

# BATTLETECH™



## MISSIONS

**Mission 3028-06: Cutting the head off the snake**  
**DCMS Outpost Copperhead, East of Shaula City, Shaula**  
**September 16, 3028**  
**Pilot Skill: 3-4**

Okay boys, listen up! The Lyrans have begun their attack on Shaula city proper now. Their assault, while important to taking the planet, is actually just a feint designed to draw forces from nearby forward operating bases. Our job is to secure this one here at grid point Alpha so that our Lyran friends can use its facilities to maintain their assault and hopefully bring this part of the invasion to a close once and for all.

I'm sure you're all aware that I'm not a big fan of metaphors, but this one is for all the marbles. Hopefully all the time we've spent on planet so far will give us the leg up we're going to need, as this base looks like it's gonna be nasty.

Good luck!

**Map:** Use a fortress map where the fortress is clearly well defended from one side, and poorly defended from the other.



### Recommended Maps:

- 1: 2018\_01 Front Open Terrain 3
- 2: River Communications Center
- 3: 2019\_Desert Badlands\_-2

**Setup:** Array the Combine defenders inside the base to defend against an assault coming from the "defended" side (i.e. on the left in the suggested map). Unless otherwise noted, the PCs will enter from the "defended" side (on the left here)

Place a total of 7 defensive turrets on the map. Turrets are (by default) controlled by the OpForce. Each has an armor value of 25, unlimited ammo, a 360' firing arc, and a line of sight 1 level higher than their base elevation. Turrets are small targets (+1 to-hit penalty), but immobile (-4 to-hit bonus)

In Hexes 0109, 0312, 0402, 0604, place a turret with a single LRM-20  
In hexes 0714, 1206 and 1112, place a turret with 1xAC-5 and 1xAC-2

All Walls are hardened structures with a CF of 110.

Building CFs are as follows:

Light: 15

Medium: 40

Heavy: 70

## Special Rules

**Ssshh!**: If any hero has the "Where does this lead?" cert from mission 3028-05, they may scratch it off to enter on the "undefended" side (right in the sample) of the map. They can bring up to one other PC with them if they aren't using Battlefield support.

**That's what that code was for!**: Any player with the "Scanning Whiz" cert from 3028-05 who is within 5 hexes of a turret may attempt to take it over. During the firing phase, fill in one box and make a 2d6 roll. On a roll of 2-5, nothing happens. 6-8, the turret will not fire against the heroes for the remainder of the scenario. On a roll of 9+ then the PCs can control the turret for the rest of the game. Add a +1 modifier to this roll for each subsequent attempt. This roll counts as "an attack" and must be the primary target (i.e. apply a +1 to hit penalty for any other attacks this turn)

**The Bridge is open!**: The "Supplies!" reward from mission 3028-04 has an extra benefit in this mission. When used, it can be applied to a total of three PC 'mechs instead of just 1.

**Boom Boom!**: The Combine have a single off-board Sniper artillery piece. The GM may secretly mark up to three hexes that have been "Pre-designated". They may only use HE ammunition (no Copperhead/smoke, etc.) The artillery piece may fire once per turn per the "Battlefield Support" rules (BMM, Pg. 77-78) but may only target the "Defended" mapsheet (left in the sample). Any PC may use a single use of the "Where'd our spotters go?" reward from mission 3028-03, or the "Missing Spotters" reward from mission 3028-01 to either cancel a shot as it is being fired, or to apply a +4 TN penalty (instead of the +2 from the reward) when it lands.

**Wow, that bridge is really handy!**: PCs may use the "A bridge to where?" reward from mission 3028-02 to move up to **twice** their walk speed.

**Come out with your hands up**: The PCs are attempting to capture the base by capturing the buildings in it. To capture a building, the PCs must have a 'mech adjacent to the building while there are no OPFOR 'mechs within 2 hexes of any hex of that building. If the PCs capture a building, the OPFOR can recapture the building using the same mechanics.

**They ain't payin' me enough for this**: The OPFOR 'mechs are all subject to forced withdrawl.

**Optional Rule**: Veteran OPFOR 'mechs have access to the "Bushido" PSA.

## OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Scorpion Light Tank	Standard	3039 pg 61	306	N/A
Vedette Medium Tank	Standard	3039 pg. 112	475	N/A
Bulldog Medium Tank	Standard	3039 pg. 115	605	N/A
Awesome	AWS-8T	3039 pg 241	1593	6,598,170
Centurion	CN9-A	3039 pg 202	945	3,491,500
Crab	CRB-20	3039 pg 420	1143	3,921,875
Dragon	DRG-1N	3039 pg	1125	5,036,800
Firestarter	FS9-K	3039 pg 169	763	3,069,225
Griffin	GRF-1N	3039 pg 460	1272	4,957,107
Hunchback	HBK-4H	3039 pg 208	1067	3,425,874
Javelin	JVN-10N	3039 pg 160	594	2,400,840
Jenner	JR7-F	3039 pg 173	1011	3,121,425
Phoenix Hawk	PHX-1D	3039 pg 456	1083	4,057,390

Name	Variant	Reference	BV (4/5)	Cost
Thunderbolt	TDR-5SE	3039 pg 484	1414	5,560,609
Urbanmech	UM-R60	3039 pg 165	504	1,471,925
Wolverine	WVR-6R	3039 pg 469	1101	4,827,682

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

**3000-3500 (4023 Total)**

Scorpion Light Tank Standard (4/5), Scorpion Light Tank Standard (3/4), Centurion CN9-A (4/5), Firestarter FS9-K (4/5), Jenner JR7-F (4/5), Javelin JVN-10N (4/5)

**3500-4000 (4501 Total)**

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (4/5), Jenner JR7-F (4/5), Javelin JVN-10N (4/5), Crab CRB-20 (4/5)

**4000-4500 (4993 Total)**

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (4/5), Javelin JVN-10N (3/4), Crab CRB-20 (4/5)

**4500-5000 (5493 Total)**

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (3/4), Javelin JVN-10N (4/5), Crab CRB-20 (3/4)

**5000-5500 (5827 Total)**

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (3/4), Firestarter FS9-K (3/4)

**5500-6000 (6384 Total)**

Scorpion Light Tank Standard (3/4), Scorpion Light Tank Standard (3/4), Centurion CN9-A (3/4), Crab CRB-20 (3/4), Dragon DRG-1N (3/4), Jenner JR7-F (3/4)

**6000-6500 (6808 Total)**

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Centurion CN9-A (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (4/5)

**6500-7000 (7606 Total)**

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8T (4/5)

**7000-7500 (8116 Total)**

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Dragon DRG-1N (3/4), Hunchback HBK-4H (3/4), Thunderbolt TDR-5SE (3/4), Awesome AWS-8T (3/4)

**7500-8000 (8510 Total)**

Vedette Medium Tank Standard (3/4), Vedette Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (4/5), Thunderbolt TDR-5SE (3/4), Griffin GRF-1N (3/4), Wolverine WVR-6R (3/4)

