BATTLETECH™

MISSIONS

**Mission 3028-04: Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**
**Pilot Skill: 3-4**

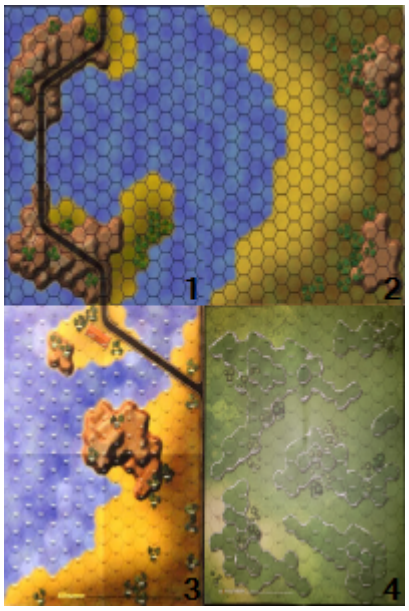
Okay boys, listen up! As we were reporting success against the Snake artillery, we lost contact with LAF command. Since our orders were to radio in for our next assignment, we're a little bit on our own until we can re-establish contact. The first step, of course, was making our ways back across the Were river and see if we can't regroup with Major Reinschadt. It's likely the Dracs will try to stop us, but since have we let a few Combine 'mechs stop us?

To make matters more interesting, it looks like the snakes are making a move on the Hashi bridge that we went to all that trouble to secure. Now we could tecnically cross the river in 'mechs without a bridge, but the Were is wide and moves fast. It'd be dangerous to even try. And forget all of the tanks and other heavy stuff the Lyrans are lugging around. Since we don't even know where Lyran command is right now, we'd better make sure that they can get across that bridge - regardless of what side of it they're currently on.

So that's it! Get to that bridge. Keep the Kuritans from destroying it. If it's any consolation, their ridiculous Kuritan sense of honor means they might forget their objective for long enough for you to deal with them. Oh, one more thing - if you can capture one, that'd be great. They've gotta already be on the wrong side of the river, which says there are some hiding out in our backfield. I suspect that LAF command would very much like to ask one of their pilots real nice like how many more are out there, and where they are.

**Map:** This should be the same map setup used for mission 3028-02, if possible. Use only the bottom halves of the top two maps so that the entire play area is 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). These bunkers are heavy buildings with a CF of 60.




**Recommended Maps:**
1: Archipelago1
2: Coast 2
3: coast 1
4: Rolling Hills 2

**Setup:** The heroes will enter from the top of the left map on the bridge on the Archipelago map. The OPFOR will enter from the bottom edge of the bottom right map.

**Special Rules**

**Didn't we capture this bridge already?**: If any player has the "A bridge to where" reward from Mission 3028-02, they may cross it off for the bunkers on the map to begin occupied by Lyran forces. The PCs will have four Platoons of Heavy Jump Infantry, one per bunker. Additionally, these troops have searchlights (see below)

**They just don't make 'em like they used to!**: The Bridge is a hardened structure with at least 60 CF. The total strength is listed in each BV band. The bridge is considered "Damaged" if a single hex is destroyed, and "Destroyed" if more than one hex is.

**I can't see a thing!**: This game takes place at night. Attacks are at +2 to hit. However, any unit may, during the “Declare fire” phase declare that they are turning their searchlight on, and they may declare a target within 30 hexes. This eliminates the +2 penalty for both the mech with the searchlight and his target. Unlit infantry do not count as being “In the open” for damage purposes.

**Rules of Engagement (Do not share with the PCs)**: The Kuritans are more interested in honorable combat than attacking a poor, defenseless bridge. No Kuritan pilot will target the bridge if they have line of sight to a PC that is closer to them than the bridge or that has targeted any of the Kuritan 'mechs with its searchlight. Starting on turn five, or if at least 40% of their 'mechs have been disabled or destroyed, the Kuritan commanders wil successfully get them under control, and they may target the bridge normally. The Kuritans are under *forced withdrawal* rules.

**OPFOR**

| Name | Variant | Reference | BV (4/5) | Cost |
|---|---|---|---|---|
| Phoenix Hawk | PXH-1K | 3039 pg 458 | 1073 | 3,628,553 |
| Griffin | GRF-1S | 3039 pg | 1253 | 4,783,507 |
| Wolverine | WVR-6K | 3039 pg 467 | 1248 | 4,514,194 |
| Shadow Hawk | SHD-2K | 3039 pg 466 | 1147 | 4,544,807 |
| Cicada | CDA-3C | 3039 pg 180 | 771 | 3,306,333 |
| Spider | SDR-5K | 3039 pg 163 | 503 | 2,728,440 |
| Locust | LCT-1M | 3039 pg | 424 | 1,571,200 |
| Charger | CGR-1A1 | 3039 pg | 981 | 7,520,370 |

| Name | Variant | Reference | BV (4/5) | Cost |
|---|---|---|---|---|
| Quickdraw | QKD-4G | 3039 pg | 1192 | 5,514,560 |

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

**3000-3500 (3201 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Charger CGR-1A1 (4/5)

**3500-4000 (3473 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5)

**4000-4500 (4244 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Cicada CDA-3C (4/5)

**4500-5000 (4454 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Charger CGR-1A1 (4/5)

**5000-5500 (5225 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Charger CGR-1A1 (4/5), Cicada CDA-3C (4/5)

**5500-6000 (5646 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Charger CGR-1A1 (4/5), Quickdraw QKD-4G (4/5)

**6000-6500 (6070 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Charger CGR-1A1 (4/5), Quickdraw QKD-4G (4/5), Locust LCT-1M (4/5)

