BATTLETECH MISSIONS

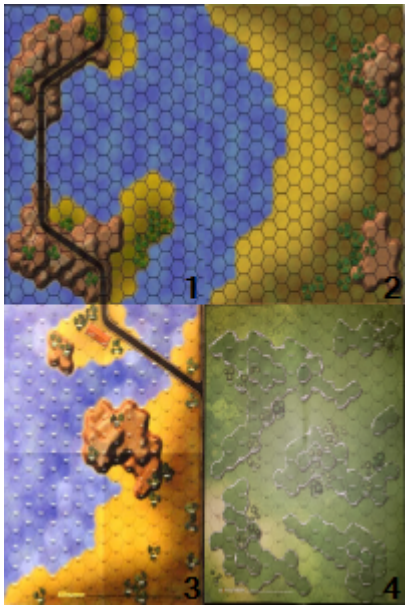
Mission 3028-02: A Bridge to Where?
Hashi Bridge, Were River, Shaula
September 10, 3028
Pilot Skill: 3-4

Okay boys, listen up! Operations are proceeding nicely here on Shaula. The Lyrans are advancing on all fronts and the DCMS troops have begun to fall back across the Were River. The Lyrans are expecting to push across the river in the next day or two, and they need to know all about the defenses at the Hashi bridge here at grid point Charlie. It turns out they don't have any assault 'mechs handy, so they want us to go ahead and do the reconnaisance for them. Of course, if we take the bridge, then they won't have to go through all the trouble. I doubt the Dracs would expect a group of lowly Mercs like us to try and take it from them.

So, saddle up, we move in five and will rendezvous in Sector 3 at map reference Charlie 4 and head to the bridge. Remember we need to gather information first and foremost, but the Lyrans have deep pockets and it sure would be nice to save them the trouble of storming the bridge and scratching up all those pretty Atlases.

Map: Exclude the top half of the top two maps. The whole map should be 1.5 maps tall by 2 maps wide.

There are 4 bunkers around the bridge, 2 on each side adjacent to the end of the bridge (Coast #1, hexes 1103, 1203 and 1304).



Recommended Maps:
1: Archipelago1
2: Coast 2
3: coast 1
4: 2018_05 Front Rolling Hills 2

Setup: Foot Ballistic Rifle platoons are to be placed in the bunkers on the side of the bridge closest to the player's home edge. SRM platoons are placed in the bunkers on the side farthest from the player's home edge.

OpFor Mechs may deploy anywhere on the island or no closer than 2 full hexes up from the intersection of the 2 maps on the right.

The players “home side” is the bottom edge of the map. Players will enter on the first turn.

Special Rules

Hold Still, Will ya?: To scan a unit or building, the player must make a "Scan Roll" during the weapons fire phase of the turn on a building or unit within line of sight.
- The TN is Pilot Skill + Scanner's Movement Modifier + Target's movement modifier.
- Buildings have a movement modifier of +0, but do not give the "Immobile Target" bonus.
- This roll is modified by range: 0-3 Hexes is +0, 4-6 Hexes is +2, 7-9 Hexes is +4.
- The Pilot may make a ranged attack that turn, but if it is made against a target other than the scanning target, one of the scan or the attack must be declared as a secondary target.

Boy, they just don't make 'em like they used to: The Bridge is a hardened structure with each bridge hex having a CF of 60. Regardless of CF, all ‘Mechs and ground vehicles can safely cross the bridge until it has been reduced to half damage. At that point, any 'mech or non-hover vehicle crossing the bridge that weighs more than the remaining CF will cause it to collapse.

Get out here, will ya?: Bunkers are Heavy buildings with a CF of 60, building modifiers TW, p.167; damage to infantry in buildings TW. P.172 (25% damage if targeted directly while inside), Combat within Buildings TW, p. 175, building collapse, TW, p176-7

Rules of Engagement: (Secret, don't tell the PCs) Enemy OpFor defend the bridge at all cost, attempting to drive the players away or otherwise prevent them from capturing the bridge or reporting back on the defenses present. If 50% of more of the Infantry defending the bridge are eliminated, and/or 30% of the defending ground forces (in units, including infantry) are destroyed, the defending OpFor will begin to target both ends of the bridge for destruction. The OPFOR are not aware that the PCs are attempting to scan them, and will not take actions to prevent it (for example, no OPFOR 'mechs should simply hide in the water)

Bushido: All Veteran (4/3) and better Combine pilots have the Bushido PSA.

Useful References:
- Conventional Infantry Combat in located in TW, page 214, see also Cluster hits table p116
- Skidding: TW, p. 62-66 & Sideslipping TW, hovercraft p.67-68, VTOLs, 54-55,67-68, VTOL Movement: TW, p54-55

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Dragon	DRG-1N	3039 pg 219	1125	5,036,800
Blackjack	BJ-1	3039 pg 193	949	3,147,225
Centurion	CN9-AL	3039 pg 204	1057	3,395,874
Dervish	DV-6M	3039 pg 217	1146	4,989,967
Kintaro	KTO-18	3039 pg 421	1187	4,704,457
Spider	SDR-5K	3039 pg 163	503	2,728,440
Vulcan	VL-5T	3039 pg 189	942	3,558,100
Archer	ARC-2K	3039 pg 486	1356	6,170,773
Clint	CLNT-2-3T	3039 pg 182	770	3,572,380
SRM Foot Infantry		3085 TCE pg. 311	68	N/A
Foot Ballistic Rifle Infantry		3085 TCE pg. 331	81	N/A
Harasser Missile Platform		3039 pg. 48	413	N/A
Maxim Heavy Hover Transport		3039 pg. 109	764	N/A

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

3000-3500 (3155 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Harasser Missile Platform (4/5), Harasser Missile Platform (4/5), Maxim Heavy Hover Transport (4/5), Maxim Heavy Hover Transport (4/5), Spider SDR-5K (4/5)

3500-4000 (3601 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Harasser Missile Platform (4/5), Harasser Missile Platform (4/5), Maxim Heavy Hover Transport (4/5), Maxim Heavy Hover Transport (4/5), Blackjack BJ-1 (4/5)