**8000-8500 (8870 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Awesome AWS-8T (3/4), Phoenix Hawk PHX-1D (3/4), Dragon DRG-1N (3/4), Centurion CN9-A (3/4), Firestarter FS9-K (3/4)

**8500-9000 (9514 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (4/5), Urbanmech UM-R60 (4/5), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Phoenix Hawk PHX-1D (3/4)

**9000-9500 (10085 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4)

**9500-10000 (10679 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Javelin JVN-10N (4/5)

**10000-10500 (11096 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (4/5)

**10500-11000 (11690 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (4/5), Javelin JVN-10N (4/5)

**11000-11500 (12014 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (3/4), Javelin JVN-10N (4/5)

**11500-12000 (12503 Total)**

Bulldog Medium Tank Standard (3/4), Bulldog Medium Tank Standard (3/4), Urbanmech UM-R60 (3/4), Urbanmech UM-R60 (3/4), Awesome AWS-8T (3/4), Thunderbolt TDR-5SE (3/4), Crab CRB-20 (3/4), Griffin GRF-1N (3/4), Jenner JR7-F (3/4), Phoenix Hawk PHX-1D (4/5)

**Mission Objectives:** Capture more than half of the base buildings (IN the sample map case, that's at least 3 buildings) and control them at the end of the scenario. To win the bonus objective, the PCs must destroy or drive all OPFOR 'mechs out of the base. 'Mechs in Forced Withdrawal, or that are no longer capable of standing qualify as "Driven Off" regardless of their location at the end of the scenario

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)	350,000	250,000	100,000
No enemy 'mechs remain in the base at the end of the scenario. (Bonus)	+100,000	+100,000	+100,000
At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)	15	5
At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

Unlock any one *additional* 'mech from the OPFOR list regardless of whether or not it appeared or was salvagable.

# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

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

Ammo: [Machine Gun] 100, [AC/5] 20

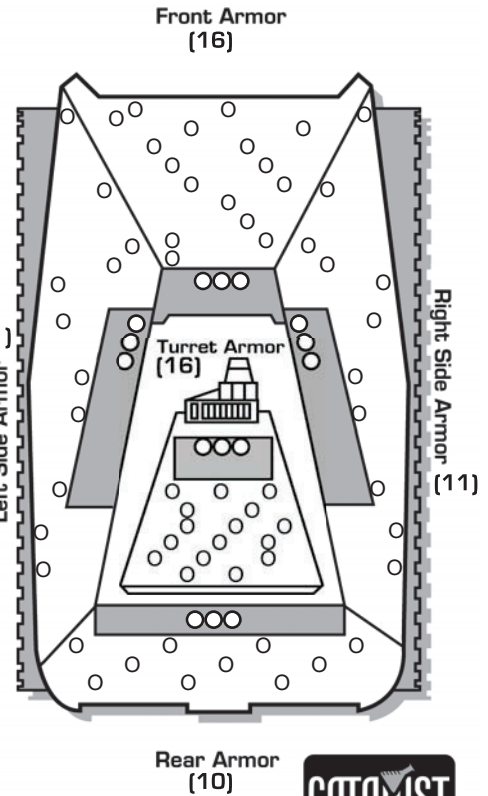
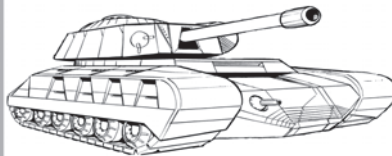
Cost: BV: 306

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit:** +1 **Driver Hit:** +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:** Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

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

Ammo: [Machine Gun] 100, [AC/5] 20

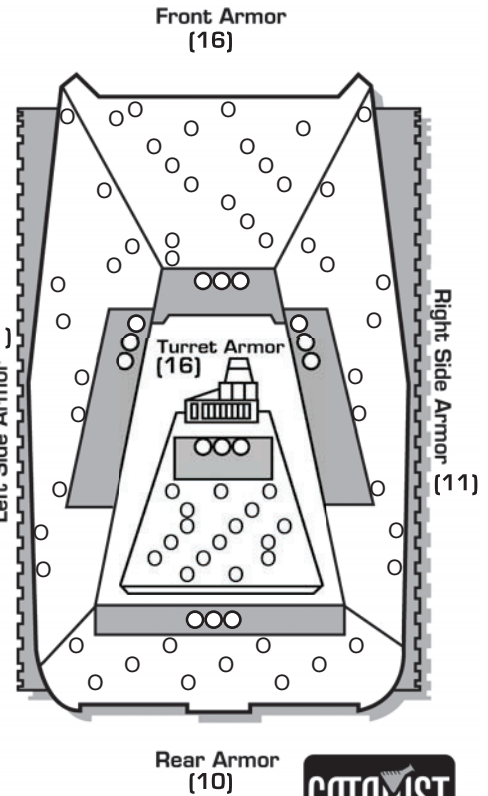
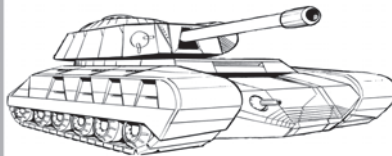
Cost: BV: 306

### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit:** +1 **Driver Hit:** +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:** Front  Left  Right   
 Rear  Turret



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank

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

#### Weapons & Equipment Inventory (hexes)

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

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

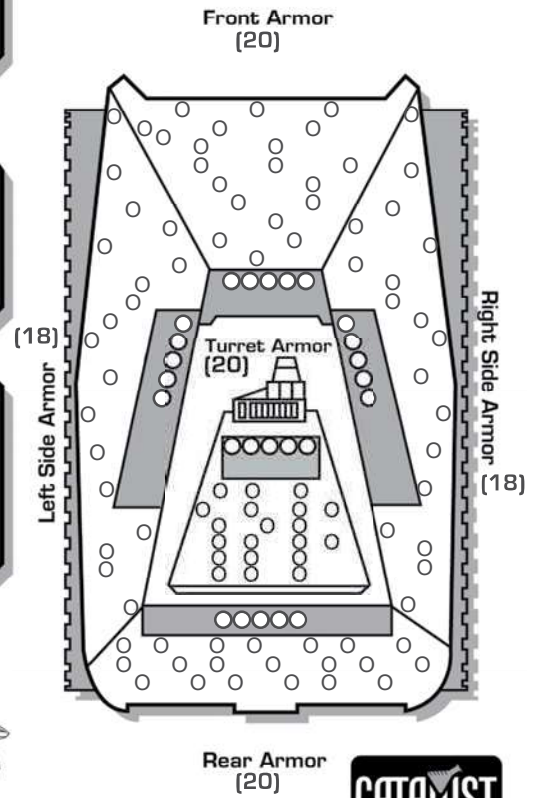
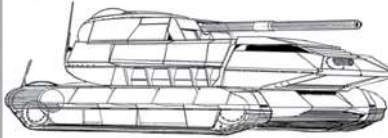
**Cost:** **BV:** 475

#### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit**  +1 **Driver Hit**  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3  
**Stabilizers**  
**Front**  **Left**  **Right**   
**Rear**  **Turret**