**6500-7000 (6684 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Quickdraw QKD-4G (4/5), Wolverine WVR-6K (4/5), Cicada CDA-3C (4/5)

**7000-7500 (7108 Total)**
Phoenix Hawk PXH-1K (4/5), Shadow Hawk SHD-2K (4/5), Griffin GRF-1S (4/5), Quickdraw QKD-4G (4/5), Wolverine WVR-6K (4/5), Cicada CDA-3C (4/5), Locust LCT-1M (4/5)

**7500-8000 (7423 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (4/5), Wolverine WVR-6K (3/4)

**8000-8500 (8005 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (4/5), Wolverine WVR-6K (4/5), Charger CGR-1A1 (4/5)

**8500-9000 (8785 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (3/4), Wolverine WVR-6K (3/4), Charger CGR-1A1 (4/5)

**9000-9500 (9157 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (3/4), Wolverine WVR-6K (4/5), Charger CGR-1A1 (4/5), Cicada CDA-3C (4/5)

**9500-10000 (9870 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (3/4), Wolverine WVR-6K (3/4), Charger CGR-1A1 (3/4), Cicada CDA-3C (4/5)

**10000-10500 (10294 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (3/4), Wolverine WVR-6K (3/4), Charger CGR-1A1 (3/4), Cicada CDA-3C (4/5), Locust LCT-1M (4/5)

**10500-11000 (10781 Total)**
Phoenix Hawk PXH-1K (3/4), Shadow Hawk SHD-2K (3/4), Griffin GRF-1S (3/4), Quickdraw QKD-4G (3/4), Wolverine WVR-6K (3/4), Charger CGR-1A1 (3/4), Cicada CDA-3C (3/4), Spider SDR-5K (3/4)

**Mission Objectives: Primary Objective:** Prevent the enemy from destroying the bridge. The bridge is considered destroyed if two or more hexes are destroyed, or severely damaged if a single hex is destroyed. If the party prevents the bride from being severely damaged then they'll get the additional reward "Supplies" below.

**Bonus Objective:** Capture a Combine pilot by destroying or immobilizing his 'mech without killing him.

| Award (C-Bills) | Mech Survived | Mech Severely Damaged | Mech Destroyed |
|---|---|---|---|
| Prevent destruction of the bridge (Mission Successful) | 350,000 | 250,000 | 100,000 |
| Capture a Combine pilot (Bonus Objective) | +100,000 | +100,000 | +100,000 |
| 2+ Hexes of bridge Destroyed (Mission Failure) | 150,000 | 100,000 | 50,000 |

| Award (XP) | Pilot Survived | Pilot Killed |
|---|---|---|
| Prevent destruction of the bridge (Mission Successful) | 15 | 5 |
| 2+ Hexes of bridge Destroyed (Mission Failure) | 8 | 3 |
| Opposing 'Mech/Combat Vehicle destroyed by party (each) | +1 | +1 |

**Additional Rewards**

**Supplies!**: ❑

Because you kept the critical Hashi bridge open, you are able to get a quick field repair mid-mission. Cross off this reward to either get a single use of the Field Repair Kit PSA (5 points of armor repair to a single location per weight class) or fill a single ton of ammo that hasn't been destroyed.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix Hawk PXH-1K

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | - | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Small Laser | CT | 1 | 3 [DE] | - | 1 | 2 | 3 |

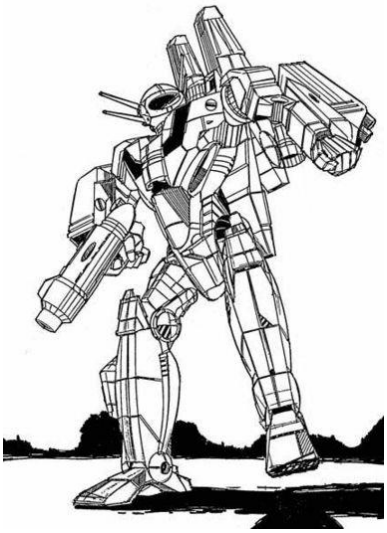
**Cost:** 3,628,553 CBills **BV:** 1073

### WARRIOR DATA

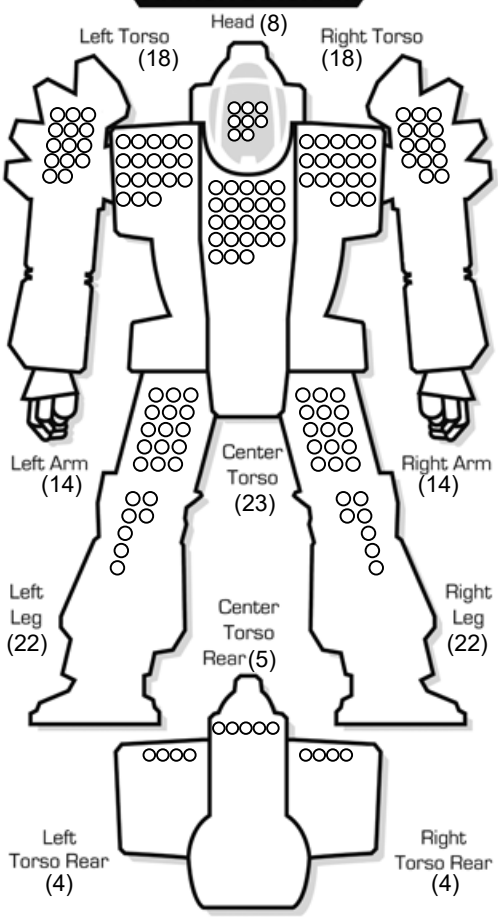
Name:

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. | 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 |

#### Left Torso

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

#### Left Leg

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

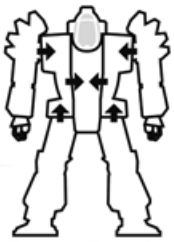
#### Head

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. | Heat Sink |
| | 6. | Small 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. | Large Laser |
| | 6. | Large Laser |
| 4-6 | 1. | Medium Laser |
| | 2. | Roll Again |
| | 3. | Roll Again |
| | 4. | Roll Again |
| | 5. | Roll Again |
| | 6. | Roll Again |

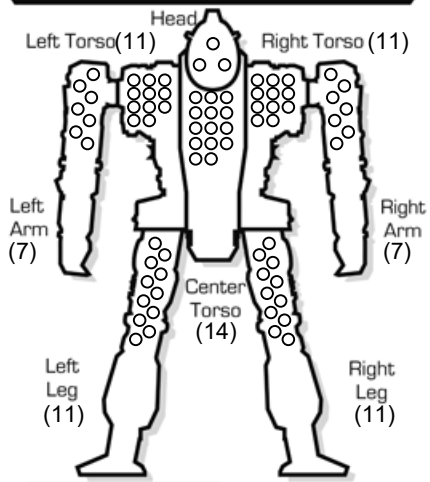
#### Right Torso

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

#### Right Leg

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Griffin GRF-1S

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

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

**Weapons & Equipment Inventory** (hexes)

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

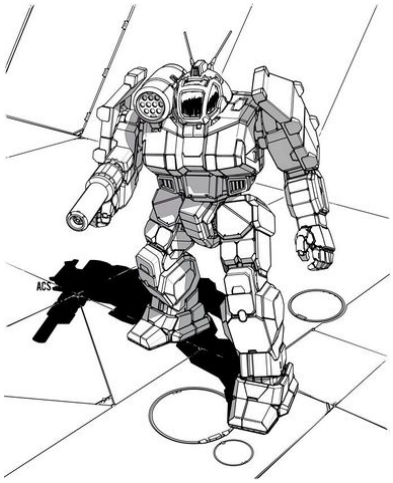
**Cost:** 4,783,507 CBills **BV:** 1253

### WARRIOR DATA

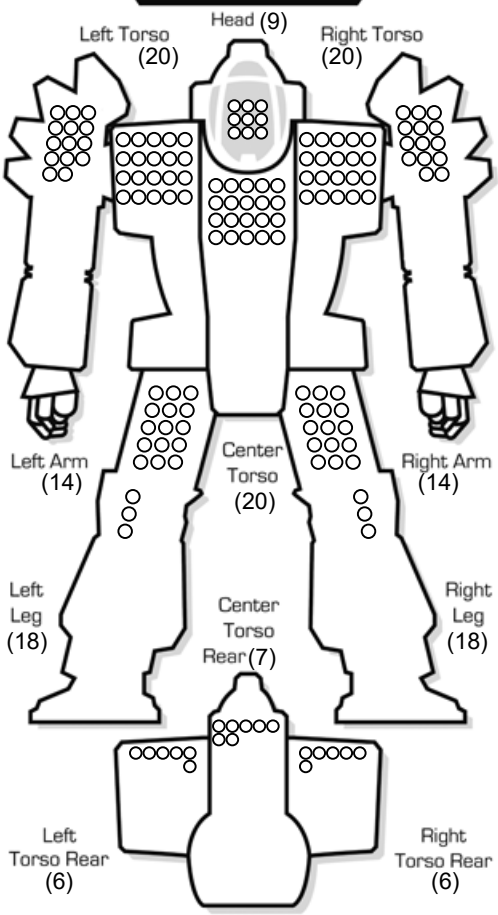
Name:

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

**Left Leg**

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

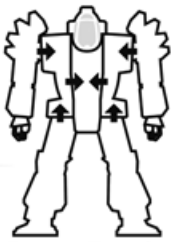
**Head**

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**

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

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



Damage Transfer Diagram

**Right Arm**

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

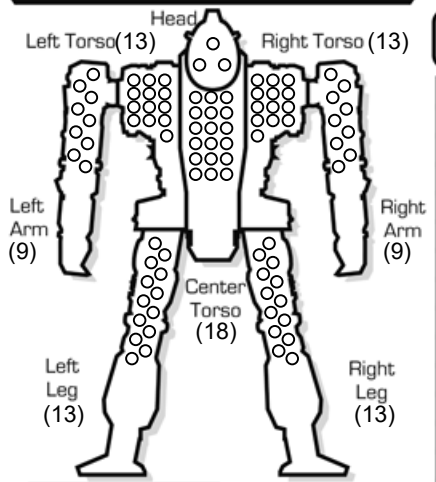
**Right Torso**

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

**Right Leg**

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wolverine WVR-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 |