4000-4500 (4319 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Harasser Missile Platform (4/5), Maxim Heavy Hover Transport (4/5), Dragon DRG-1N (4/5), Clint CLNT-2-3T (4/5), Blackjack BJ-1 (4/5)

4500-5000 (4848 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Maxim Heavy Hover Transport (4/5), Dragon DRG-1N (4/5), Clint CLNT-2-3T (4/5), Blackjack BJ-1 (4/5), Vulcan VL-5T (4/5)

5000-5500 (5339 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Maxim Heavy Hover Transport (4/5), Dragon DRG-1N (4/5), Blackjack BJ-1 (4/5), Centurion CN9-AL (4/5), Dervish DV-6M (4/5)

5500-6000 (5761 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Blackjack BJ-1 (4/5), Centurion CN9-AL (4/5), Dervish DV-6M (4/5), Harasser Missile Platform (4/5) (x2)

6000-6500 (6403 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Blackjack BJ-1 (3/4), Centurion CN9-AL (3/4), Dervish DV-6M (4/5), Harasser Missile Platform (4/5) (x2)

6500-7000 (7047 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Blackjack BJ-1 (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4)

7000-7500 (7361 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4)

7500-8000 (7864 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Spider SDR-5K (4/5)

8000-8500 (8604 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot

Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Vulcan VL-5T (3/4)

8500-9000 (8868 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (3/4) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Vulcan VL-5T (3/4)

9000-9500 (9541 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (3/4) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (4/5), Clint CLNT-2-3T (4/5)

9500-10000 (10154 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (3/4) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (3/4), Clint CLNT-2-3T (3/4)

10000-10500 (10593 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (3/4), Clint CLNT-2-3T (4/5), Blackjack BJ-1 (4/5)

10500-11000 (11143 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (3/4), Clint CLNT-2-3T (3/4), Blackjack BJ-1 (3/4)

11000-11500 (11646 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (4/5) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (3/4), Clint CLNT-2-3T (3/4), Blackjack BJ-1 (3/4), Spider SDR-5K (4/5)

11500-12000 (12071 Total)
SRM Foot Infantry (4/5), SRM Foot Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Foot Ballistic Rifle Infantry (4/5), Dragon DRG-1N (3/4), Centurion CN9-AL (3/4), Harasser Missile Platform (3/4) (x2), Archer ARC-2K (3/4), Kintaro KTO-18 (3/4), Dervish DV-6M (3/4), Clint CLNT-2-3T (3/4), Blackjack BJ-1 (3/4), Spider SDR-5K (3/4)

Mission Objectives: There are two ways the players can win the scenario:

Scan the Bridge and its defenders: The players must scan every bunker and all non-infantry forces. Any destroyed unit or building does not need to be scanned.

Capture the Bridge: To do this, the players must destroy three of the bunkers, and defeat the defending non-infantry units. If the infantry in a bunker are destroyed or forced out of the bunker, that bunker is considered destroyed. The defenders are considered defeated if the PCs have at least a three-to-one advantage at the end of the scenario. Enemy units are considered to be under **forced withdrawl** rules (TW pg. 258). Retreating or units that have lost a leg are counted as defeated for these purposes.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
PCs successfully scan all buildings and units	350,000	250,000	100,000
PCs capture the bridge	450,000	350,000	200,000
PCs fail to scan or capture the bridge, and it remains intact	150,000	100,000	50,000
Bridge is destroyed by Combine forces	250,000	150,000	100,000

Award (XP)	Pilot Survived	Pilot Killed
PCs successfully scan all buildings and units	15	5
PCs capture the bridge	15	5
PCs fail to scan or capture the bridge, and it remains intact	8	3
Bridge is destroyed by Combine forces	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

A Bridge to Where? The PCs have captured a key bridge. Because of this, on any mission in which you start turn 1 entering the side of a map, you may instead cross off this reward to begin the first turn up to your walk speed in hexes away from the edge of the map. This movement must be legal - you cannot cross terrain you couldn't normally walk across or enter any hexes prohibited due to the scenario or any other movement restrictions. Cross off this reward if the PCs did not capture the bridge.

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N

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

Tonnage: 60
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: 5,036,800 CBills **BV:** 1125

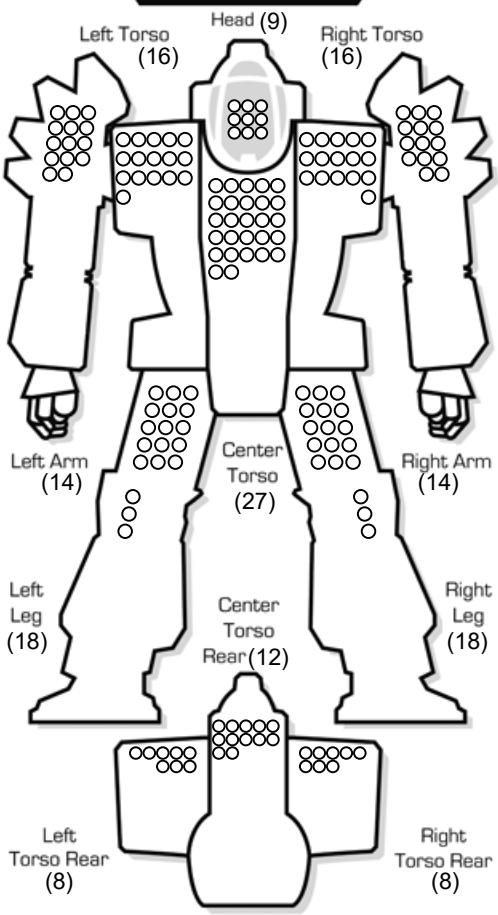
WARRIOR DATA

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

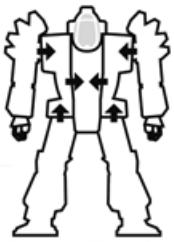
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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. Autocannon/5
5. Autocannon/5
6. Autocannon/5

