

# BATTLETECH™

## MISSIONS



**Mission 3029-01: Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

**Pilot Skill: 3-4**

Okay boys, listen up!

Welcome to Sarna! As you may be aware, we're currently here on loan from our Lyran employers to their FedSuns cousins. The Feds are using us as part of an assault on a Capellan regional capital. Fun, right?

Yeah, not so much. Turns out things went south before we even landed on this rock. First, the regular FedSuns troops - the Fifth Syrtis RCT, decided they wanted to show off and raced ahead to land on the planet two days early. That's when we learned that this planet, so far behind the lines that everyone expected it to be safe, is actually defended by the four surviving regiments of McCarron's Armored Cavalry. Without us mercs to back them up, the Fifth were badly outnumbered and got cut to pieces. There are still some survivors who went to ground, but not many.

To make matters worse, apparently, in their desperation, some guys from the Fifth decided to attack the HPG facility in Sarna city. As you might be aware, that's a terrible idea - Comstar is quite defensive of its monopoly on FTL communications. As a result, they've cut off the Feds entirely. Nobody knows how long the interdiction is going to last, but it's likely to be a while.

Why do we care? Well, here's the problem. Technically, our contract with the Lyrans ran out on June 1st, five days ago. Our contract has an exclusive option for the Lyrans to extend it for another six months. They haven't exercised that option, because they can't talk to us to do so. However, because that option exists, the Feds can't legally hire us either. That means that we're currently without contract in the middle of a war zone. Our liaison with the Feds has promised us that we'll get paid even if the Lyrans don't extend the contract, but there's no way to legally bind them to it.

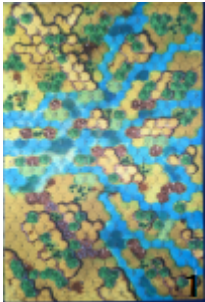
So we've mostly been playing it safe. Our liaison says that they should be able to get a message back via "Pony Express", but that may take some time. In the meanwhile we've been running patrols for them as a show of goodwill, but we have been actively avoiding combat. If we get too beaten up there's no way to guarantee that we get paid - which would make repairs difficult. Why would either anyone hire a beaten up unit? To make matters worse, the Screaming Eagles have subcontracted an independent unit called "Muerte's Merodeadores". They're the remnants of the mercs who were pretending to be pirates that we ran afoul of on Memphis back in '25. Apparently they're sore at us for the drumming we gave them there, and have been itching for a fight ever since. Given that we aren't currently officially working for the Feds, it's only a matter of time before they attack.

Which brings us to the immediate issue. You're currently on patrol here at the Tapi river delta, a few hours south of Baktal. It seems like you've stumbled across the final stages of a fight

between a survivor from the Fifth Syrtis Fusiliers and the local Big Mac defenders. Both sides are requesting your help. If we help the Feds we're playing it safe, and it'll decrease the odds that they'll screw us in contract negotiations. If you help the Cappie, well, we can hopefully get out of the seriously bad position we find ourselves in, outnumbered by some of the Confederation's best troops on their own planet. Technically, since we aren't under contract, we can legally go either way without getting the MRB sore at us.

Oh - and here's where it gets even more complicated. It looks like Muerte's boys are here too, and it looks like they think this is their chance to get revenge for Memphis. Make sure you call them "Morty's Marauders" - they hate that.

**Map:** Use the Racice River map from the Tukayyid map pack (if available). Otherwise, any heavily rivered map will do nicely.



**Recommended Maps:**  
1: Racice\_River\_Delta

**Setup:** Player 'mechs enter on the top side of the map, while Muerte's Merodeadors enter from the bottom on turn 1. The Federated Suns command enters from the middle of the left edge while the Capellan commander enters from the middle of the right side of the map.

### Special Rules

**I'm not saying I'd like to build a summer home here but some of the trees are really quite lovely:** If using the Racice River Delta, several nonstandard terrain types will be present. See Foliage (TO:AR p. 34), Mud (TO:AR p. 48) and Swamp (TO:AR p. 49)

**Ancient Enmity:** Our heroes stumble across the two remaining warriors in what was a nasty fight between a FedSuns lance and a Capellan Lance. The remaining warriors are listed in each BV Band. The Capellan and the Fed captains are operated by the GM and should charge at each other getting the best shots they can.

**Pick a side!:** They will not fire at either the player or enemy merc force until the players choose what side they are on. The players choose what side they want to work with by shooting the commander of the opposite faction. Once the first shot is made that is the faction the player will continue this campaign with. The enemy mercs will only shoot the player mechs until the players shoot one faction then the mercs will shoot the other faction.

**Pick a side already! (SECRET: Don't tell players!):** If the PCs haven't chosen a side by the end of turn 5, the Merodeadores will choose for them by shooting at the more damaged 'mech. (If neither mech is clearly more damaged than the other, then the GM should choose randomly)

**After you:** For initiative the Davion and Capellan will move and shoot after the player and

mercs. Once the players choose a side, that faction's commander will join the player's initiative order and the other commander will join the merc's initiative order. The player with the lowest bv value will control the allied mech.

## OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Hunchback	1	HBK-4SP	3039 pg 212	1043	3,446,874
Centurion	1	CN9-AL	3039 pg 204	1057	3,395,874
Panther	1	PNT-9R	3039 pg	769	2,485,710
Thunderbolt	1	TDR-5S	3039 pg	1335	5,413,759
Grasshopper	1	GHR-5N	3050 pg 192	1511	6,160,573
Goliath	1	GOL-1H	3039 pg 498	1449	7,651,199
Marauder II	1	MAD-4A	3039 pg 504	2073	9,356,000
Vindicator	1	VND-1R	3039 pg 199	1024	3,181,083
Kintaro	1	KTO-18	3039 pg 421	1187	4,704,457
Marauder	1	MAD-3L	3039 pg 495	1369	6,467,125
Marauder	1	MAD-3D	3039 pg 494	1470	6,597,500
Highlander	1	HGN-733	3039 pg 433	1801	8,320,860
Atlas	1	AS7-D	3039 pg	1897	9,626,000

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

### 4000-4500 (4107 Total)

Hunchback HBK-4SP (3/4), Centurion CN9-AL (3/4), Thunderbolt TDR-5S (4/5)  
 Capellan: Vindicator VND-1R (3/4), Fed Suns: Kintaro KTO-18 (3/4)

### 4500-5000 (4538 Total)

Hunchback HBK-4SP (3/4), Centurion CN9-AL (4/5), Thunderbolt TDR-5S (4/5), Panther PNT-9R (4/5)  
 Capellan: Vindicator VND-1R (3/4), Fed Suns: Kintaro KTO-18 (3/4)

### 5000-5500 (4965 Total)

Hunchback HBK-4SP (3/4), Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Panther PNT-9R (4/5)  
 Capellan: Vindicator VND-1R (3/4), Fed Suns: Kintaro KTO-18 (3/4)

### 5500-6000 (5549 Total)

Hunchback HBK-4SP (3/4), Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Panther PNT-9R (3/4)  
 Capellan: Vindicator VND-1R (2/3), Fed Suns: Kintaro KTO-18 (2/3)

### 6000-6500 (6142 Total)

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Panther PNT-9R (4/5), Hunchback HBK-4SP (4/5), Grasshopper GHR-5N (4/5)  
 Capellan: Vindicator VND-1R (2/3), Fed Suns: Kintaro KTO-18 (2/3)

### 6500-7000 (6476 Total)

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Panther PNT-9R (4/5), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (4/5)

Capellan: Vindicator VND-1R (2/3), Fed Suns: Kintaro KTO-18 (2/3)

**7000-7500 (6960 Total)**

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Panther PNT-9R (4/5), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4)

Capellan: Marauder MAD-3L (3/4), Fed Suns: Marauder MAD-3D (3/4)