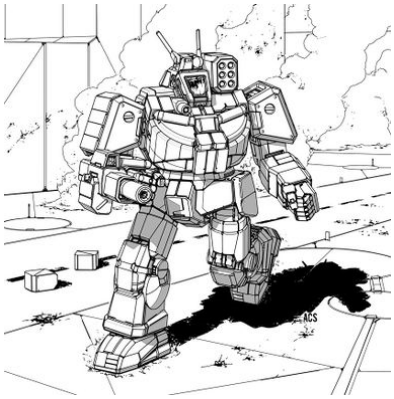
**Cost:** 4,514,194 CBills **BV:** 1248

### WARRIOR DATA

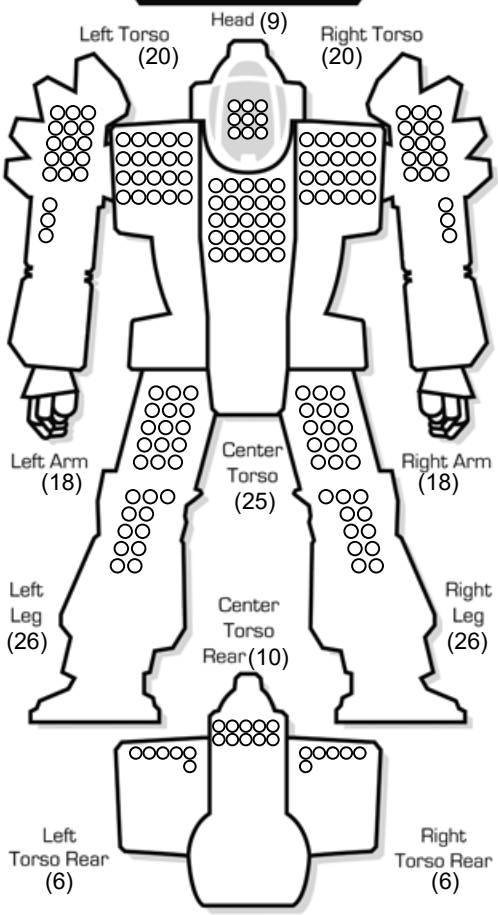
Name:

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

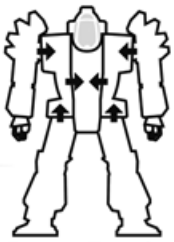
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### 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

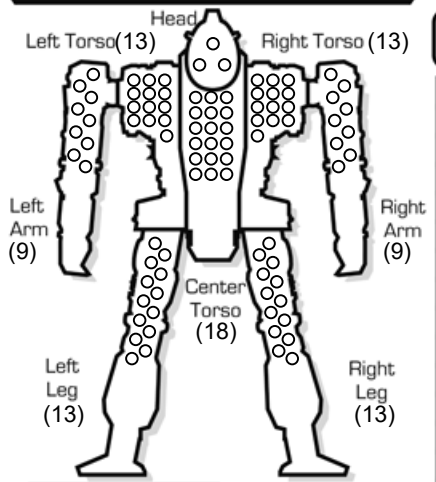
1-3
1. SRM 6 Ammo (15)
2. SRM 6 Ammo (15)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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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# 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 |

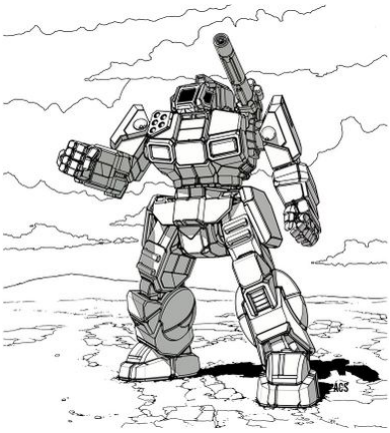
**Cost:** 4,544,807 CBills **BV:** 1147

### WARRIOR DATA

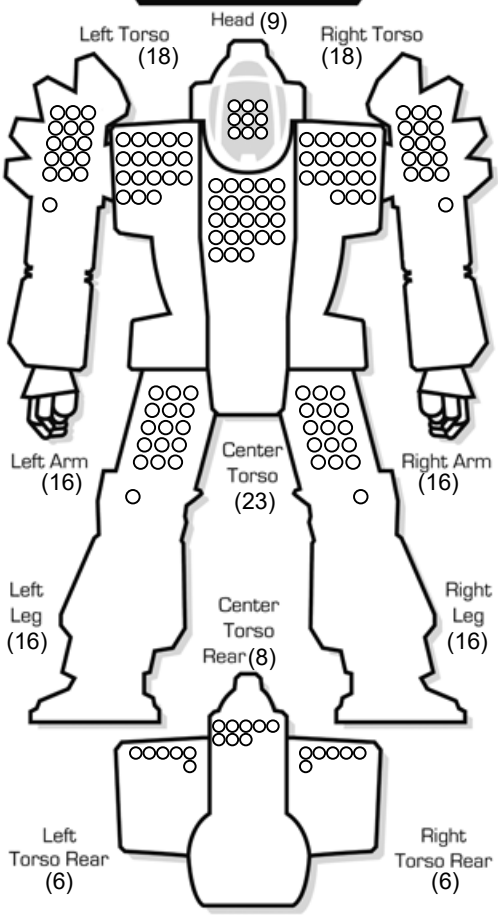
Name:

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

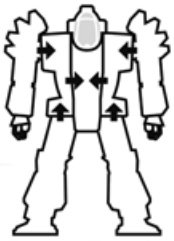
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### 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

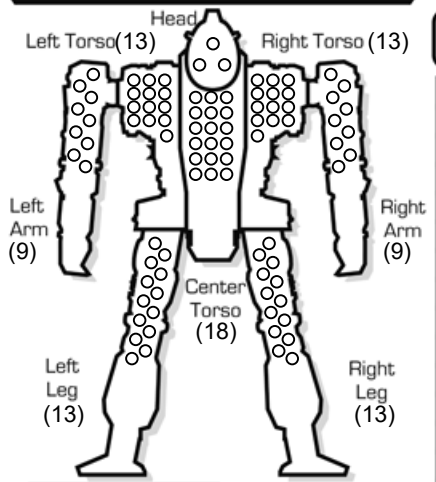
1-3
1. Heat Sink
2. JumpJets
3. LRM 5
4. LRM 5 Ammo (24)
5. Roll Again
6. Roll Again