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5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WICE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank

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

#### Weapons & Equipment Inventory (hexes)

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

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

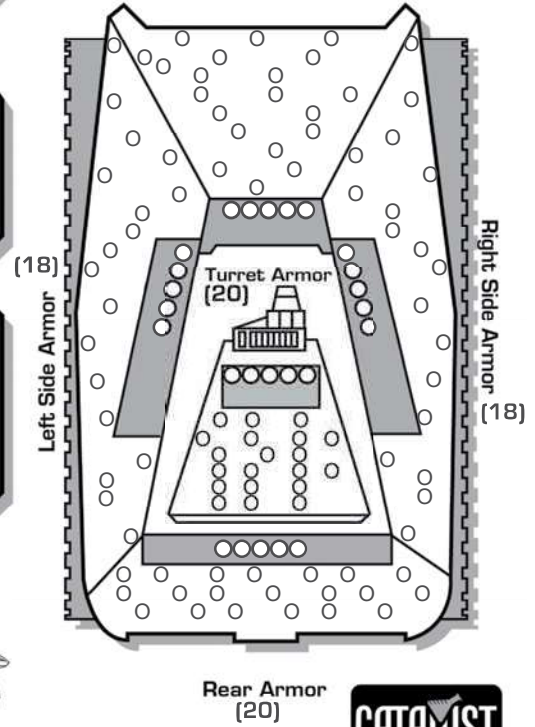
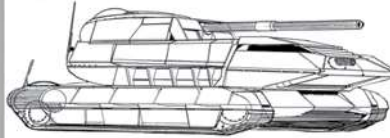
**Cost:** **BV:** 475

#### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)  
 Flank: 6 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

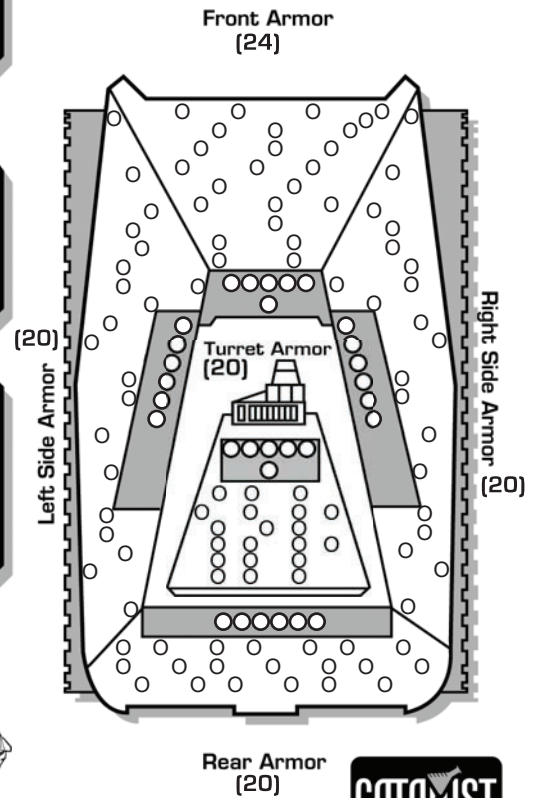
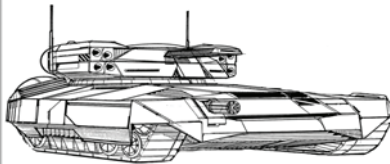
Cost: BV: 605

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere (Intro)  
 Flank: 6 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

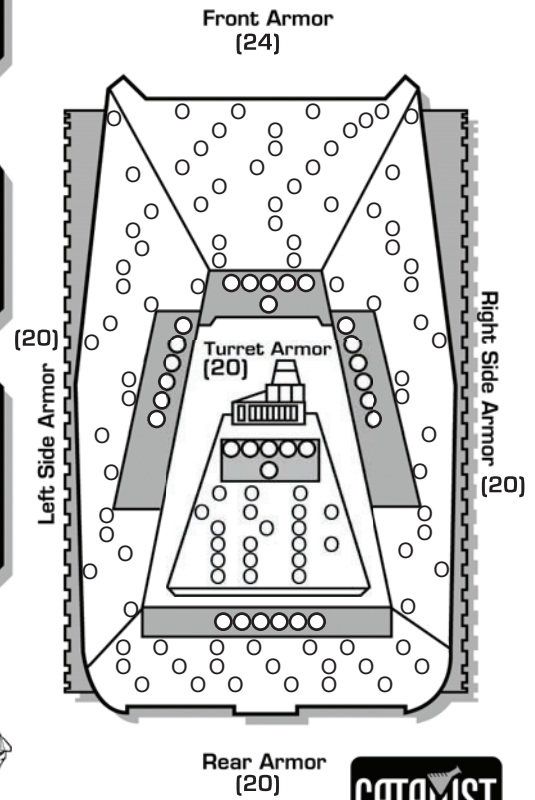
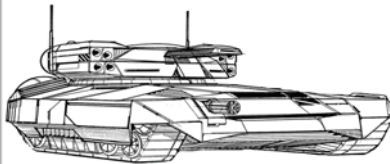
Cost: BV: 605

### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits **+1 +2 +3** D  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Awesome AWS-8T**

Movement Points: **Tonnage: 80**  
 Walking: **3** Tech Base: Inner Sphere (Intro)  
 Running: **5** Era: Succession Wars  
 Jumping: **0**

### 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	Small Laser	H	1	3 [DE]	-	1	2	3
1	LRM 15	LT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RT	5	1/Msl, C5/15	6	7	14	21
				[M.C.S]				

Cost: 6,598,170 CBills BV: 1593

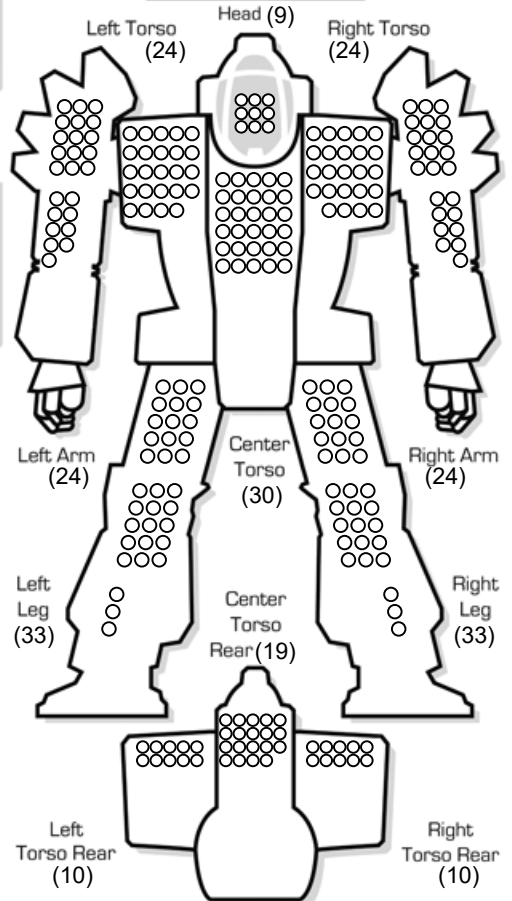
### WARRIOR DATA

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 LRM 15
- LRM 15

- LRM 15
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

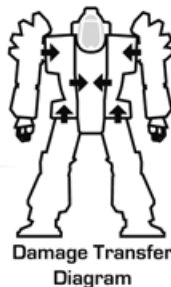
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- LRM 15 Ammo (8)
- LRM 15 Ammo (8)