**7500-8000 (7544 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Panther PNT-9R (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4)

Capellan: Marauder MAD-3L (3/4), Fed Suns: Marauder MAD-3D (3/4)

**8000-8500 (7982 Total)**

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (4/5), Panther PNT-9R (4/5), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (4/5)

Capellan: Marauder MAD-3L (3/4), Fed Suns: Marauder MAD-3D (3/4)

**8500-9000 (8409 Total)**

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Panther PNT-9R (4/5), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (4/5)

Capellan: Marauder MAD-3L (2/3), Fed Suns: Marauder MAD-3D (2/3)

**9000-9500 (8993 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Panther PNT-9R (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (4/5)

Capellan: Marauder MAD-3L (2/3), Fed Suns: Marauder MAD-3D (2/3)

**9500-10000 (9457 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Panther PNT-9R (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4)

Capellan: Marauder MAD-3L (2/3), Fed Suns: Marauder MAD-3D (2/3)

**10000-10500 (10031 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (4/5), Goliath GOL-1H (3/4), Marauder II MAD-4A (4/5)

Capellan: Highlander HGN-733 (3/4), Fed Suns: Atlas AS7-D (3/4)

**10500-11000 (10612 Total)**

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (4/5), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4), Marauder II MAD-4A (4/5), Panther PNT-9R (4/5)

Capellan: Highlander HGN-733 (3/4), Fed Suns: Atlas AS7-D (3/4)

**11000-11500 (10946 Total)**

Centurion CN9-AL (4/5), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4), Marauder II MAD-4A (4/5), Panther PNT-9R (4/5)



Capellan: Highlander HGN-733 (3/4), Fed Suns: Atlas AS7-D (3/4)

**11500-12000 (11530 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4), Marauder II MAD-4A (4/5), Panther PNT-9R (3/4)  
Capellan: Highlander HGN-733 (2/3), Fed Suns: Atlas AS7-D (2/3)

**12000-12500 (11947 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (3/4), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4), Marauder II MAD-4A (3/4), Panther PNT-9R (4/5)  
Capellan: Highlander HGN-733 (2/3), Fed Suns: Atlas AS7-D (2/3)

**12500-13000 (12568 Total)**

Centurion CN9-AL (3/4), Thunderbolt TDR-5S (3/4), Hunchback HBK-4SP (2/3), Grasshopper GHR-5N (3/4), Goliath GOL-1H (3/4), Marauder II MAD-4A (3/4), Panther PNT-9R (3/4)  
Capellan: Highlander HGN-733 (2/3), Fed Suns: Atlas AS7-D (2/3)

**Mission Objectives:** Destroy the enemy commander's mech (FedSuns or Capellan, depending on who you side with). If you can keep your ally alive, that's definitely a bonus, since you'll need him to vouch for you in the upcoming contract negotiations.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Destroy the enemy commander (Mission Successful)	350,000	250,000	100,000
Keep your commander's 'mech intact	+100,000	+100,000	+100,000
Enemy Commander survives (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Capture the enemy commander alive while keeping your allied commander alive	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Destroy the enemy commander (Mission Successful)	15	5
Enemy Commander survives (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

**Additional Rewards**

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hunchback HBK-4SP

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

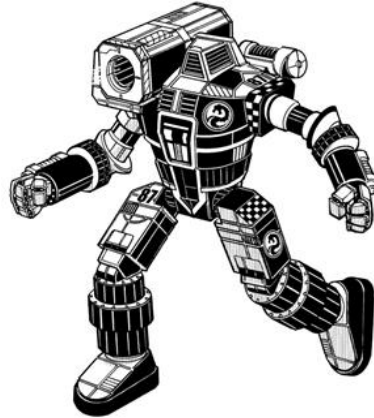
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

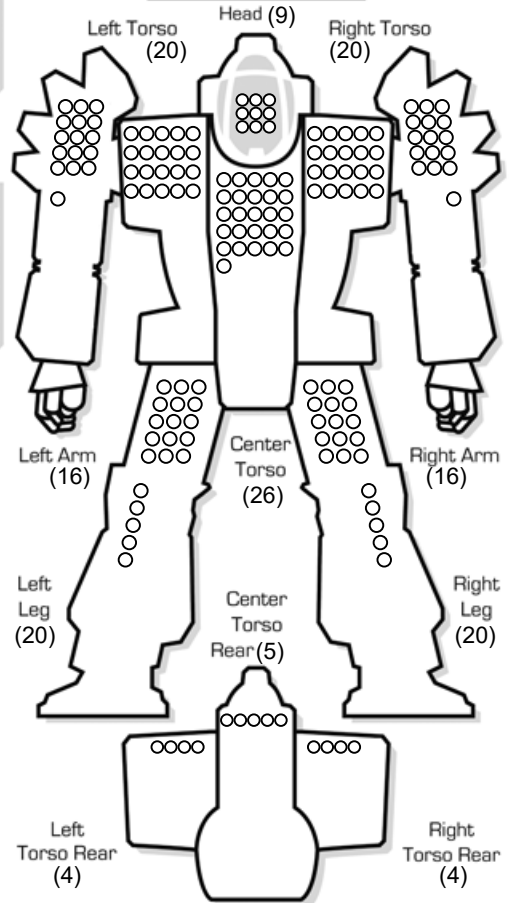
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/Msl, C2/6	-	3	6	9
				[M.C.S]				
1	SRM 6	RT	4	2/Msl, C2/6	-	3	6	9
				[M.C.S]				
1	Small Laser	H	1	3 [DE]	-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

Cost: 3,446,874 CBills

BV: 1043



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### 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

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- SRM 6
- SRM 6

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- SRM 6 Ammo (15)
- SRM 6 Ammo (15)

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 SRM 6
- SRM 6
- Roll Again

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

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

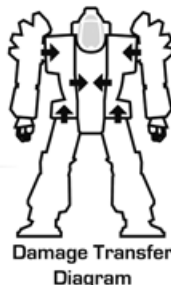
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

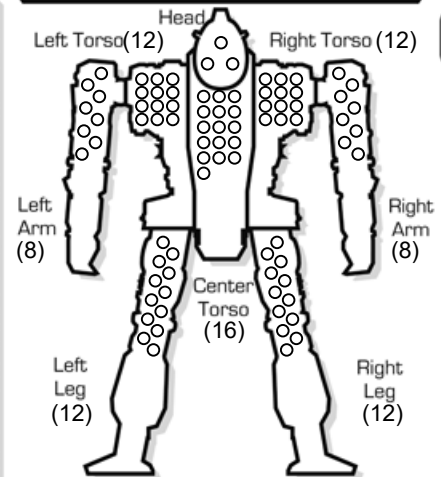
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### 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: 19 (19) 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-AL

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Succession Wars

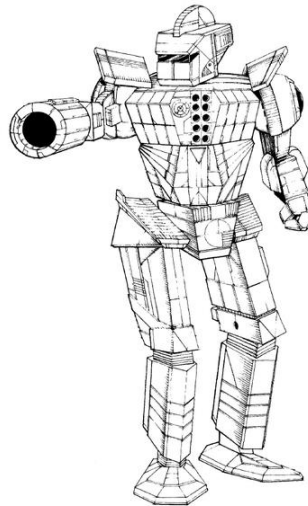
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