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:** Cicada CDA-3C

**Movement Points:**
Walking: 7
Running: 11
Jumping: 0

**Tonnage:** 40

**Tech Base:** Inner Sphere

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Machine Gun | RL | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |
| 1 | Machine Gun | LL | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |

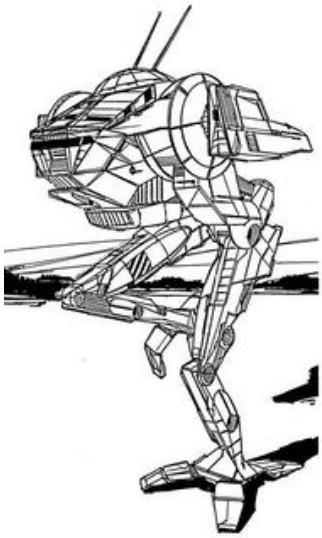
**Cost:** 3,306,333 CBills **BV:** 771

### WARRIOR DATA

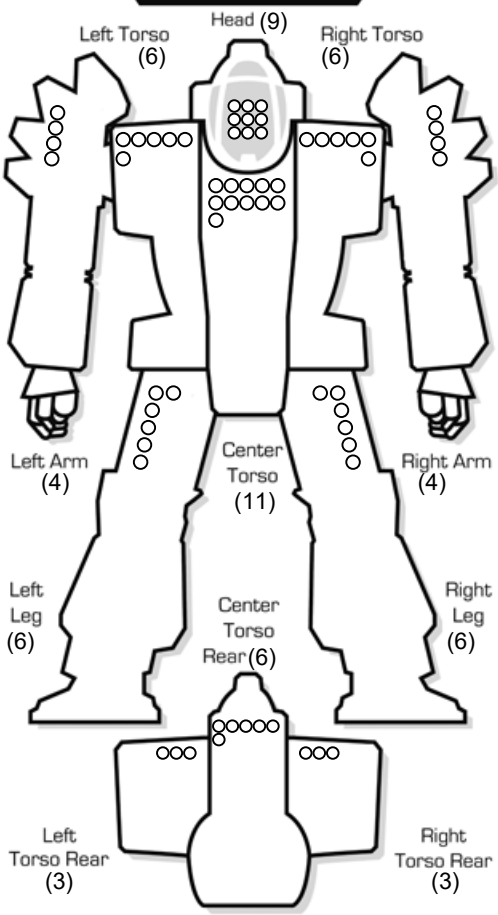
**Name:**

**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. 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 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. Machine Gun
6. Roll Again

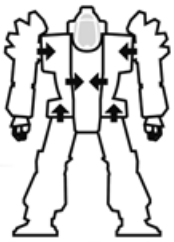
#### Head

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. Machine Gun Ammo (200) |
| | 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. 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 |

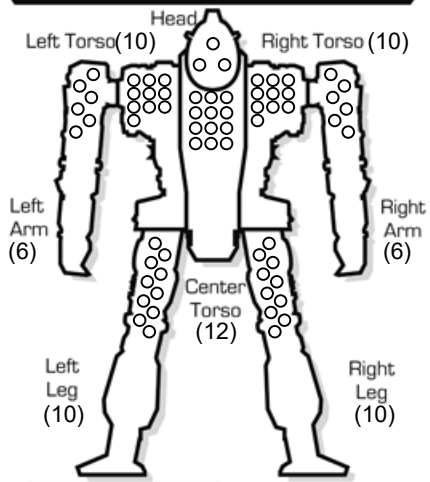
#### Right Torso

| | |
|---|---|
| 1-3 | 1. PPC |
| | 2. PPC |
| | 3. PPC |
| | 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. Machine Gun
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (11) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

Heat Scale

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

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# CLASSIC BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-5K