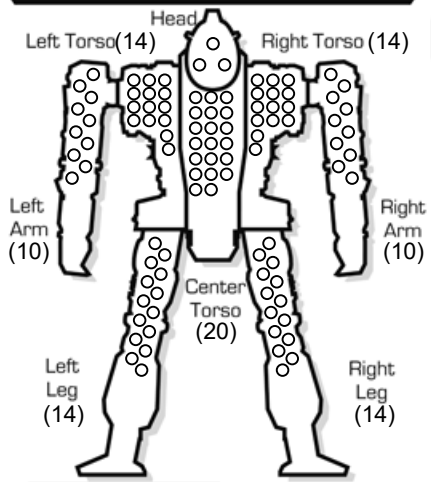
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1

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

Tonnage: 45

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/2	LA	1	2 [DB,S]	4	8	16	24
1	Autocannon/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

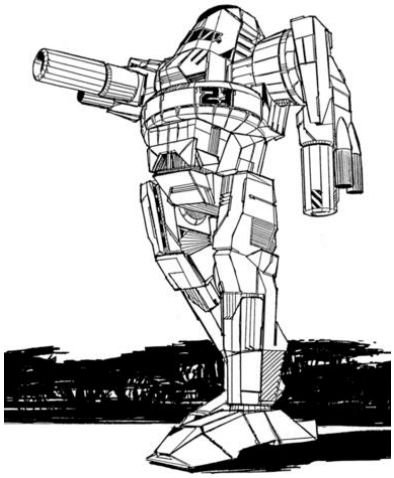
Cost: 3,147,225 CBills **BV:** 949

WARRIOR DATA

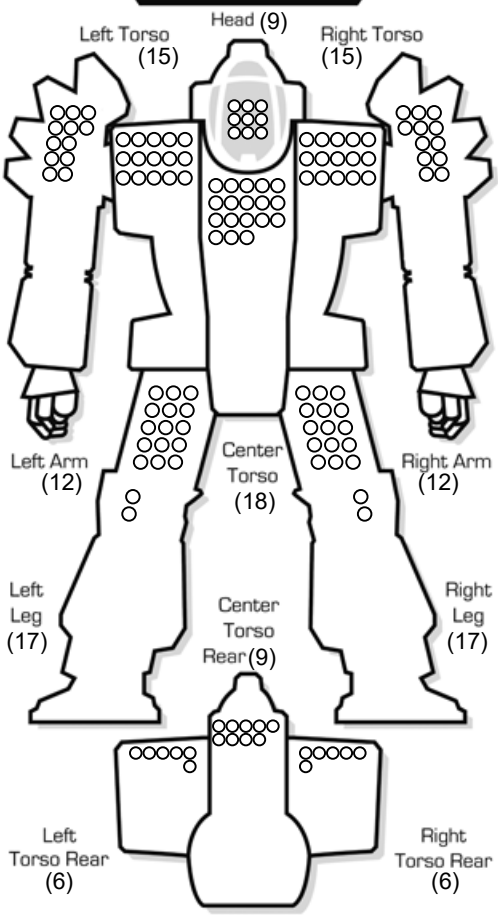
Name:

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. Medium Laser
4. Autocannon/2
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. Heat Sink
2. Heat Sink
3. Medium Laser
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

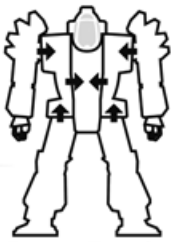
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. JumpJets
6. JumpJets

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

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. AC/2 Ammo (45)
6. Roll Again

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



Damage Transfer Diagram

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

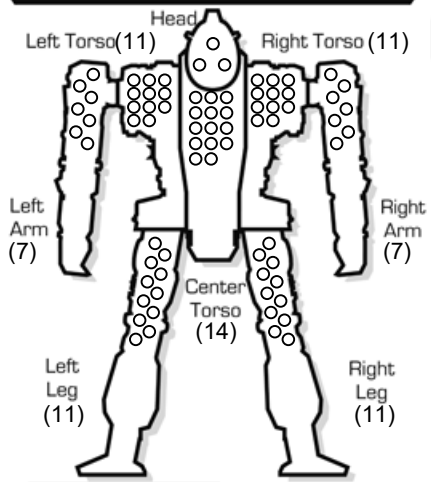
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Heat Sink
2. Heat Sink
3. Medium Laser
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. JumpJets
6. JumpJets

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
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27
26*
25*
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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: 11 (11) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	OO
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: Centurion CN9-AL

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

Tonnage: 50

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	LRM 10	LT	4	1/Msl,C5/10 [M,C,S]	6	7	14	21
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	CT	3	5 [DE]	-	3	6	9

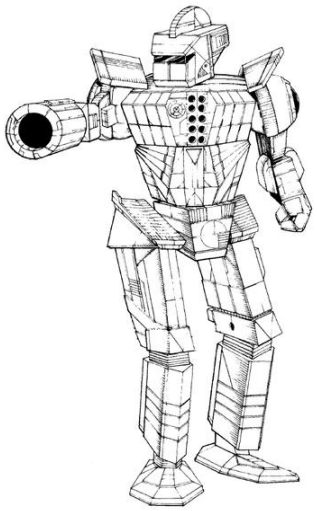
Cost: 3,395,874 CBills **BV:** 1057

WARRIOR DATA

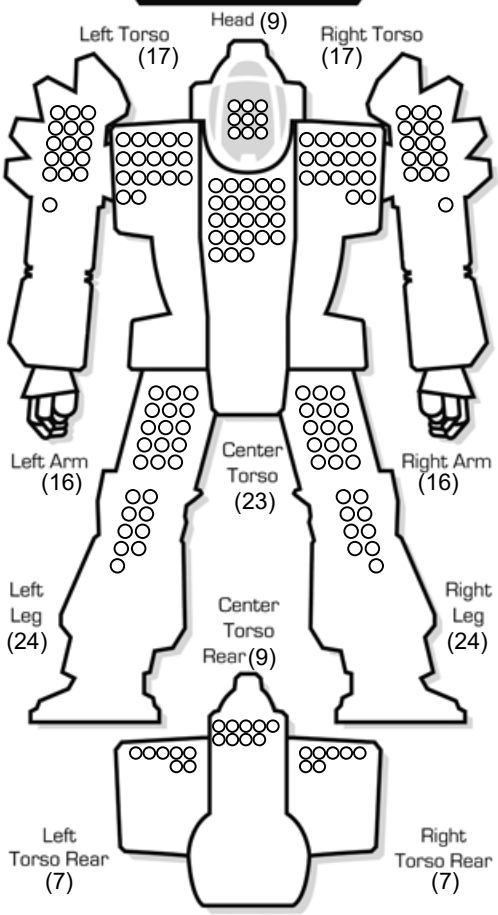
Name:

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

Left Leg

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

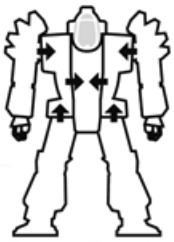
Head

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

Center Torso

1-3	1.	Fusion Engine
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Gyro
	5.	Gyro
	6.	Gyro
4-6	1.	Gyro
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Fusion Engine
	5.	Medium Laser
	6.	Medium Laser (R)

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.	Large Laser
	5.	Large Laser
	6.	Small Laser
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

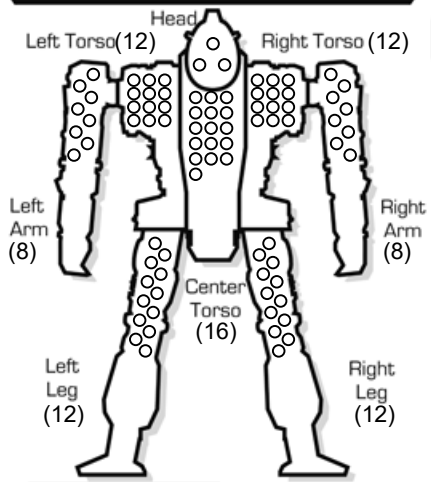
Right Torso

1-3	1.	Heat Sink
	2.	Heat Sink
	3.	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. 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: 16 (16) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dervish DV-6M

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

Tonnage: 55

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

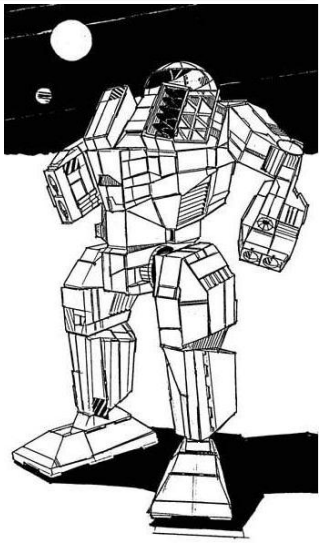
Cost: 4,989,967 CBills **BV:** 1146

WARRIOR DATA

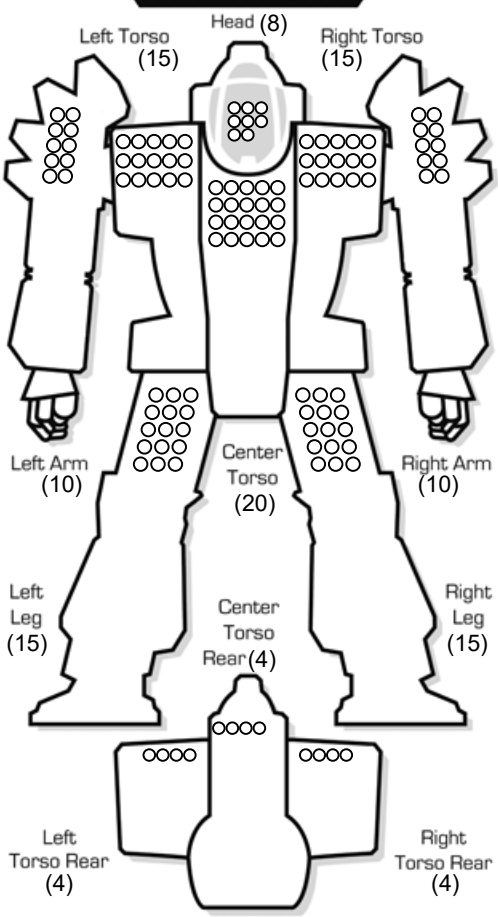
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Medium Laser
	5. SRM 2
	6. SRM 2 Ammo (50)
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

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

Left Leg

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

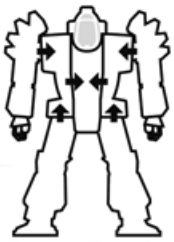
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Medium Laser
	5. SRM 2
	6. SRM 2 Ammo (50)
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

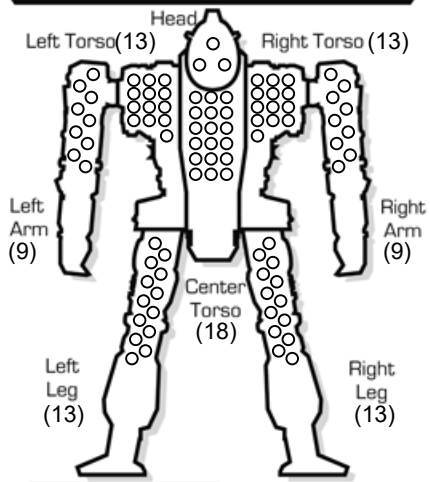
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kintaro KTO-18

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

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

Weapons & Equipment Inventory (hexes)