### Weapons & Equipment Inventory (hexes)

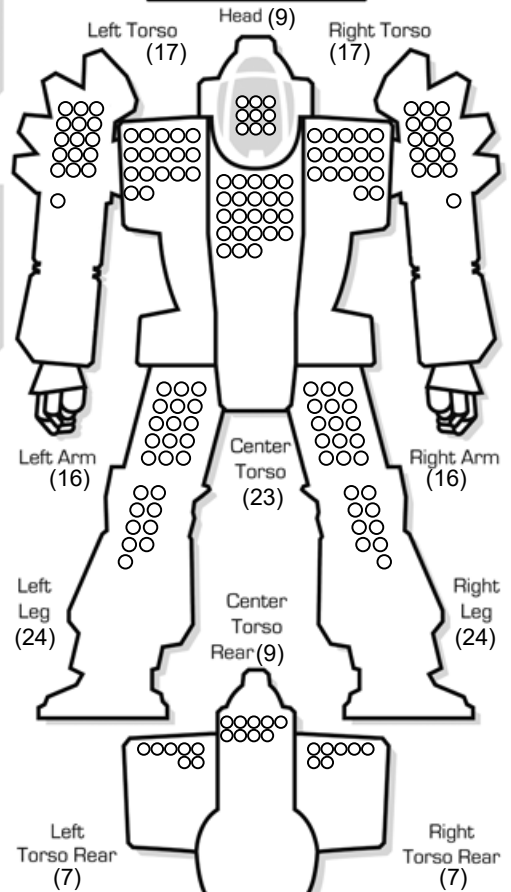
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Small Laser	RA	1	3 [DE]	-	1	2	3
1	LRM 10	LT	4	1/Msl, C5/10	6	7	14	21

[M.C.S.]

Cost: 3,395,874 CBills

BV: 1057

### 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 Large Laser
- Large Laser
- Small Laser

#### 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

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Medium Laser (R)

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 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

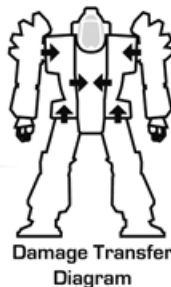
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

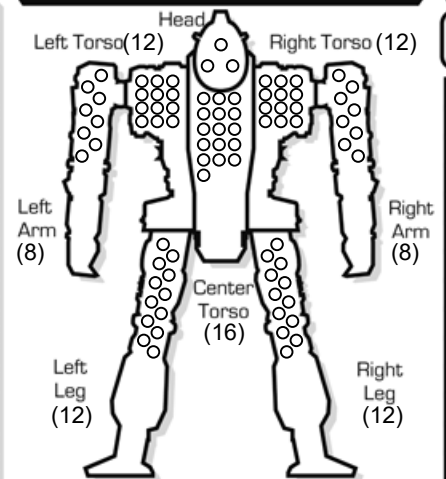
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### 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	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: Panther PNT-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

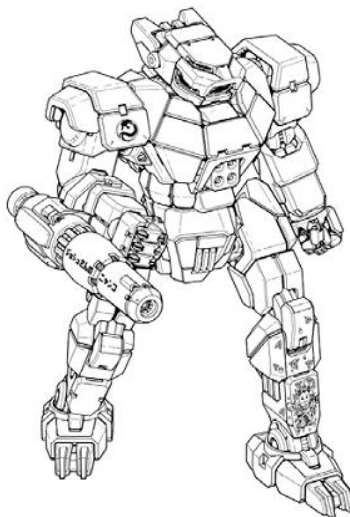
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

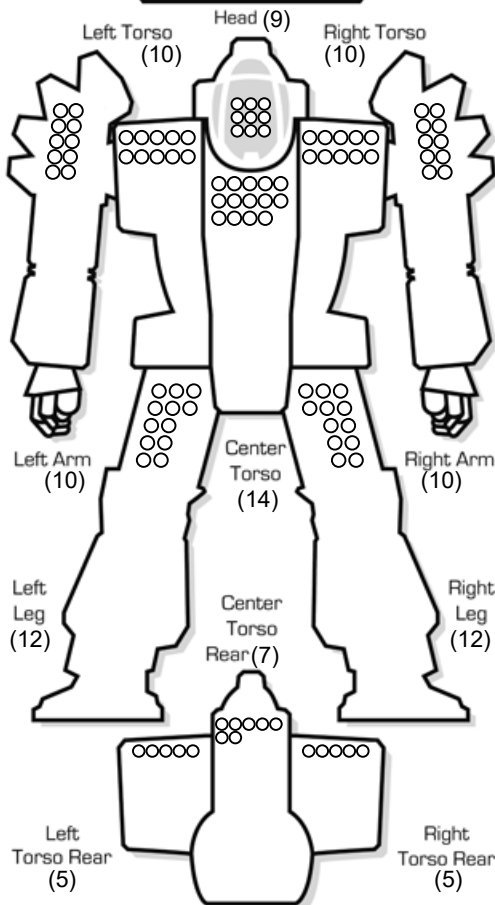
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl, C2/4	-	3	6	9
				[M.C.S]				

Cost: 2,485,710 CBills

BV: 769



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

#### Right Arm

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

1-3

#### Center Torso

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

1-3

#### Left Torso

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

1-3

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

4-6

#### Right Torso

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

1-3

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

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

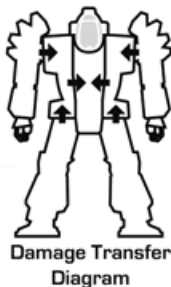
4-6

#### Left Leg

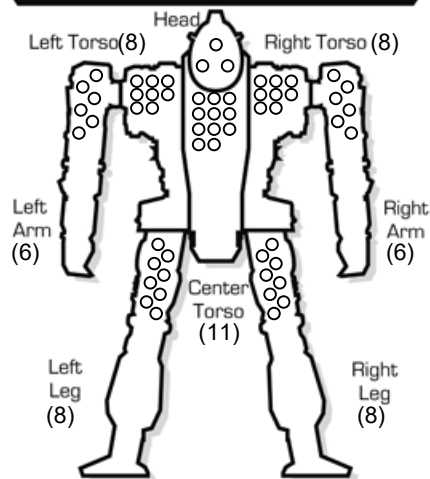
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Thunderbolt TDR-5S**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **65**

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

### Weapons & Equipment Inventory (hexes)

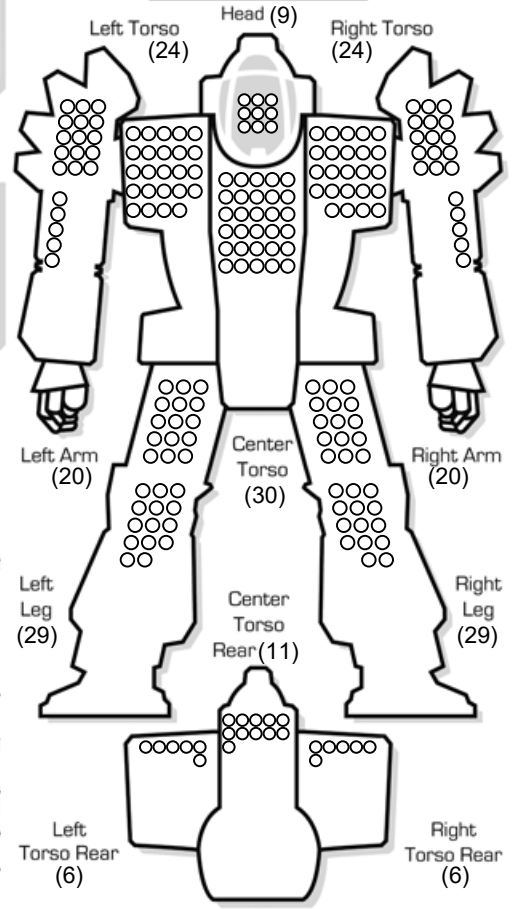
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2[Msl,C2/2 [M.C.S]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 15	RT	5	1[Msl,C5/15 [M.C.S]	6	7	14	21

Cost: 5,413,759 CBills

BV: 1335



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun
- Machine Gun Ammo (200)
- Roll Again
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- 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
- Roll Again
- Roll Again
- Roll Again