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

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

**Weapons & Equipment Inventory** (hexes)

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

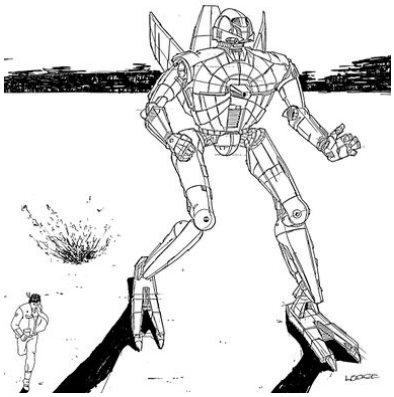
**Cost:** 2,728,440 CBills **BV:** 503

### WARRIOR DATA

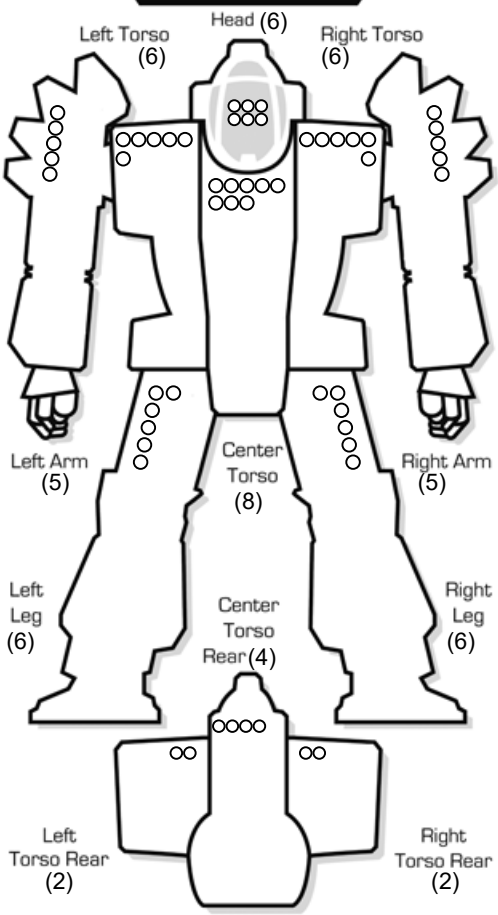
Name:

Gunnery Skill: Piloting Skill:

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

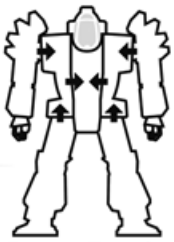
#### Head

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

#### Center Torso

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

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



Damage Transfer Diagram

#### Right Arm

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

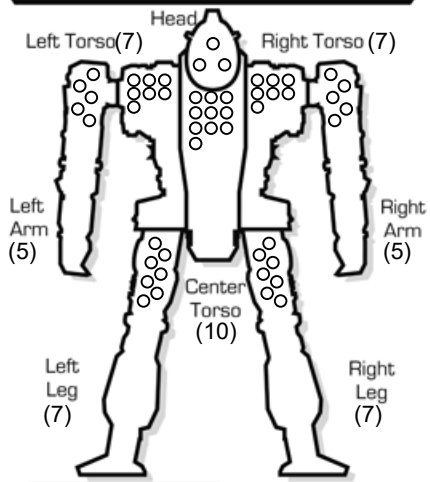
#### Right Torso

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Locust LCT-1M

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

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

**Weapons & Equipment Inventory** (hexes)

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

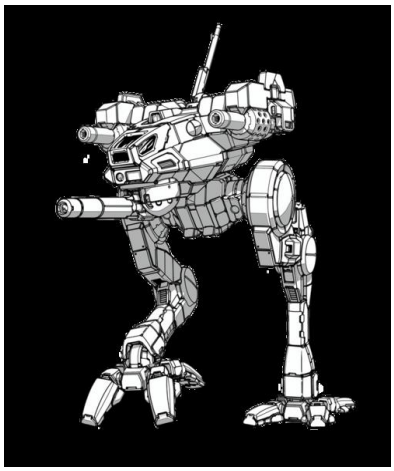
**Cost:** 1,571,200 CBills **BV:** 424

### WARRIOR DATA

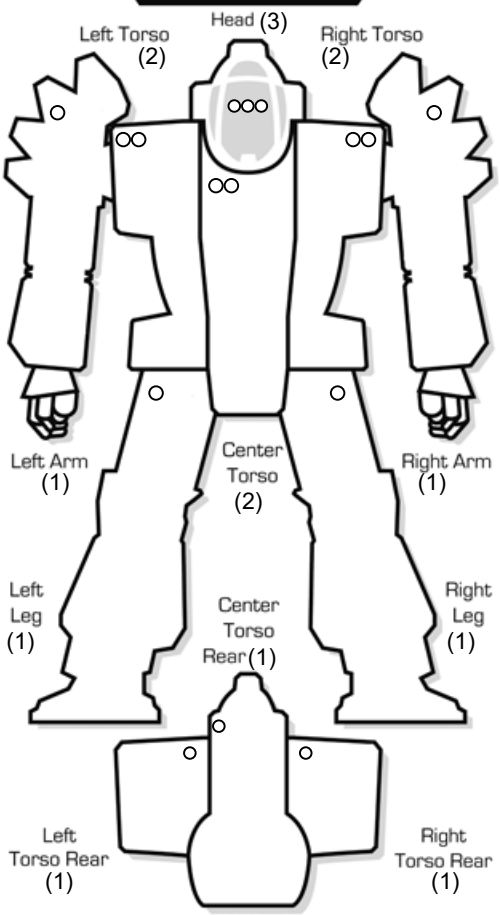
Name:

Gunnery Skill: Piloting Skill:

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 5

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

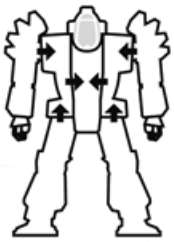
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. LRM 5 Ammo (24)

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



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 5

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

#### Right Torso

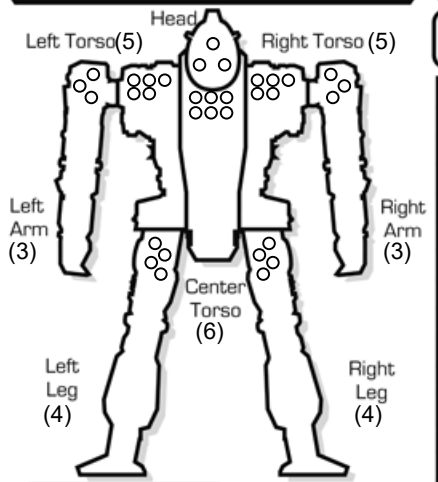
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Charger CGR-1A1

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | LA | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | H | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | RA | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | LT | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | RT | 1 | 3 [DE] | - | 1 | 2 | 3 |