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

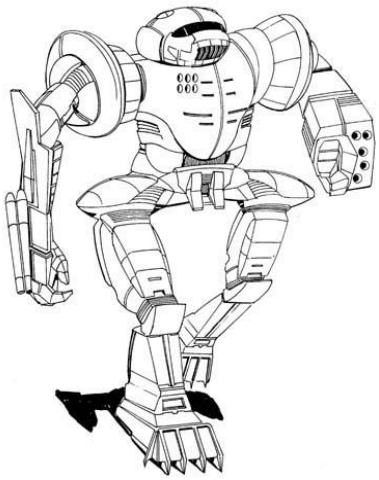
Cost: 4,704,457 CBills **BV:** 1187

WARRIOR DATA

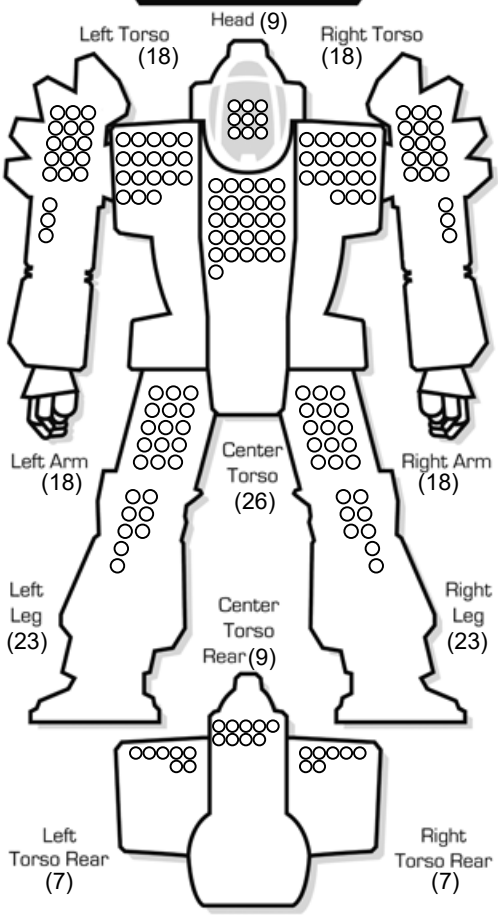
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. SRM 6 Ammo (15)
2. LRM 5 Ammo (24)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

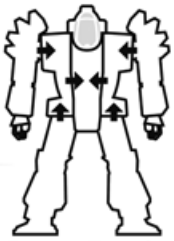
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits 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. Medium Laser
6. Roll Again

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

Right Torso

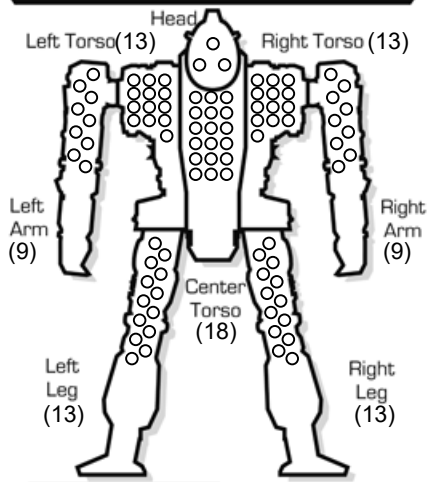
1-3
1. SRM 6
2. SRM 6
3. SRM 6 Ammo (15)
4. SRM 6 Ammo (15)
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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: Spider SDR-5K

Movement Points:
Walking: 8
Running: 12
Jumping: 6

Tonnage: 30
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

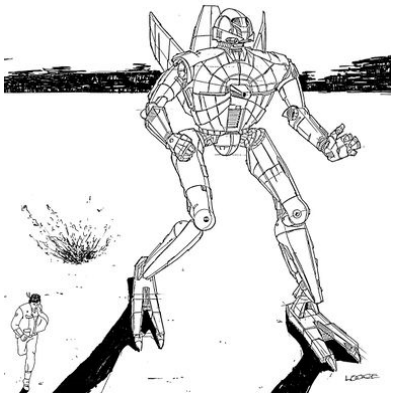
Cost: 2,728,440 CBills **BV:** 503

WARRIOR DATA

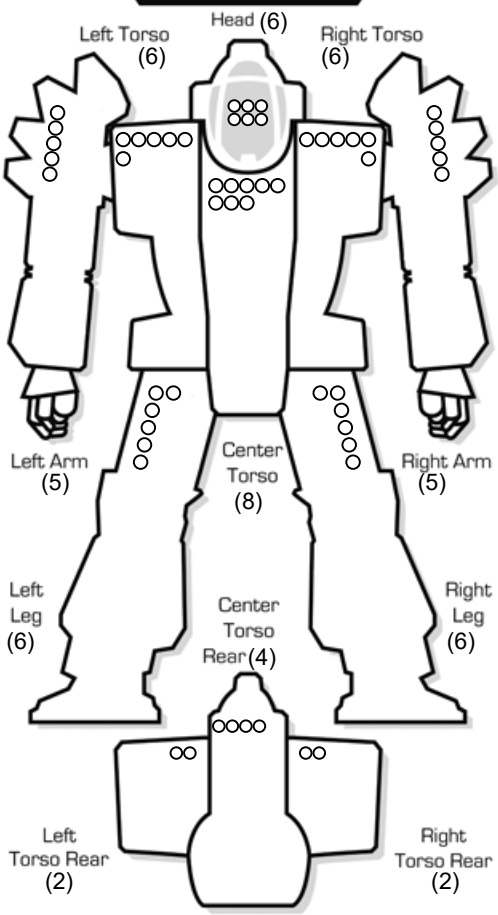
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

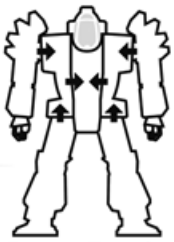
Head

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

Center Torso

1-3	1. Fusion Engine
	2. Fusion Engine
	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Medium Laser
	6. Machine Gun Ammo (200)

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



Damage Transfer Diagram

Right Arm

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

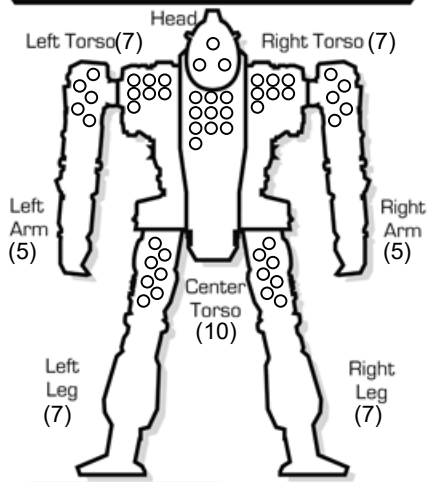
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulcan VL-5T