#### Center Torso

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

#### Right Torso

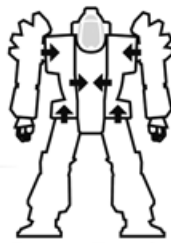
- SRM 2
- SRM 2 Ammo (50)
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Medium Laser
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 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 ○



Damage Transfer Diagram

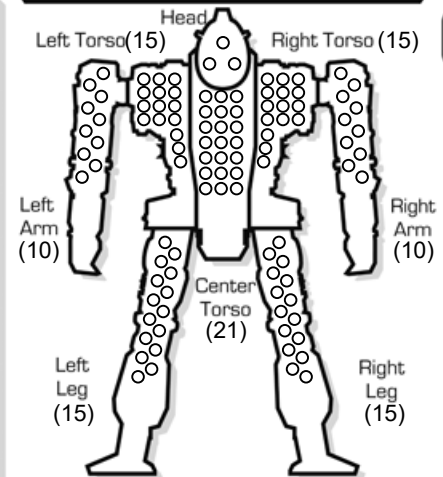
#### Left Leg

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

#### 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: 15 (15) 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: Grasshopper GHR-5N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

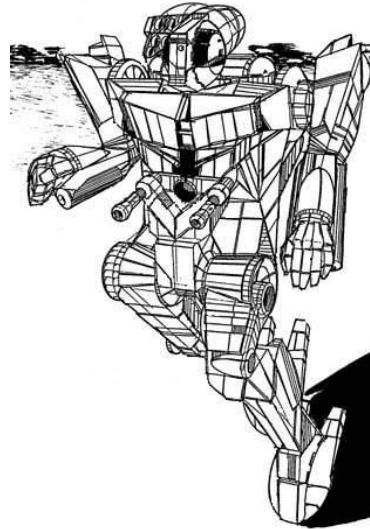
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

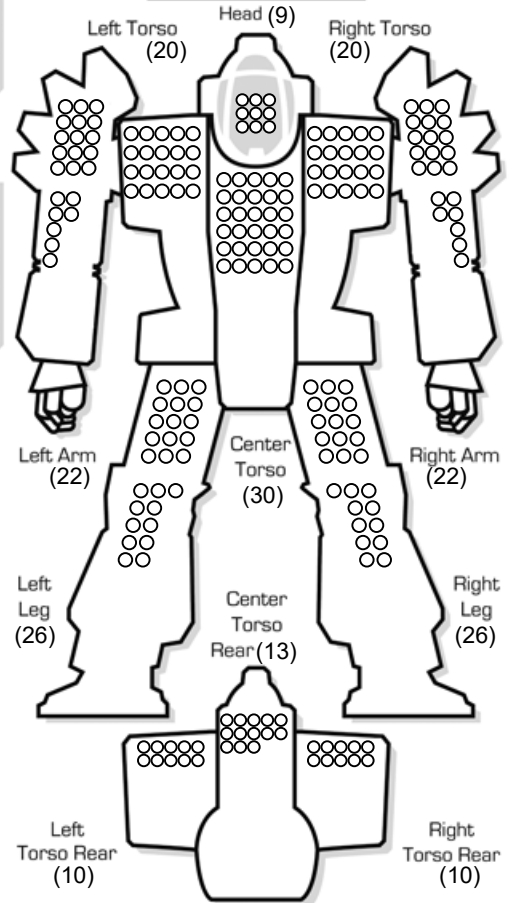
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 6,160,573 CBills

BV: 1511



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

#### Center Torso

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

1-3

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- PPC
- PPC
- PPC

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

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

4-6

#### Left Leg

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

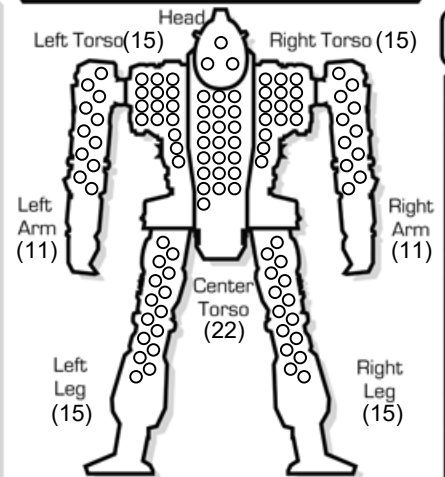
#### Right Leg

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



Damage Transfer Diagram

### 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: 22 (22) 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: **Goliath GOL-1H**

Movement Points: **Tonnage:** 80  
Walking: **4** Tech Base: Inner Sphere  
Running: **6** (Intro)  
Jumping: **0** Era: Star League

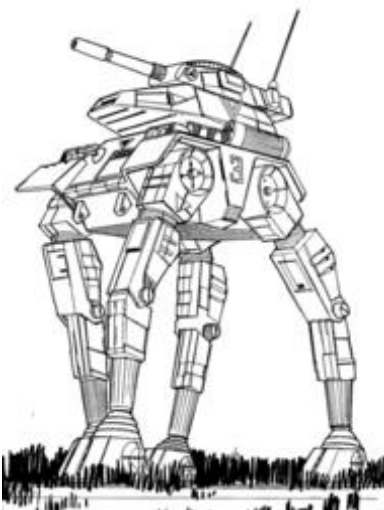
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1[Msl,C5/10]	6	7	14	21
1	LRM 10	LT	4	1[Msl,C5/10]	6	7	14	21
1	PPC	RT	10	10[DE]	3	6	12	18
1	Machine Gun	RT	0	2[DB,A]	-	1	2	3
1	Machine Gun	LT	0	2[DB,A]	-	1	2	3

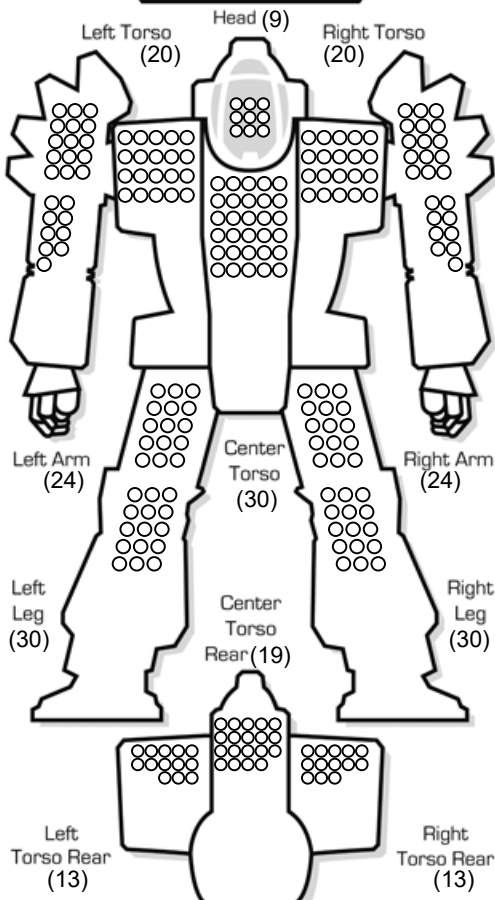
Cost: 7,651,199 CBills BV: 1449

### 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. 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. Heat Sink
- 5. Sensors
- 6. Life Support

#### Right Arm

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

#### Center Torso

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

#### Right Torso

- 1. LRM 10
- 2. LRM 10
- 3. PPC
- 4. PPC
- 5. PPC
- 6. Machine Gun

#### Left Torso

- 1. LRM 10
- 2. LRM 10
- 3. Machine Gun
- 4. Machine Gun Ammo (200)
- 5. Roll Again
- 6. Roll Again

#### Right Torso

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. LRM 10 Ammo (12)
- 6. LRM 10 Ammo (12)