**Cost:** 7,520,370 CBills **BV:** 981

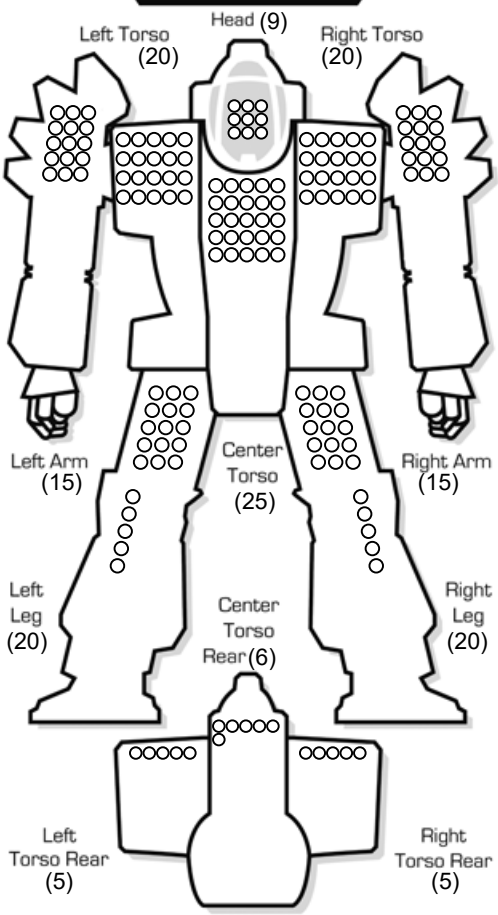
### WARRIOR DATA

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

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

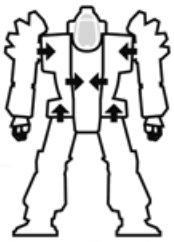
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

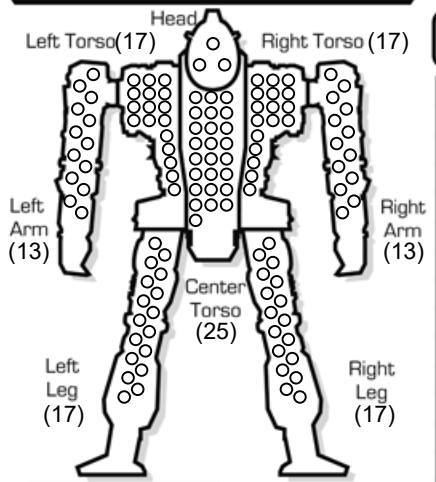
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Small 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: 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:** Quickdraw QKD-4G

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

**Tonnage:** 60

**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 | LRM 10 | LT | 4 | 1/Msl,C5/10 [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 4 | CT | 3 | 2/Msl,C2/4 [M,C,S] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | - | 3 | 6 | 9 |

**Cost:** 5,514,560 CBills **BV:** 1192

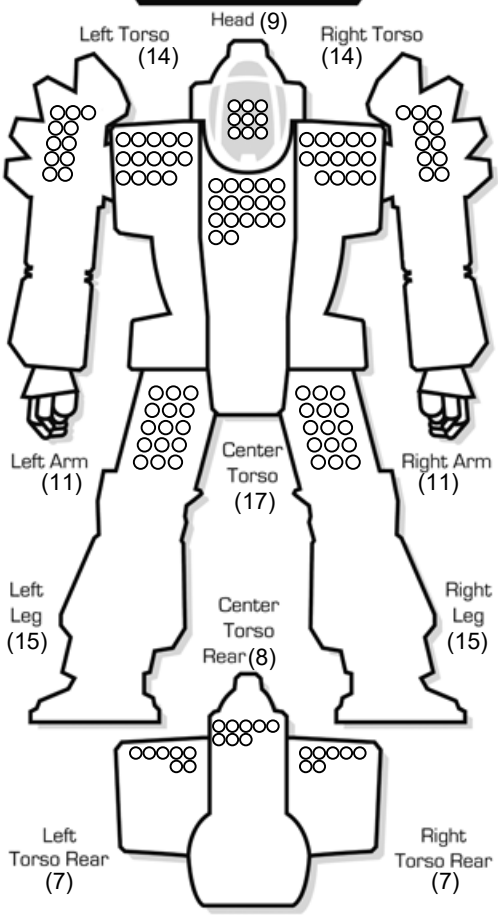
### WARRIOR DATA

**Name:**

**Gunnery Skill:** **Piloting Skill:**

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

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

4-6

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

1-3

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

4-6

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

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

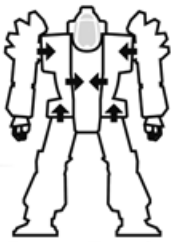
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

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

1-3

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

4-6

#### Right Torso
1. JumpJets
2. JumpJets
3. Medium Laser (R)
4. Medium Laser (R)
5. SRM 4 Ammo (25)
6. Roll Again

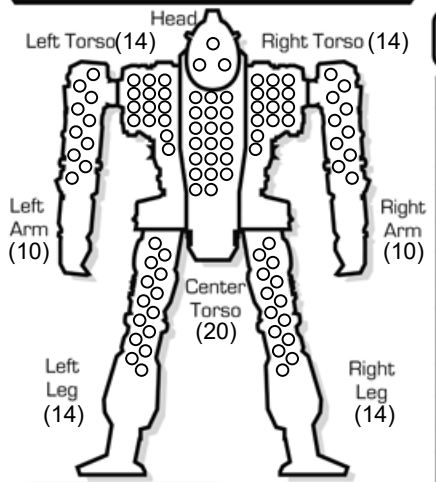
1-3

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

4-6

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

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# BATTLETECH MISSIONS

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

**Mission: 3028-04**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

**Mission Results**
- ❑ Prevent destruction of the bridge (Mission Successful)
- ❑ Capture a Combine pilot (Bonus Objective) (+100,000 C-Bills)
- ❑ 2+ Hexes of bridge Destroyed (Mission Failure)
- ❑ 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**