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

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

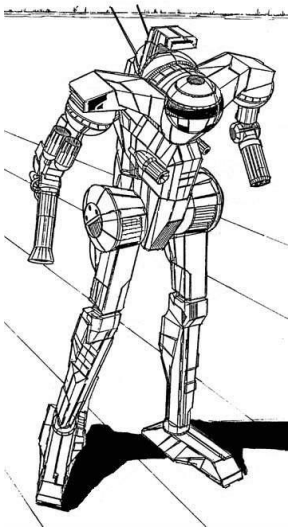
Cost: 3,558,100 CBills **BV:** 942

WARRIOR DATA

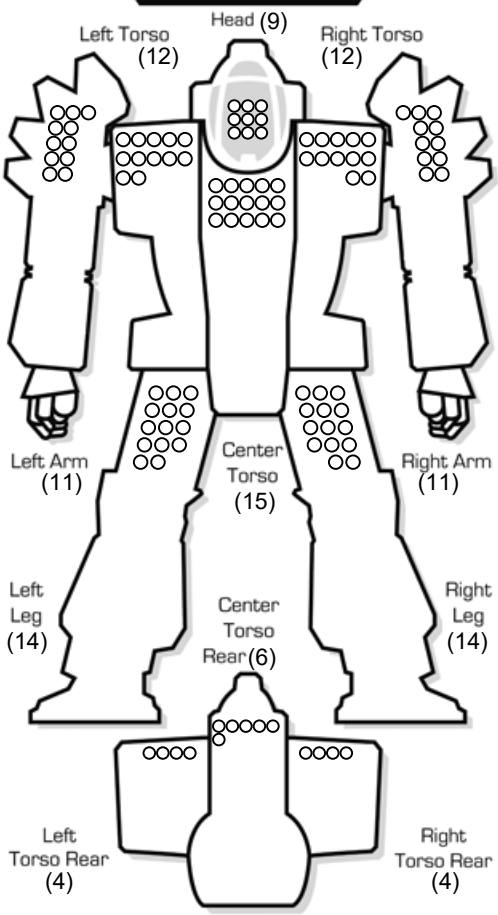
Name:

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. Machine Gun 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. JumpJets 4. Medium Laser 5. Machine Gun Ammo (200) 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

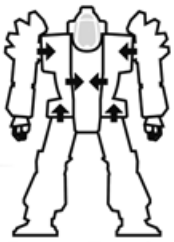
Head

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. JumpJets

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. Flamer 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

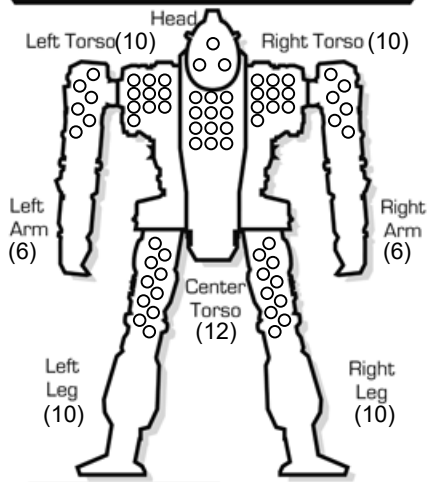
Right Torso

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

Right 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+	O O
25	-5 Movement Points	O 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: Archer ARC-2K

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

Tonnage: 70
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	LT	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	LRM 15	RT	5	1/Msl,C5/15 [M,C,S]	6	7	14	21

Cost: 6,170,773 CBills **BV:** 1356

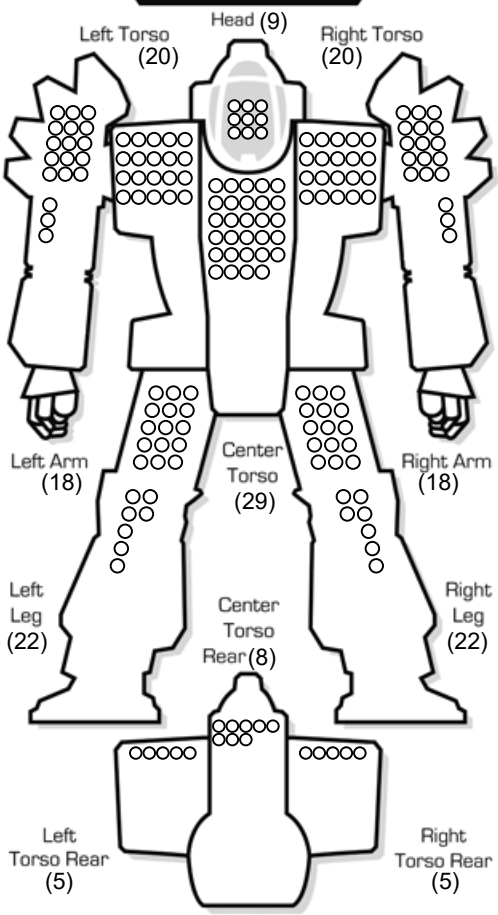
WARRIOR DATA

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. Large Laser
6. Large Laser

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

Left Torso

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

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

Left Leg

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

Head

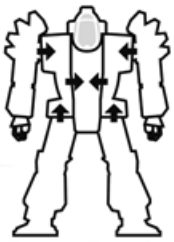
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

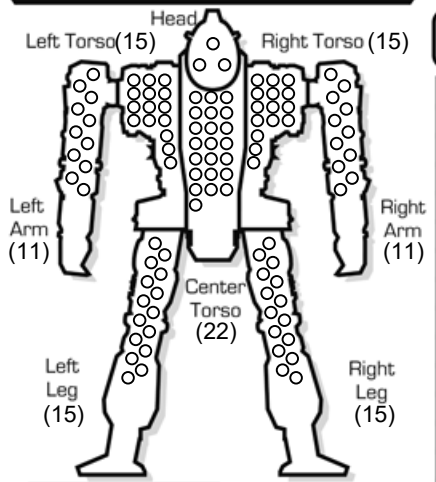
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. LRM 15 Ammo (8)
5. LRM 15 Ammo (8)
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	OO
25	-5 Movement Points	OO
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: Clint CLNT-2-3T