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heat Sink
- Large Laser
- Large Laser

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

#### Right Torso

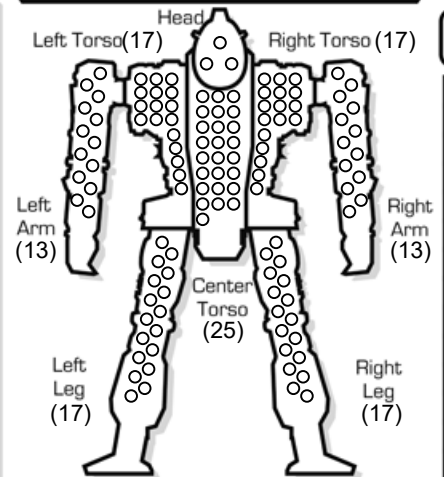
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 LRM 15

- LRM 15
- LRM 15
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN9-A

Movement Points: Tonnage: 50  
 Walking: 4 Tech Base: Inner Sphere (Intro)  
 Running: 6 Era: Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

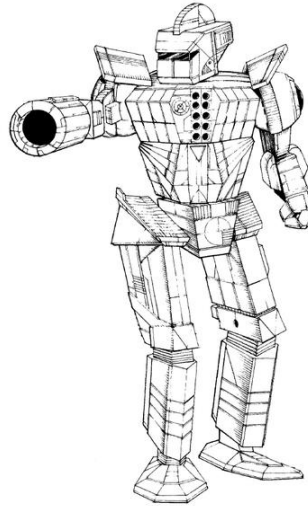
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				

Cost: 3,491,499 CBills BV: 945

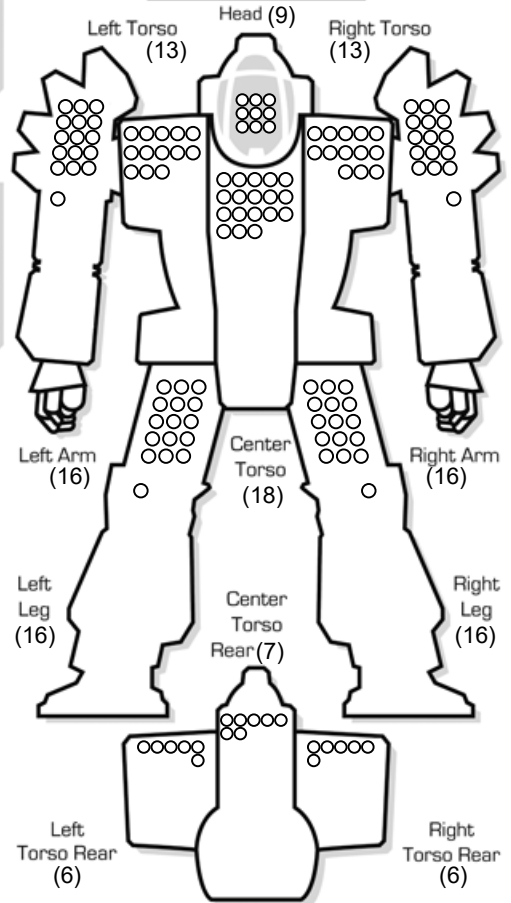
### WARRIOR DATA

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

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- Heat Sink
- LRM 10
- LRM 10
- 1-3 LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- Roll Again

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

#### Right Torso

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

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

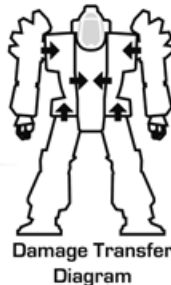
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

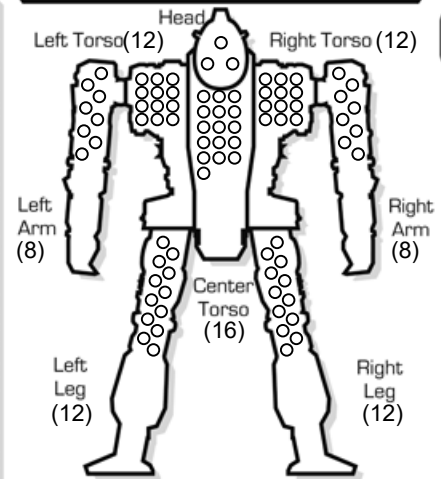
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Crab CRB-20

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

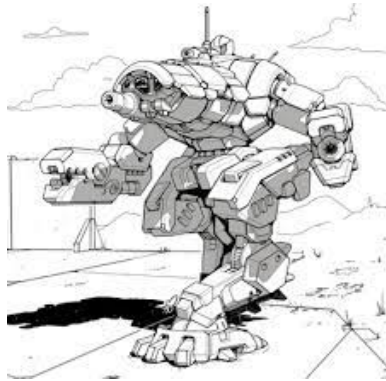
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

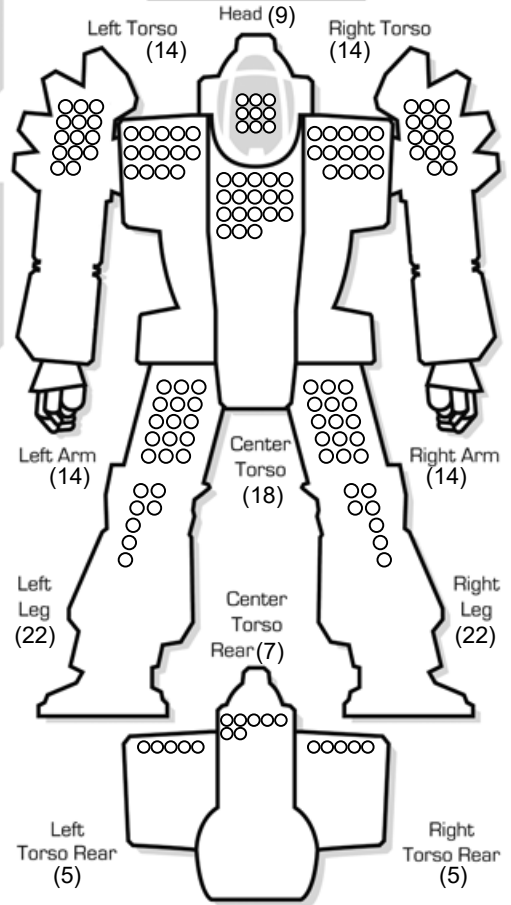
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Small Laser	H	1	3 [DE]	-	1	2	3

Cost: 3,921,875 CBills

BV: 1143



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

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

#### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
3. Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