- ❑ Phoenix Hawk PXH-1K (3,628,553 C-Bills)
- ❑ Griffin GRF-1S (4,783,507 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
- ❑ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ❑ Cicada CDA-3C (3,306,333 C-Bills)
- ❑ Spider SDR-5K (2,728,440 C-Bills)
- ❑ Locust LCT-1M (1,571,200 C-Bills)
- ❑ Charger CGR-1A1 (7,520,370 C-Bills)
- ❑ Quickdraw QKD-4G (5,514,560 C-Bills)

**Additional Rewards**

**Supplies!**: ❑

Because you kept the critical Hashi bridge open, you are able to get a quick field repair mid-mission. Cross off this reward to either get a single use of the Field Repair Kit PSA (5 points of armor repair to a single location per weight class) or fill a single ton of ammo that hasn't been destroyed.

**GM Signature** _____ **Game Date** _____

**Mission: 3028-04 Debrief**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

Well done boys! We prevented the Dracs from crossing the River in force and from getting into the rear. Our ride off this hunk of worthless rock is secure for now. Based upon the information collected from the damaged enemy ‘mechs, Lyran Intelligence thinks they have an approximate location from where the Snakes came from. We will know more in the next day or so. And as a thank you for saving their bacon, the Lyrans are moving us up in the refit line, so get your ‘mechs over to the techs and get some hot grub, a shower, and some rack time. I suspect we are going to need the rest just as soon as the techs are done with our rides.

# BATTLETECH MISSIONS

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

**Mission: 3028-04**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

**Mission Results**
- ❑ Prevent destruction of the bridge (Mission Successful)
- ❑ Capture a Combine pilot (Bonus Objective) (+100,000 C-Bills)
- ❑ 2+ Hexes of bridge Destroyed (Mission Failure)
- ❑ 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**

- ❑ Phoenix Hawk PXH-1K (3,628,553 C-Bills)
- ❑ Griffin GRF-1S (4,783,507 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
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- ❑ Quickdraw QKD-4G (5,514,560 C-Bills)

**Additional Rewards**

**Supplies!**: ❑

Because you kept the critical Hashi bridge open, you are able to get a quick field repair mid-mission. Cross off this reward to either get a single use of the Field Repair Kit PSA (5 points of armor repair to a single location per weight class) or fill a single ton of ammo that hasn't been destroyed.

**GM Signature** _____ **Game Date** _____

**Mission: 3028-04 Debrief**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

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# BATTLETECH MISSIONS

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

**Mission: 3028-04**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

**Mission Results**
- ❑ Prevent destruction of the bridge (Mission Successful)
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- ❑ 2+ Hexes of bridge Destroyed (Mission Failure)
- ❑ 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**

- ❑ Phoenix Hawk PXH-1K (3,628,553 C-Bills)
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- ❑ Quickdraw QKD-4G (5,514,560 C-Bills)

**Additional Rewards**

**Supplies!**: ❑

Because you kept the critical Hashi bridge open, you are able to get a quick field repair mid-mission. Cross off this reward to either get a single use of the Field Repair Kit PSA (5 points of armor repair to a single location per weight class) or fill a single ton of ammo that hasn't been destroyed.

**GM Signature** _____ **Game Date** _____

**Mission: 3028-04 Debrief**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

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# BATTLETECH MISSIONS

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

**Mission: 3028-04**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

**Mission Results**
- ❑ Prevent destruction of the bridge (Mission Successful)
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**Mech Status**
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**Pilot Status**
- ❑ Pilot Survived
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**C-Bill Reward** _____ **XP Reward** _____

**Salvaged Mechs**

- ❑ Phoenix Hawk PXH-1K (3,628,553 C-Bills)
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- ❑ Charger CGR-1A1 (7,520,370 C-Bills)
- ❑ Quickdraw QKD-4G (5,514,560 C-Bills)

**Additional Rewards**

**Supplies!**: ❑

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**GM Signature** _____ **Game Date** _____

**Mission: 3028-04 Debrief**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

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# BATTLETECH MISSIONS

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

**Mission: 3028-04**
**Hold the Line, Were river Bridge Reloaded**
**Hashi Bridge, Were River, Shaula**
**September 11, 3028**

**Mission Results**
- ❑ Prevent destruction of the bridge (Mission Successful)
- ❑ Capture a Combine pilot (Bonus Objective) (+100,000 C-Bills)
- ❑ 2+ Hexes of bridge Destroyed (Mission Failure)
- ❑ 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**

- ❑ Phoenix Hawk PXH-1K (3,628,553 C-Bills)
- ❑ Griffin GRF-1S (4,783,507 C-Bills)
- ❑ Wolverine WVR-6K (4,514,194 C-Bills)
- ❑ Shadow Hawk SHD-2K (4,544,807 C-Bills)
- ❑ Cicada CDA-3C (3,306,333 C-Bills)
- ❑ Spider SDR-5K (2,728,440 C-Bills)
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- ❑ Charger CGR-1A1 (7,520,370 C-Bills)
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**GM Report**
**Mission 3028-04 - Hold the Line, Were river Bridge Reloaded**

**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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