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

- 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

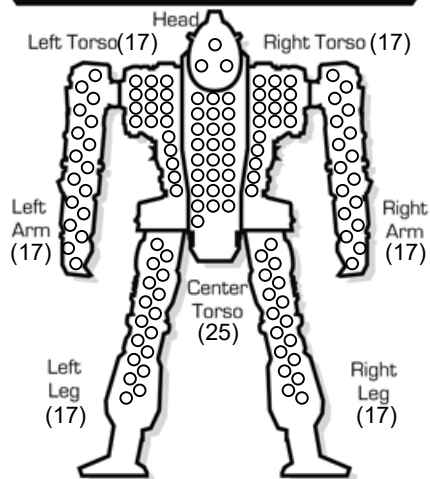
#### Right Leg

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



Damage Transfer Diagram

### 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+	○ ○ ○ ○
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: **Marauder II MAD-4A**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **3**

Tonnage: 100

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

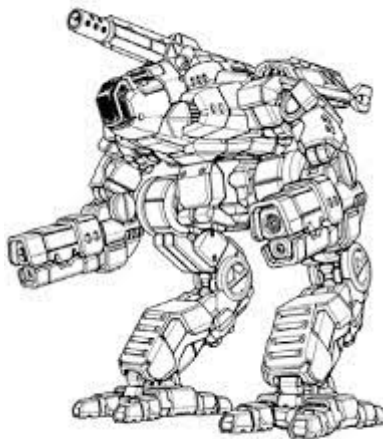
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

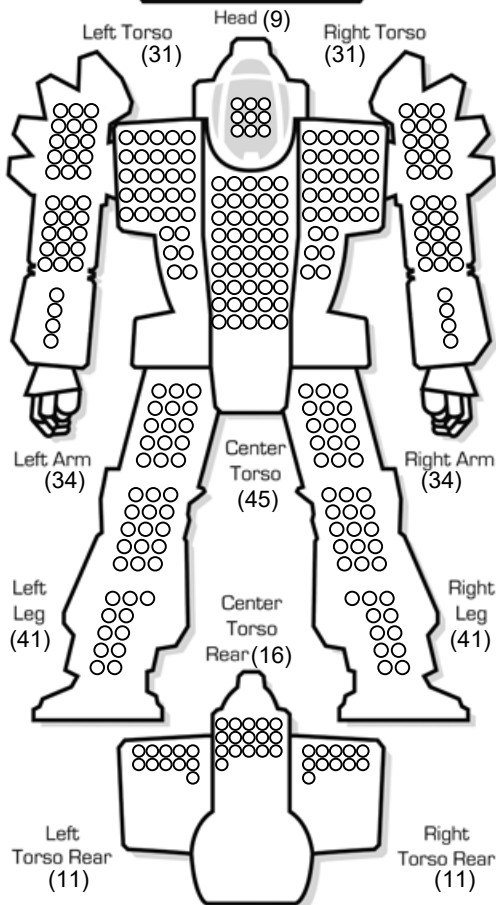
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Laser	RT	8	8 [DE]	-	5	10	15

Cost: 9,356,000 CBills

BV: 2073



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 4-6 Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Heat Sink
- Heat Sink
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

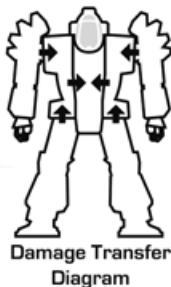
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

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

#### Right Torso

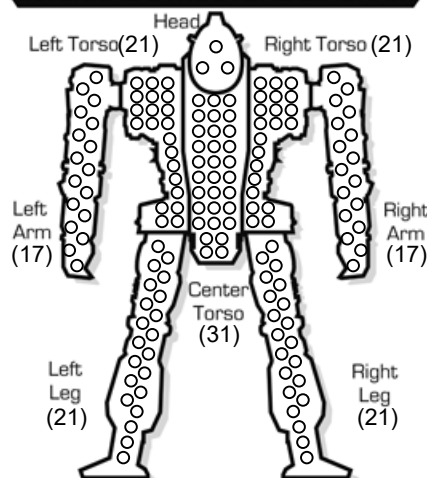
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- Heat Sink

- Large Laser
- Large Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 29 (29) 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	Heat Sink	○○○○
5	+1 Modifier to Fire	○○○○
	-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: Vindicator VND-1R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

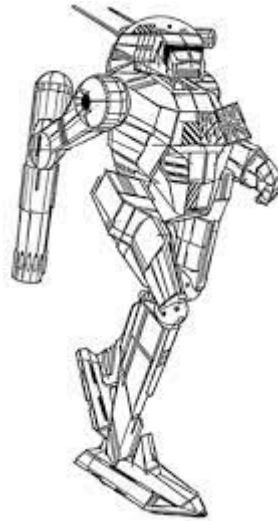
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



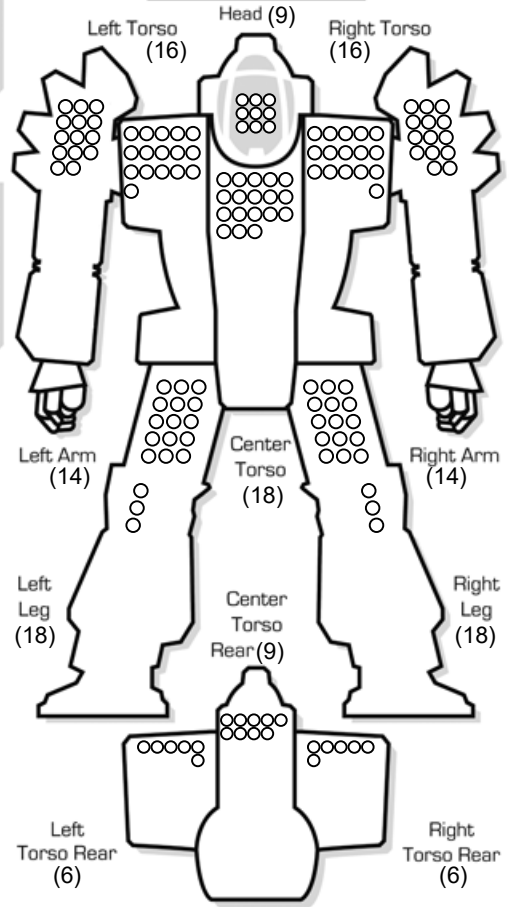
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	LRM 5	LT	2	1/MSI, C5/5 [M.C.S]	6	7	14	21
1	Medium Laser	H	3	5 [DE]	-	3	6	9

Cost: 3,181,083 CBills

BV: 1024

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

#### Head

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

#### Right Arm

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

1-3

#### Center Torso

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

1-3

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- LRM 5 Ammo (24)

1-3

4-6

#### Right Torso

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

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

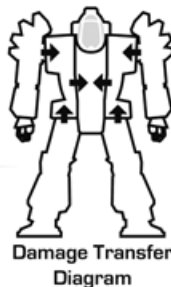
4-6

#### Left Leg

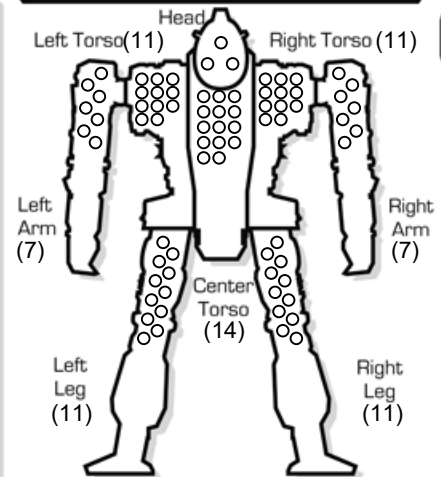
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

#### Right Leg

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

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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Kintaro KTO-18