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

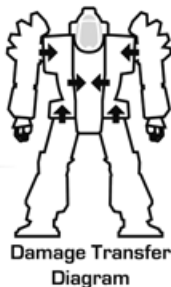
#### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

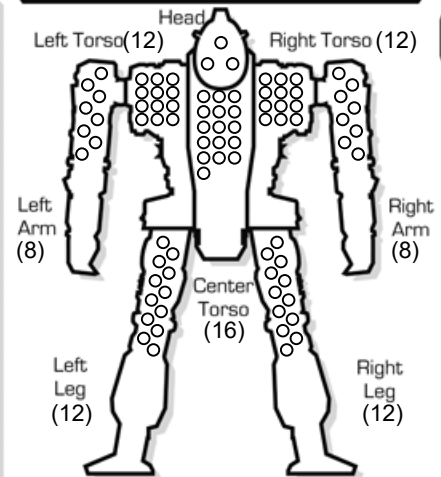
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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

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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**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

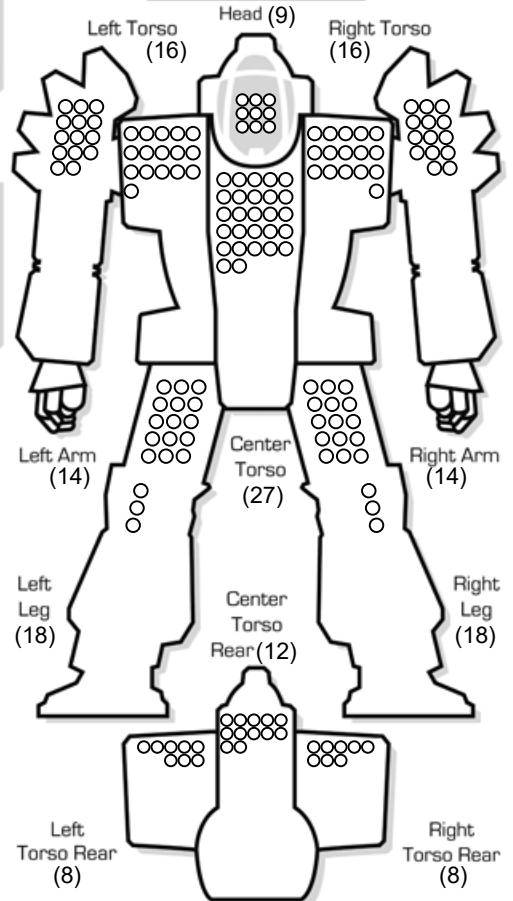
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 10	CT	4	1[M],C5/10 [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 5,036,800 CBills

BV: 1125



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/5
- Autocannon/5
- Autocannon/5

#### Center Torso

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

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

#### Left Torso

- 1-3 LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 LRM 10
- LRM 10

#### Right Torso

- 1-3 AC/5 Ammo (20)
- AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

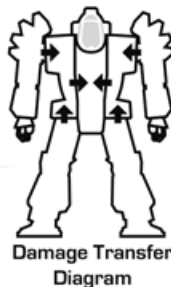
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

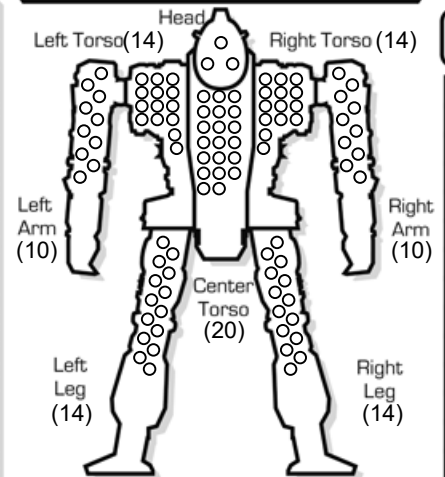
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-K

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Era: Star League Sphere

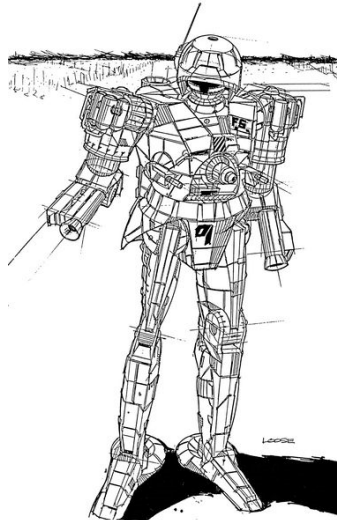
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



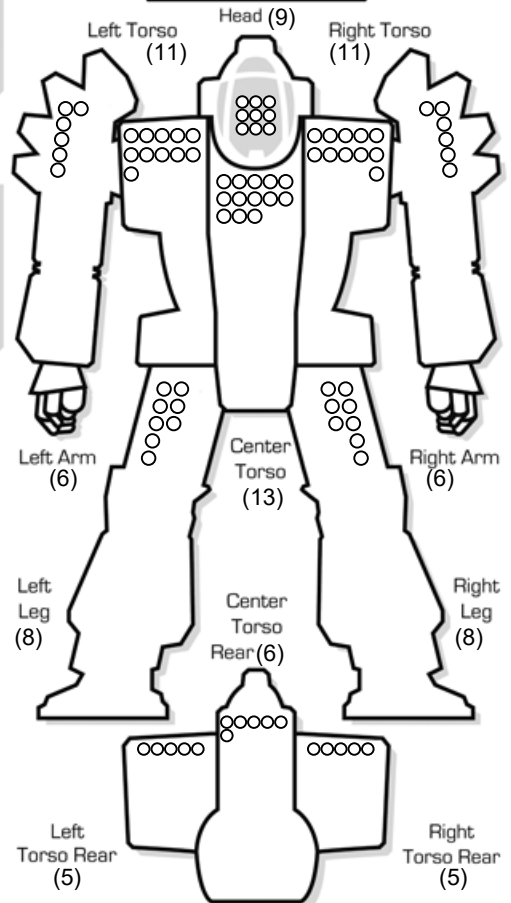
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,A]				
1	Flamer	CT	3	2	-	1	2	3
				[DE,H,A]				

Cost: 3,069,225 CBills

BV: 763

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Small Laser
- Small Laser
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

#### Center Torso

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

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

#### Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Flamer
- Flamer (R)

#### Right Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again

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

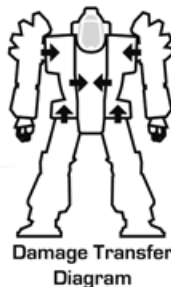
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

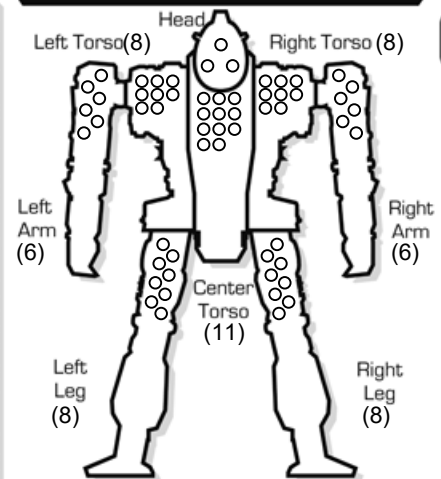
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
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2
1
0

