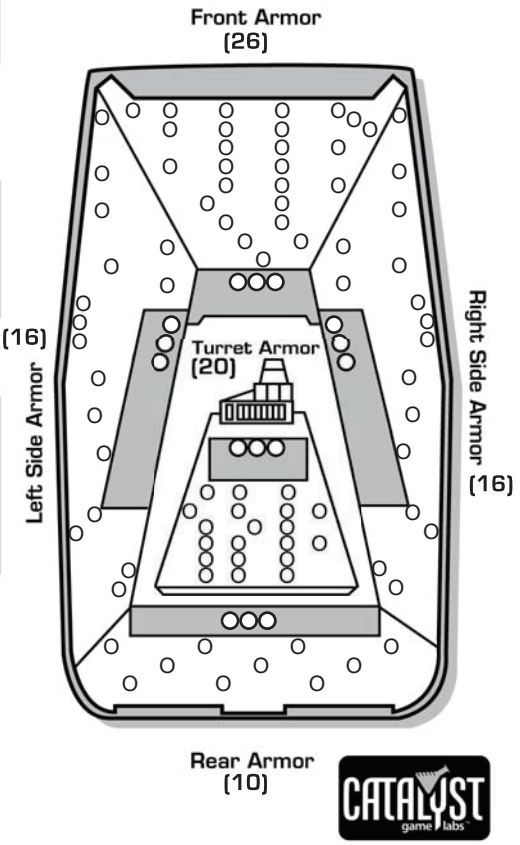
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



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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BATTLETECH™

COMMANDO RECORD SHEET

COMMANDO PLATOON 1

Armor Type: Sneak Suit (Camo/ECM/IR) **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
Max Weapon Damage*																													
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	1	0	0

*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	**0**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

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

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

BV: 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
Movement MP: 1 **Type:** Foot

COMMANDO PLATOON 2

Armor Type: Sneak Suit (Camo/ECM/IR) **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
Max Weapon Damage*																													
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	1	0	0

*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	**0**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

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

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

BV: 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
Movement MP: 1 **Type:** Foot

COMMANDO PLATOON 3

Armor Type: Sneak Suit (Camo/ECM/IR) **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
Max Weapon Damage*																													
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	1	0	0

*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	**0**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

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

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

BV: 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
Movement MP: 1 **Type:** Foot

COMMANDO PLATOON 4

Armor Type: Sneak Suit (Camo/ECM/IR) **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
Max Weapon Damage*																													
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	1	0	0

*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	**0**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

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

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

BV: 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
Movement MP: 1 **Type:** Foot

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: I.C.E.

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

Cost: 196,000 C-bills **BV:** 188

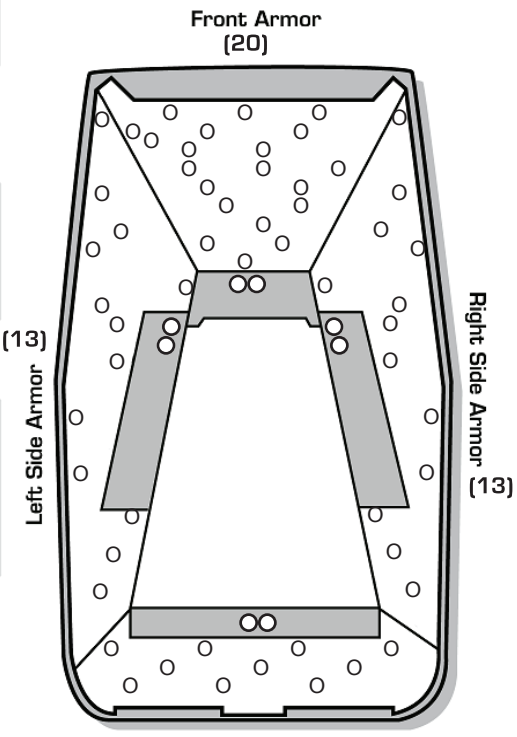
CREW DATA

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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BATTLETECH MISSIONS

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

Mission: 3028-01
Cover our Landing
Landing Site Beta, Shaula
September 3, 3028

Mission Results
- ❑ No enemy 'mech advances off of the Players' home edge (Success)
- ❑ Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)
- ❑ One or more enemy 'mechs escape off of the Players' home edge (Failure)
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (+1 XP each) (x_____)

Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
- ❑ Mech Destroyed

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

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

Salvaged Mechs

- ❑ Grand Dragon DRG-1G (5,212,800 C-Bills)
- ❑ Hussar HSR-300-D (2,563,340 C-Bills)
- ❑ Javelin JVN-10N (2,400,840 C-Bills)
- ❑ Jenner JR7-D (3,198,375 C-Bills)
- ❑ Ostscout OTT-7J (3,416,760 C-Bills)
- ❑ Panther PNT-9R (2,485,710 C-Bills)
- ❑ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)

Additional Rewards

Missing Spotters (One time use)
Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

GM Signature _____ **Game Date** _____

Mission: 3028-01 Debrief
Cover our Landing
Landing Site Beta, Shaula
September 3, 3028

Sarge greets you in the briefing room on the *Grover's Folly* after the mission. Boy, this whole "At War" thing is weird. You're much more used to meeting up after a mission over beers, but this is much more formal. Hopefully the Cappies cave quickly so the Lyrans can stop invading the Combine so they won't invade the Feds while their pants are down because they're invading the Cappies, and you can go back to business as usual. Wow. Who knew wars could be some complicated?

Of course, when in the history of succession wars has a war gone quickly and according to the plans of whoever started it? The third war lasted roughly a hundred and sixty years, so it seems unlikely that the fourth one will be done any time before 3040 or so...Anyway, despite the formal environment, Sarge seems as frank as ever.

"Good job boys, driving off the Snake's reconnaissance efforts. Keeping them at bay has allowed us to complete our landing operations and establish our beachhead here on Shaula. Now that the rest of the invasion force is off loaded we can press on to our next objective. Go grab some shut eye while we patch up your mechs, as this might be the only rest you get for a while. From what the Lyrans tell us, it looks like the next mission is going to be a tough one."

BATTLETECH MISSIONS

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

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BATTLETECH MISSIONS

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

Salvaged Mechs

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BATTLETECH MISSIONS

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

Mission: 3028-01
Cover our Landing
Landing Site Beta, Shaula
September 3, 3028

Mission Results
- ❑ No enemy 'mech advances off of the Players' home edge (Success)
- ❑ Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)
- ❑ One or more enemy 'mechs escape off of the Players' home edge (Failure)
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (+1 XP each) (x_____)

Mech Status
- ❑ Mech Survived
- ❑ Mech Severely Damaged
- ❑ Mech Destroyed

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

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

Salvaged Mechs

- ❑ Grand Dragon DRG-1G (5,212,800 C-Bills)
- ❑ Hussar HSR-300-D (2,563,340 C-Bills)
- ❑ Javelin JVN-10N (2,400,840 C-Bills)
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- ❑ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)

Additional Rewards

Missing Spotters (One time use)
Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

GM Signature _____ **Game Date** _____

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Cover our Landing
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GM Report
Mission 3028-01 - Cover our Landing

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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