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

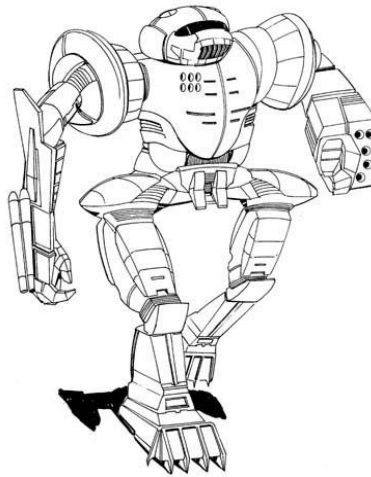
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

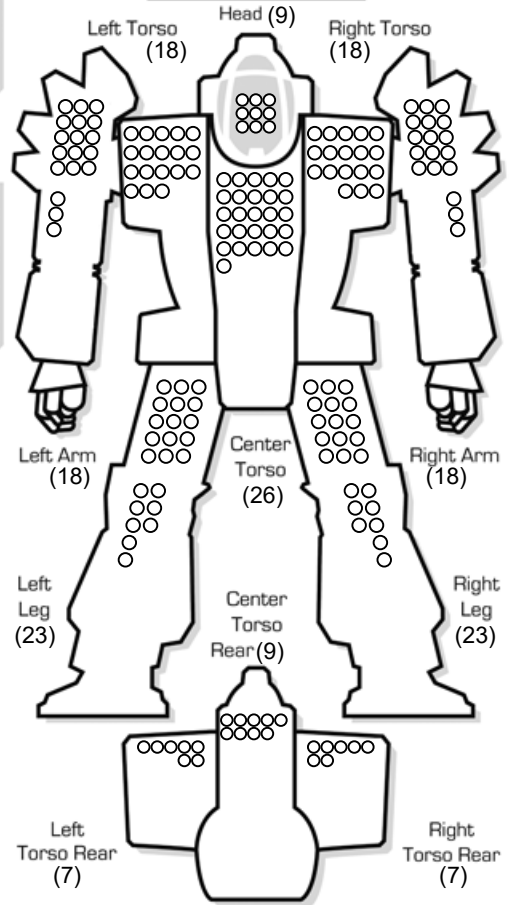
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl,C2/6	-	3	6	9
				[M.C.S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M.C.S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	LA	4	2/Msl,C2/6	-	3	6	9
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 5	LA	2	1/Msl,C5/5	6	7	14	21
				[M.C.S]				

Cost: 4,704,457 CBills

BV: 1187



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 6
- SRM 6

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- SRM 6 Ammo (15)
- LRM 5 Ammo (24)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- SRM 6
- SRM 6

#### Right Torso

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

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

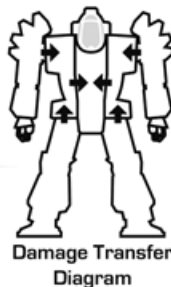
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

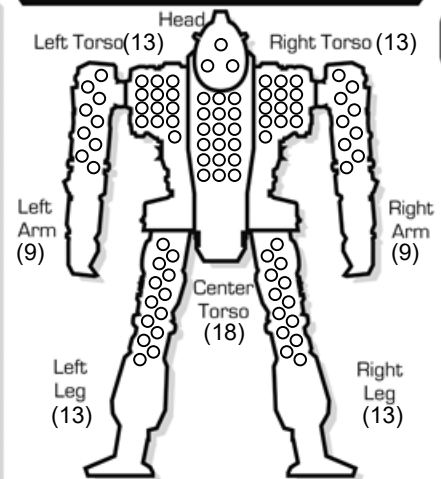
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 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: **Marauder MAD-3L**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **75**

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

Era: **Star League**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

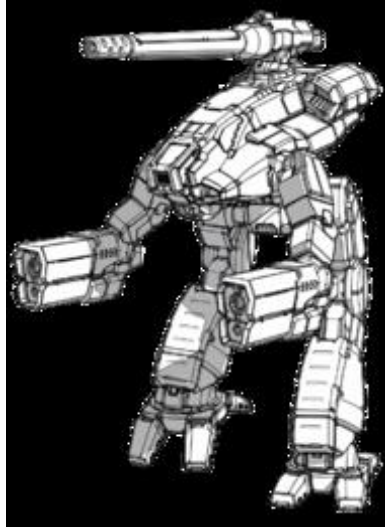
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

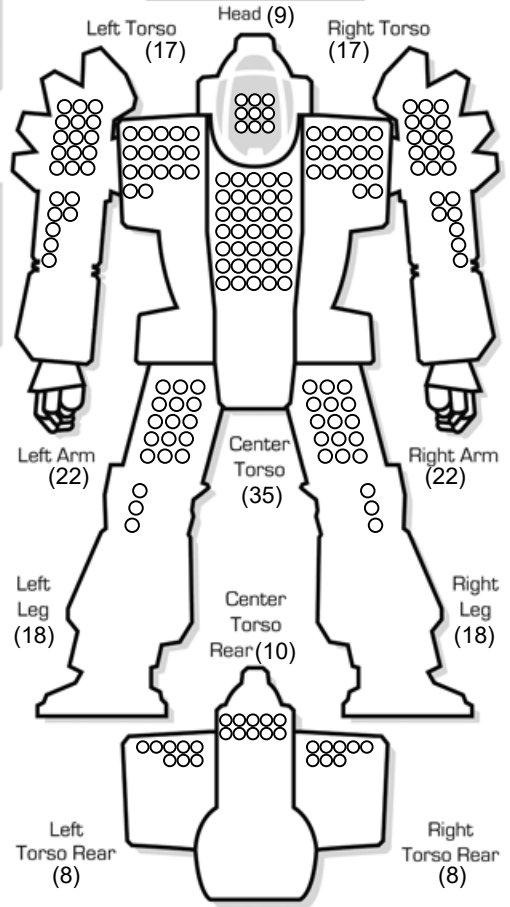
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Autocannon/5	RT	1	5 [DB,S]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 6,467,125 CBills

BV: 1369



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- AC/5 Ammo (20)
- Roll Again
- Roll Again
- Roll Again

1-3

- 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
- Heat Sink

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

1-3

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

1-3

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

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

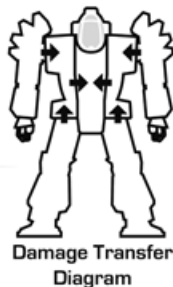
1-3

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

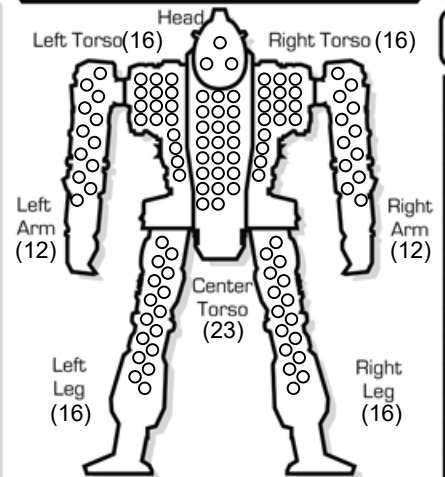
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- 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: 18 (18) 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: **Marauder MAD-3D**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: 75

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

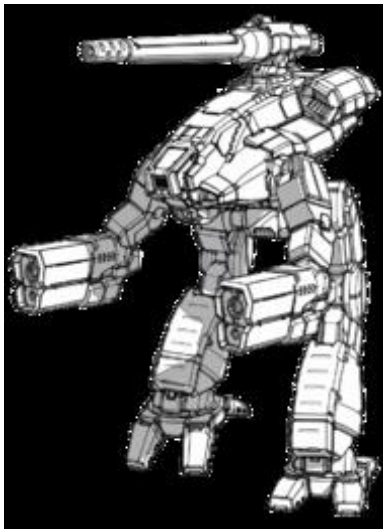
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