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

Tonnage: 40

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

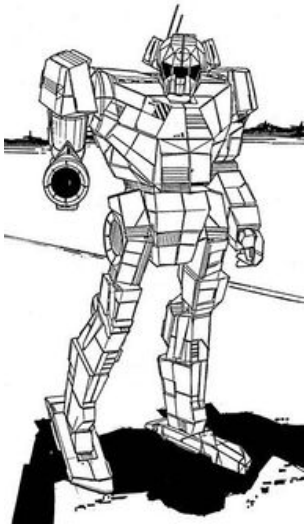
Cost: 3,572,380 CBills **BV:** 770

WARRIOR DATA

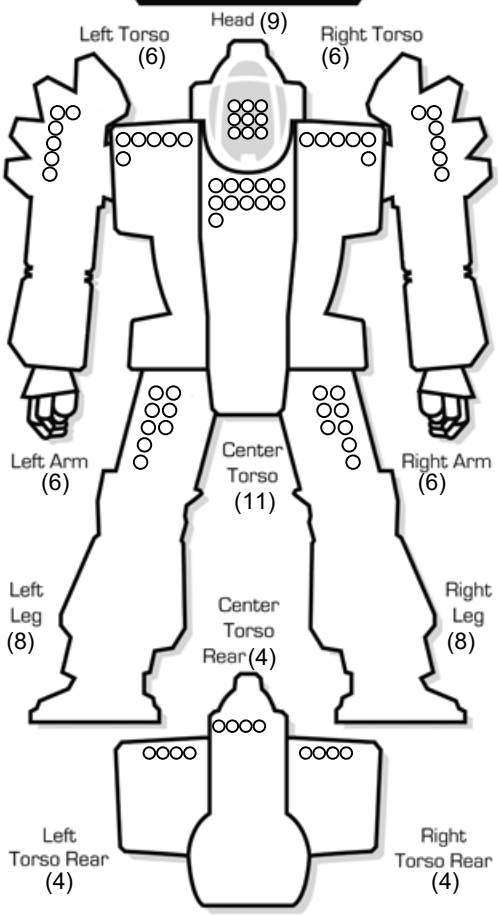
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

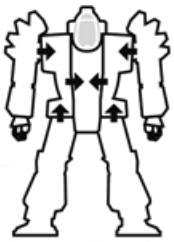
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

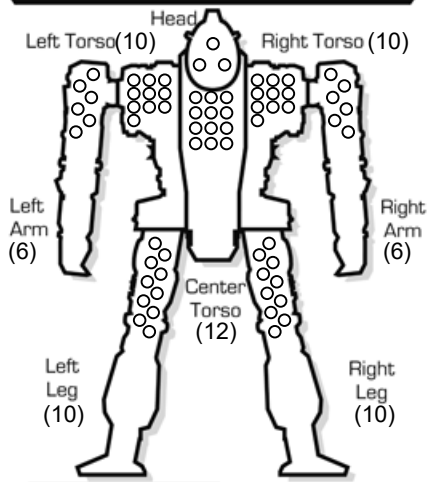
Right Torso

1-3	1. Heat Sink
	2. JumpJets
	3. AC/5 Ammo (20)
	4. Medium Laser
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

SRM FOOT INFANTRY RECORD SHEET

SRM FOOT INFANTRY PLATOON 1

Armor Type: Fatigues/Civilian/Non-Armored **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage* 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

BV: 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
Movement MP: N/A **Type:** N/A

SRM FOOT INFANTRY PLATOON 2

Armor Type: Fatigues/Civilian/Non-Armored **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage* 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

BV: 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
Movement MP: N/A **Type:** N/A

SRM FOOT INFANTRY PLATOON 3

Armor Type: Fatigues/Civilian/Non-Armored **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage* 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

BV: 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
Movement MP: N/A **Type:** N/A

SRM FOOT INFANTRY PLATOON 4

Armor Type: Fatigues/Civilian/Non-Armored **Divisor:** 1

Experience: _____
Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage* 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

BV: 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
Movement MP: N/A **Type:** N/A

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BATTLETECH™

FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

FOOT BALISTIC RIFLE INFANTRY PLATOON 1

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

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

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 2

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

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

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 3

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

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

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

FOOT BALISTIC RIFLE INFANTRY PLATOON 4

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

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

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

Max Weapon Damage*:

Notes:
None

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

RANGE IN HEXES (TO-HIT MODIFIER)

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

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

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Harasser Missile Platform

Movement Points:
- **Cruising:** 10
- **Flank:** 15

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
2	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 6) 30

Cost: **BV:** 413

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

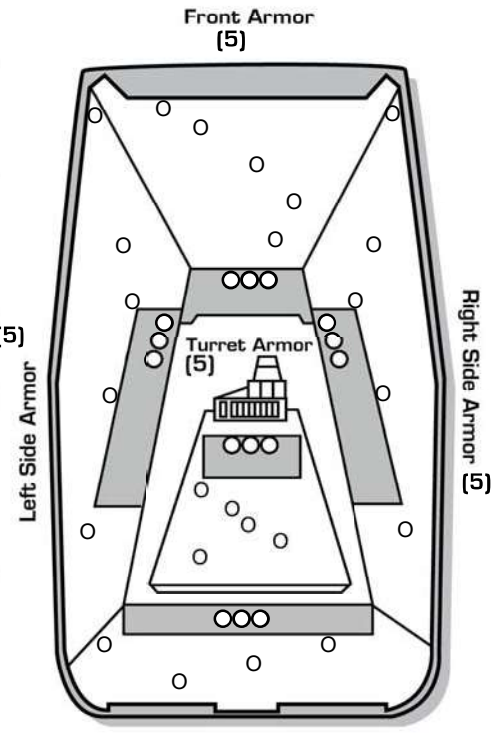
Motive System Hits +1 +2 +3

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.
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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
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Ammo: (SRM 6) 30