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

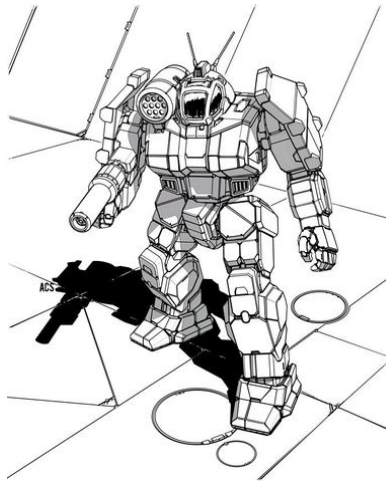
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl, C5/10	6	7	14	21

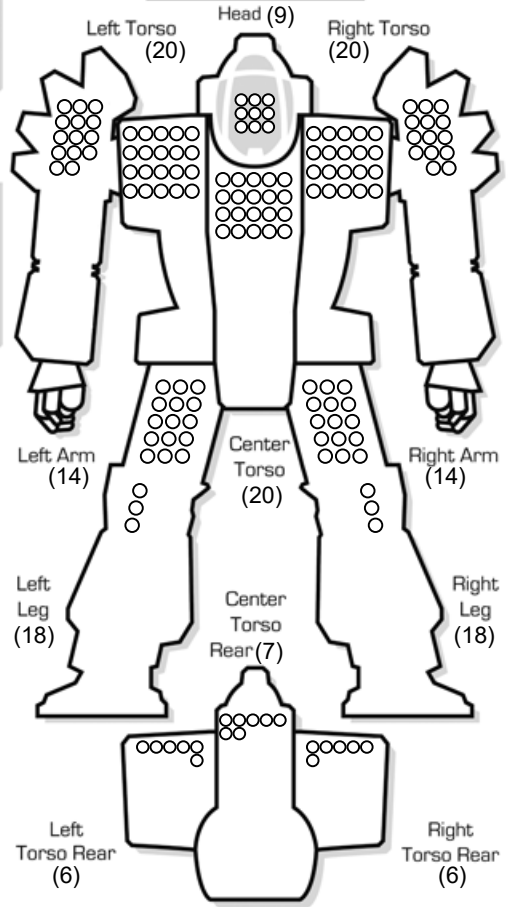
[M.C.S]

Cost: 4,957,107 CBills

BV: 1272



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

1-3

#### Right Arm

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

1-3

#### Center Torso

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

4-6

#### Right Torso

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- JumpJets
- JumpJets
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- JumpJets
- JumpJets
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)

1-3

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

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

4-6

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

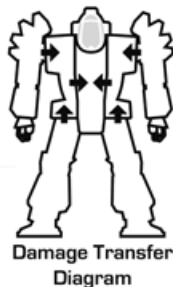
4-6

#### Left Leg

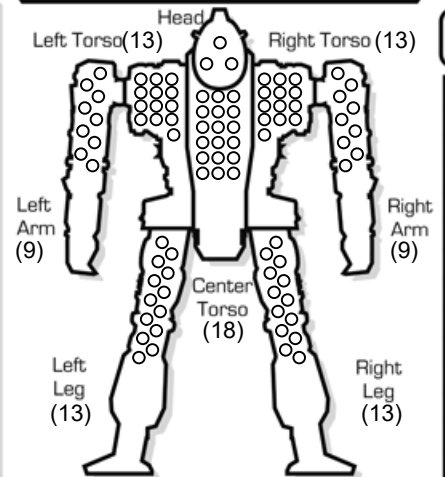
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

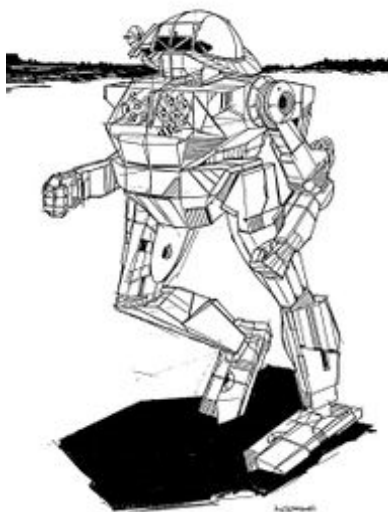
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

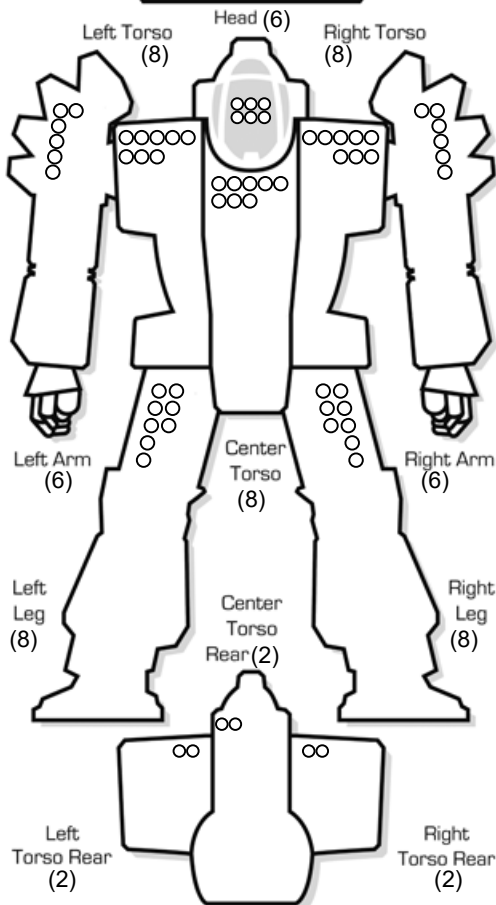
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

Cost: 2,400,840 CBills

BV: 594



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

1-3

#### Right Arm

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

4-6

#### Center Torso

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

1-3

#### Right Torso

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- SRM 6 Ammo (15)
- Roll Again

4-6

#### Left Torso

- Heat Sink
- SRM 6
- SRM 6
- SRM 6 Ammo (15)
- Roll Again
- Roll Again

1-3

4-6

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

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

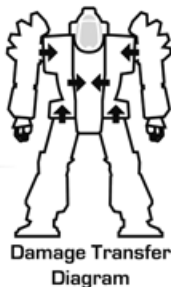
4-6

#### Left Leg

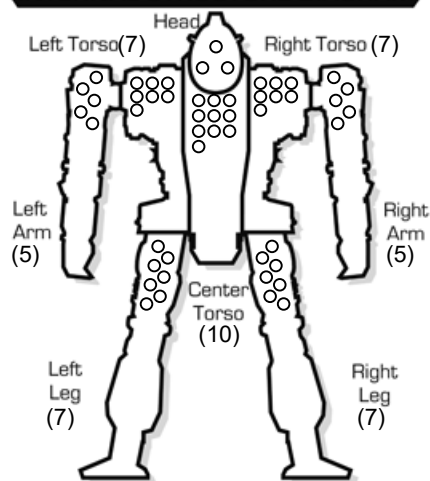
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-F