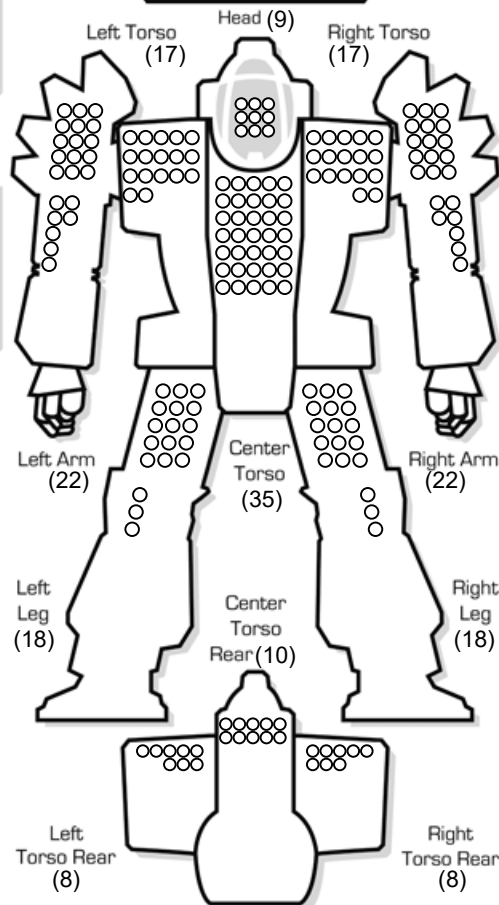
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Laser	RT	8	8 [DE]	-	5	10	15

Cost: 6,597,500 CBills

BV: 1470



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

- 1-3 Medium Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

- Roll Again
- Roll Again
- 4-6 Roll Again
- 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

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

#### Right Torso

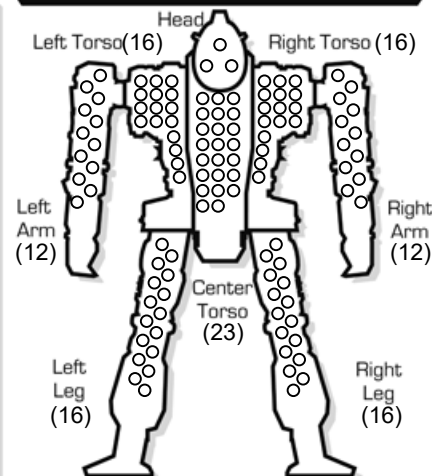
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 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: 20 (20) 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: Highlander HGN-733

Movement Points:

Walking: 3  
Running: 5  
Jumping: 3

Tonnage: 90

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2[Msl,C2/6 [M,C,S]	-	3	6	9
1	Autocannon/10	RA	3	10 [DB,S]	-	5	10	15
1	LRM 20	LT	6	1[Msl,C5/20 [M,C,S]	6	7	14	21
1	Medium Laser	RT	3	5[DE]	-	3	6	9
1	Medium Laser	RT	3	5[DE]	-	3	6	9

Cost: 8,320,860 CBills

BV: 1801

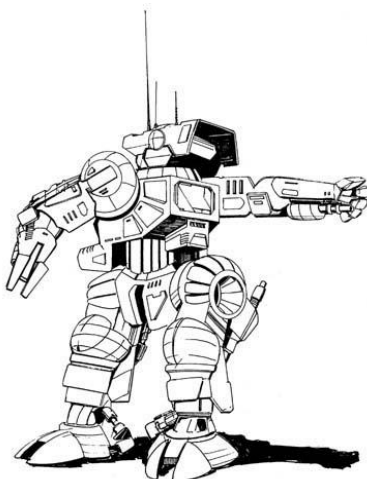
### WARRIOR DATA

Name:

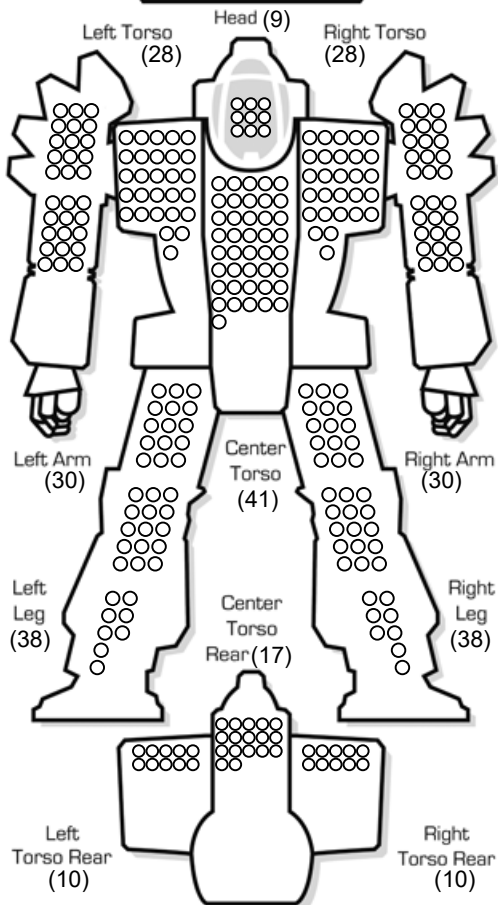
Gunnery Skill:

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
- 4-6. Hand Actuator
5. Heat Sink
6. SRM 6

#### Head

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

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 4-6. Hand Actuator
5. Autocannon/10
6. Autocannon/10

#### Center Torso

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

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

#### Left Torso

1. JumpJets
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

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

#### Right Torso

1. JumpJets
2. Medium Laser
3. Medium Laser
4. AC/10 Ammo (10)
5. AC/10 Ammo (10)
6. Roll Again

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

1. SRM 6 Ammo (15)
2. SRM 6 Ammo (15)
3. LRM 20 Ammo (6)
4. LRM 20 Ammo (6)
5. LRM 20 Ammo (6)
6. Roll Again

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

#### Left Leg

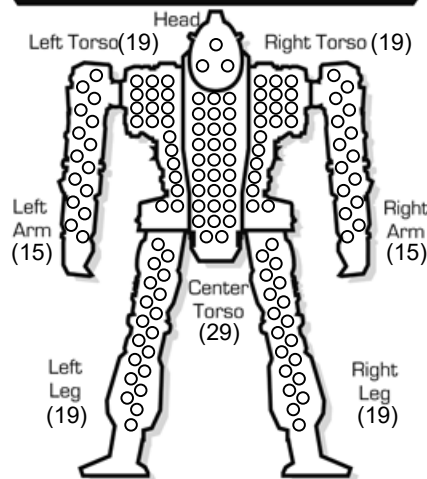
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### 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+	○○○
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: Atlas AS7-D

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

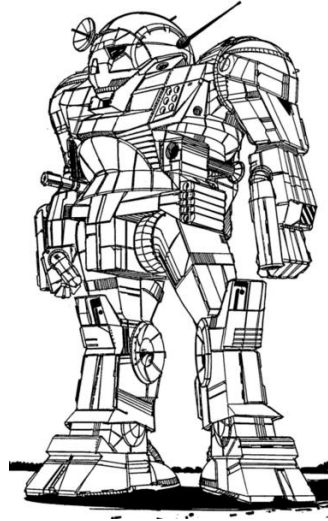
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