Cost: **BV:** 413

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

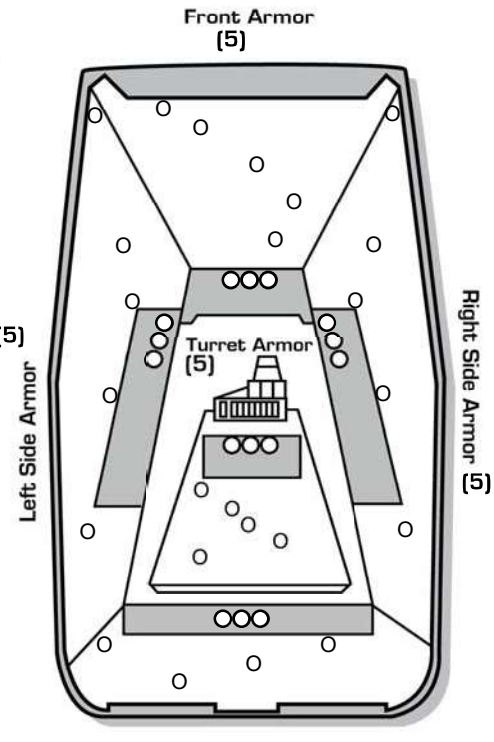
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

ARMOR DIAGRAM



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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
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6–7	Minor damage; +1 modifier to all Driving Skill Rolls
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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

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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**
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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport

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

Tonnage: 50
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RS	2/Msl [M,C]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C]	—	3	6	9
1	LRM 5	RR	1/Msl [M,C,S]	6	7	14	21
3	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Cargo, Infantry (3 tons)

Ammo: (LRM 5) 24, (SRM 2) 50, (Machine Gun) 200 (SRM 6) 15

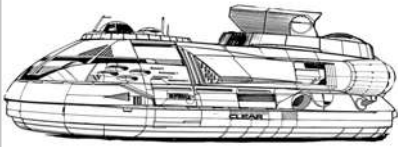
Cost: **BV:** 764

CREW DATA

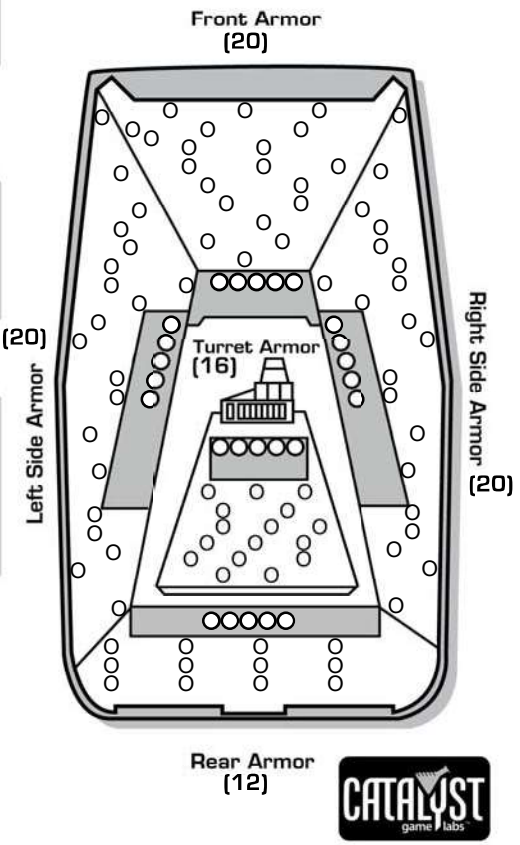
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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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2D6 Roll	EFFECT*
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Attack Direction Modifier:
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Hit from the sides +2

Vehicle Type Modifiers:
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2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
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8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport

Movement Points:
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Ammo: (LRM 5) 24, (SRM 2) 50, (Machine Gun) 200 (SRM 6) 15

Cost: **BV:** 764

CREW DATA

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

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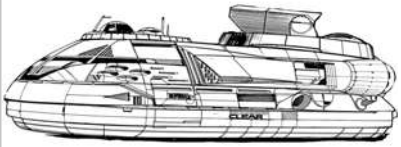
Rear ☐ Turret ☐



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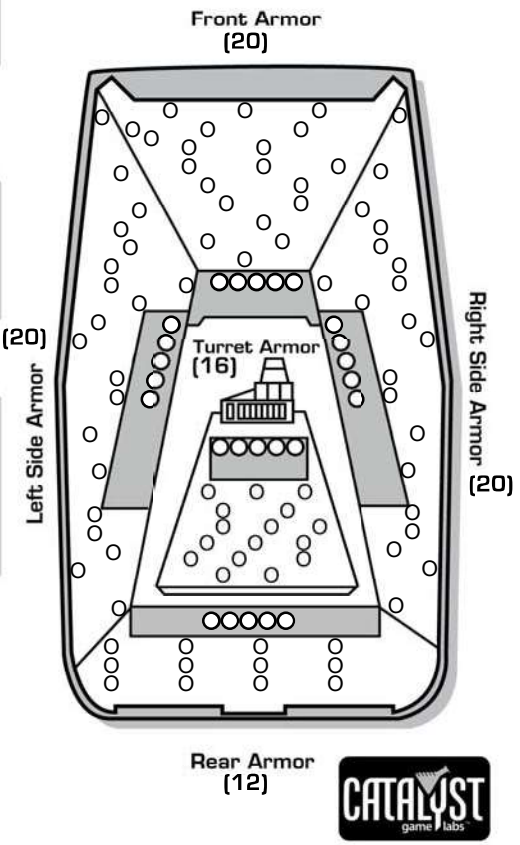

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BATTLETECH MISSIONS

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

Mission: 3028-02
A Bridge to Where?
Hashi Bridge, Were River, Shaula
September 10, 3028

Mission Results
- ❑ PCs successfully scan all buildings and units
- ❑ PCs capture the bridge
- ❑ PCs fail to scan or capture the bridge, and it remains intact
- ❑ Bridge is destroyed by Combine forces
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (+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

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- ❑ Centurion CN9-AL (3,395,874 C-Bills)
- ❑ Dervish DV-6M (4,989,967 C-Bills)
- ❑ Kintaro KTO-18 (4,704,457 C-Bills)
- ❑ Spider SDR-5K (2,728,440 C-Bills)
- ❑ Vulcan VL-5T (3,558,100 C-Bills)
- ❑ Archer ARC-2K (6,170,773 C-Bills)
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A Bridge to Where?
Hashi Bridge, Were River, Shaula
September 10, 3028

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BATTLETECH MISSIONS

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

Mission: 3028-02
A Bridge to Where?
Hashi Bridge, Were River, Shaula
September 10, 3028

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GM Report
Mission 3028-02 - A Bridge to Where?

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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