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

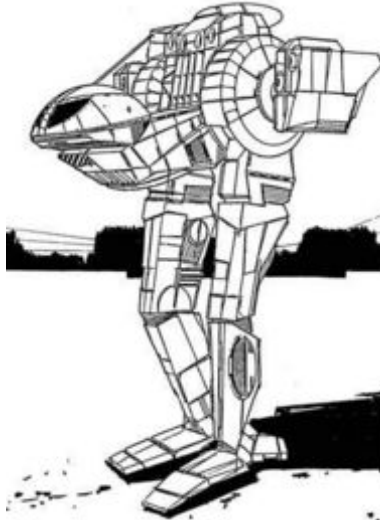
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

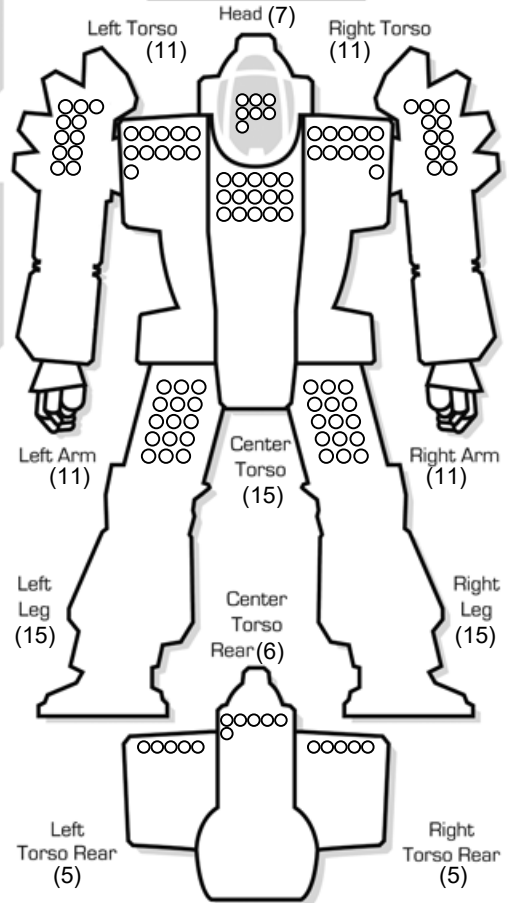
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 3,121,425 CBills

BV: 1011



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
- 1-3
- Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- JumpJets
  - JumpJets
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- JumpJets
  - JumpJets
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heat Sink
  - JumpJets
- 4-6

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

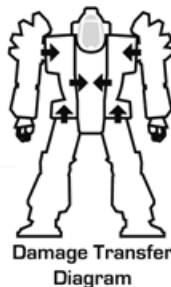
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

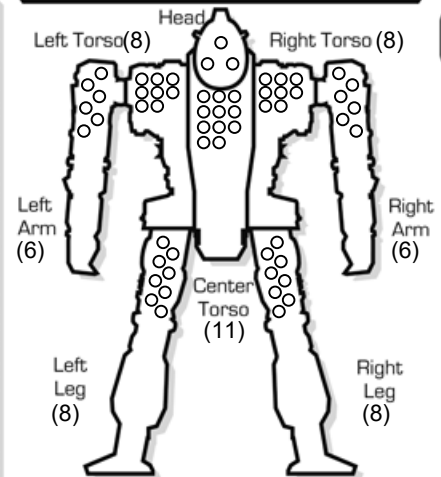
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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15*
14*
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PHX-1D

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Star League

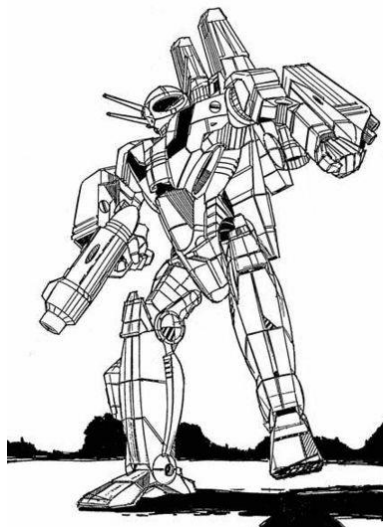
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



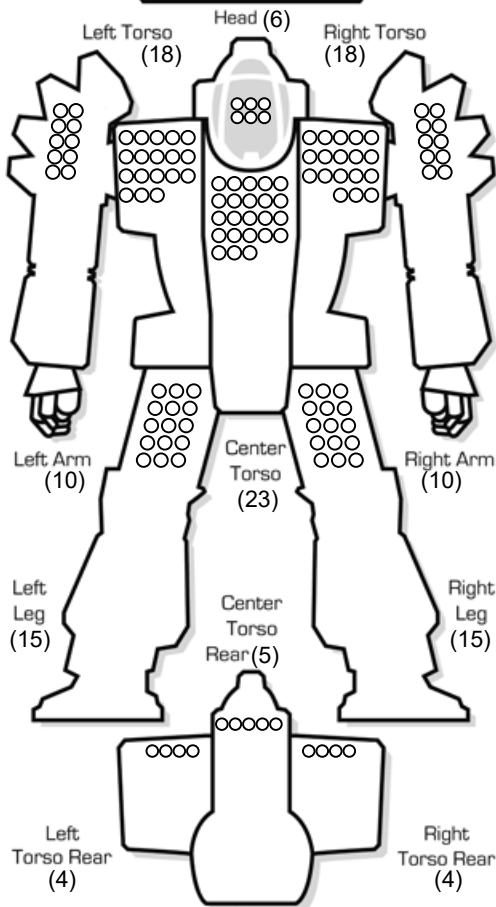
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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

Cost: 4,057,390 CBills

BV: 1083

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

#### Center Torso

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

- Medium Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

#### Right Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again

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

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

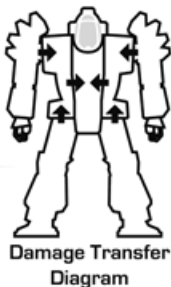
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

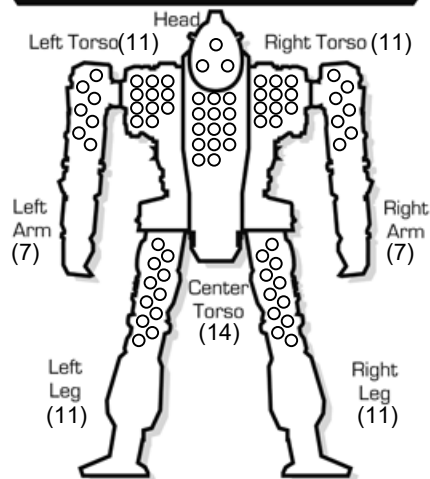
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

### Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Wolverine WVR-6R**

Movement Points: **Tonnage: 55**  
 Walking: **5** Tech Base: Inner Sphere (Intro)  
 Running: **8** Era: Star League  
 Jumping: **5**

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

Cost: 4,827,682 CBills BV: 1101

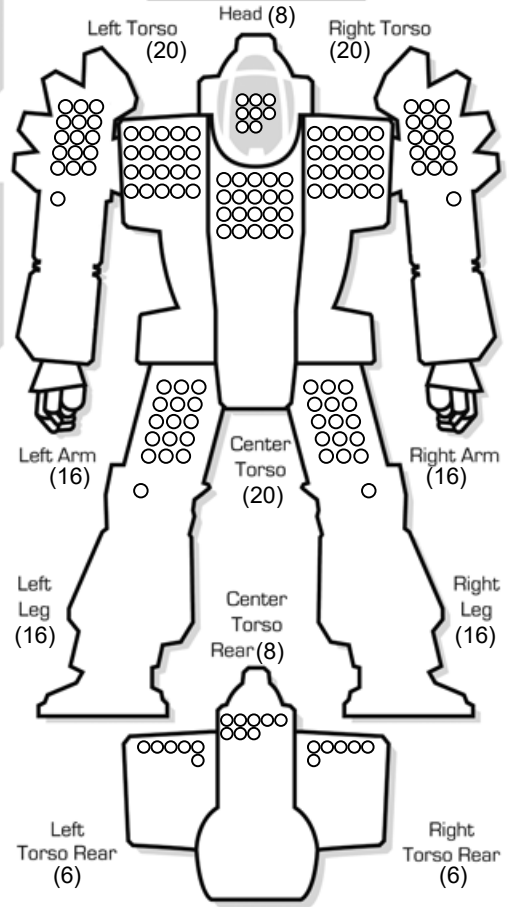
### WARRIOR DATA

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

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Autocannon/5
- Autocannon/5

#### Center Torso

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

- 1-3 Autocannon/5
- Autocannon/5
- 4-6 AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- 1-3 SRM 6
- SRM 6
- SRM 6 Ammo (15)
- Roll Again
- Roll Again
- Roll Again

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

#### Right Torso

- 1-3 Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

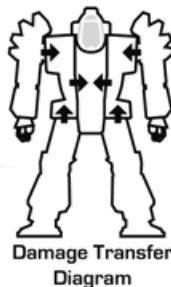
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

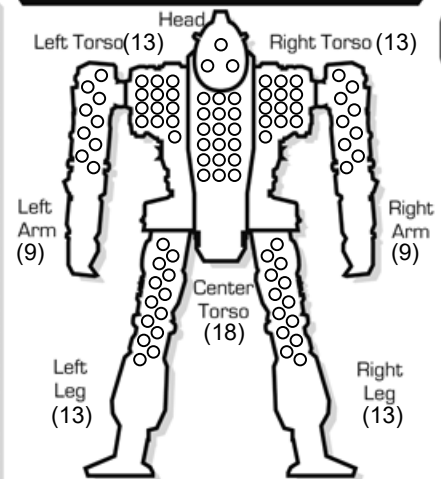
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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# BATTLETECH™



## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-06**

**Cutting the head off the snake**

**DCMS Outpost Copperhead, East of Shaula City, Shaula**

**September 16, 3028**

### Mission Results

- More than half of the base buildings are controlled by the PCs at the end of the scenario (Success) (350,000/250,000/100,000 C-Bills, 15/5 XP)
- No enemy 'mechs remain in the base at the end of the scenario. (Bonus) (+100,000 C-Bills)
- At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure) (150,000/100,000/50,000 C-Bills, 8/3 XP)
- 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

- Awesome AWS-8T (6,598,170 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Crab CRB-20 (3,921,875 C-Bills)
- Dragon DRG-1N (5,036,800 C-Bills)
- Firestarter FS9-K (3,069,225 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
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### Additional Rewards

Unlock any one *additional* 'mech from the OPFOR list regardless of whether or not it appeared or was salvagable.

GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

# BATTLETECH™

## MISSIONS



**Mission: 3028-06 Debrief**

**Cutting the head off the snake**

**DCMS Outpost Copperhead, East of Shaula City, Shaula**

**September 16, 3028**

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Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-06**

**Cutting the head off the snake**

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### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

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C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

### Salvaged Mechs

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Less than an hour after the fall of the last enemy 'mech, you hear the telltale whine of the company's command hoverjeep bearing Major Lucius and your contact in the LCAF. Hauptman Heinz Berger is short and stocky, with a strong Tharkad accent. He positively beams as you take him on a tour of the newly conquered forward base, and passes on the "Warmest Complements of the Archon" - whatever that means. That plus two C-Bills will buy you a cup of coffee on most worlds.

Within a day an entire battalion of Lyran conventional forces has moved into the base to prepare for the final assault on Shaula city. While the initial invasion featured a series of rapid strikes, the final assault on Shaula City turned out to be a slow, bloody, street-to-street slog. For reasons that you never fully understand, the Lancers are kept in reserve for the majority of the remainder of the fighting on planet. Twice, the Lancers are used to prevent an outbreak from the city, but in both cases their mere presence forced the Combine units to retreat before a shot was fired. By the end of September roughly half of the city had fallen, but it wasn't until mid-October that the last of the Combine Militia units laid down arms and surrendered.

Interestingly enough, the Lancers are one of the few 'Mech forces that make up the Lyran TO&E on Shaula, as the majority of the Lyran troops are conventional units of Infantry and Combat Vehicles. This means that several additional salvage opportunities present themselves before you lift off planet. While perhaps not as nice as the eternal gratitude of the Archon, it does give you a few opportunities to upgrade your rides.

**GM Report****Mission 3028-06 - Cutting the head off the snake**

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						

**Salvaged Mechs**

- |  |  |
|--|--|
| <input type="checkbox"/> Awesome AWS-8T (6,598,170 C-Bills)    | <input type="checkbox"/> Phoenix Hawk PHX-1D (4,057,390 C-Bills) |
| <input type="checkbox"/> Centurion CN9-A (3,491,500 C-Bills)   | <input type="checkbox"/> Thunderbolt TDR-5SE (5,560,609 C-Bills) |
| <input type="checkbox"/> Crab CRB-20 (3,921,875 C-Bills)       | <input type="checkbox"/> Urbanmech UM-R60 (1,471,925 C-Bills)    |
| <input type="checkbox"/> Dragon DRG-1N (5,036,800 C-Bills)     | <input type="checkbox"/> Wolverine WVR-6R (4,827,682 C-Bills)    |
| <input type="checkbox"/> Firestarter FS9-K (3,069,225 C-Bills) |  |
| <input type="checkbox"/> Griffin GRF-1N (4,957,107 C-Bills)    |  |
| <input type="checkbox"/> Hunchback HBK-4H (3,425,874 C-Bills)  |  |
| <input type="checkbox"/> Javelin JVN-10N (2,400,840 C-Bills)   |  |
| <input type="checkbox"/> Jenner JR7-F (3,121,425 C-Bills)      |  |