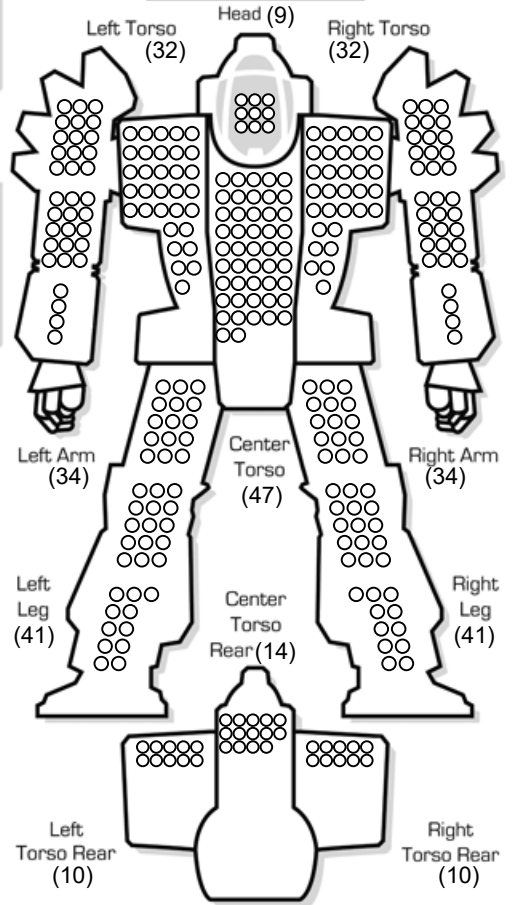
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 20	LT	6	1/Msl, C5/20	6	7	14	21
				[M.C.S]				
1	SRM 6	LT	4	2/Msl, C2/6	-	3	6	9
				[M.C.S]				
1	Autocannon/20	RT	7	20	-	3	6	9
				[DB, S]				

Cost: 9,626,000 CBills

BV: 1897



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

#### Head

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

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

#### Center Torso

1. Roll Again
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 Torso

1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

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

#### Right Torso

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

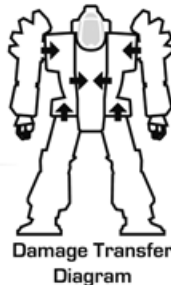
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

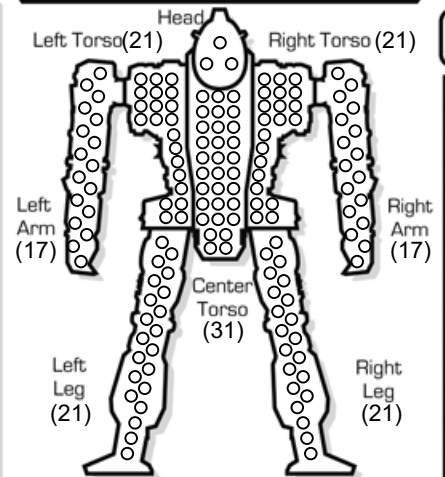
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### 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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (20) 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

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)
- Grasshopper GHR-5N (6,160,573 C-Bills)
- Goliath GOL-1H (7,651,199 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)
- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the

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

world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

Because of the somewhat uncertain condition of your contract, Major Lucius has decided to conduct operations out of the *Grover's Folly* rather than the usual on-planet bases that you're accustomed to. This means that instead of meeting in a briefing room or a friendly Mechwarrior bar, you're in the *Folly's* conference room on deck 3. To make it feel like a usual debrief, Captain Archer has handed out beer to everyone, but unfortunately, that has consisted of beers from the ship's stores, meaning that they come in those bulbs used to drink in zero-G. The beers are flat and warm, but Archer promises that she'll have something better once things settle down a bit. The world of Sarna is densely populated and heavily industrialized, and even the Capellans brew beer, so she's fairly confident that she can find something soon.

When Lucius enters, everyone awkwardly attempts to put down their beers and stands at attention.

"Okay Boys, listen up!"

"The situation on Sarna is getting increasingly complicated, and our interaction with Muerty's Moreadors is really just par for the course. It turns out that the Fed intel on the Cappy defenses on this world were woefully out of date, which is why the Fifth Syrtis got ambushed by the Big Mac. Turns out that the Fifth were mad at the Cappies for executing their previous Duke a few months back. The fact that the Duke was almost certainly up to no good doesn't seem to have entered their thinking much, but the end result is that the Fed's carefully laid plans are all in disarray."

**Friend of the Suns** (Cross this out if the PCs sided with the Capellans):

"Which brings us back to our current contract situation. The Feds promise that they'll make good on the Lyran contract, and extend it for the rest of the year. Our dealings with them so far have been above-board, so we're not too worried about that. It looks like there's going to be plenty of work for us in the coming weeks anyway, as we're currently outnumbered and outclassed in hostile territory, with no way to radio home. So hit your bunks - it's gonna be a long few campaign".

**Friend of the Chancellor** (Cross this out if the PCs sided with the Feds):

"Which brings us to our situation. I realize that siding with the Capellans seems like an iffy proposition, but they're promising to pay extremely well, and they weren't just cut off by the phone company. They really don't want to lose this world, so while we're almost certainly in for tougher missions going forward, the pay should be commensurately better. Scotty and his boys

are currently bringing your 'mechs up to fighting trim, so catch some rack time while you can. Things are definitely about to get a lot more interesting"

# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)
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- Marauder MAD-3D (6,597,500 C-Bills)
- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the

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

world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

Because of the somewhat uncertain condition of your contract, Major Lucius has decided to conduct operations out of the *Grover's Folly* rather than the usual on-planet bases that you're accustomed to. This means that instead of meeting in a briefing room or a friendly Mechwarrior bar, you're in the *Folly's* conference room on deck 3. To make it feel like a usual debrief, Captain Archer has handed out beer to everyone, but unfortunately, that has consisted of beers from the ship's stores, meaning that they come in those bulbs used to drink in zero-G. The beers are flat and warm, but Archer promises that she'll have something better once things settle down a bit. The world of Sarna is densely populated and heavily industrialized, and even the Capellans brew beer, so she's fairly confident that she can find something soon.

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**Friend of the Suns** (Cross this out if the PCs sided with the Capellans):

"Which brings us back to our current contract situation. The Feds promise that they'll make good on the Lyran contract, and extend it for the rest of the year. Our dealings with them so far have been above-board, so we're not too worried about that. It looks like there's going to be plenty of work for us in the coming weeks anyway, as we're currently outnumbered and outclassed in hostile territory, with no way to radio home. So hit your bunks - it's gonna be a long few campaign".

**Friend of the Chancellor** (Cross this out if the PCs sided with the Feds):

"Which brings us to our situation. I realize that siding with the Capellans seems like an iffy proposition, but they're promising to pay extremely well, and they weren't just cut off by the phone company. They really don't want to lose this world, so while we're almost certainly in for tougher missions going forward, the pay should be commensurately better. Scotty and his boys

are currently bringing your 'mechs up to fighting trim, so catch some rack time while you can. Things are definitely about to get a lot more interesting"



# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
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- Vindicator VND-1R (3,181,083 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)
- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the

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

world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

Because of the somewhat uncertain condition of your contract, Major Lucius has decided to conduct operations out of the *Grover's Folly* rather than the usual on-planet bases that you're accustomed to. This means that instead of meeting in a briefing room or a friendly Mechwarrior bar, you're in the *Folly's* conference room on deck 3. To make it feel like a usual debrief, Captain Archer has handed out beer to everyone, but unfortunately, that has consisted of beers from the ship's stores, meaning that they come in those bulbs used to drink in zero-G. The beers are flat and warm, but Archer promises that she'll have something better once things settle down a bit. The world of Sarna is densely populated and heavily industrialized, and even the Capellans brew beer, so she's fairly confident that she can find something soon.

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)
- Grasshopper GHR-5N (6,160,573 C-Bills)
- Goliath GOL-1H (7,651,199 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)
- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the

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

world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

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- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

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

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### 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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### Additional Rewards

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

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

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### Mech Status

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### Pilot Status

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

### Salvaged Mechs

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### Additional Rewards

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

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

### Choices

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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### Pilot Status

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

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
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GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

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**GM Report**  
**Mission 3029-01 - Choices**

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"/> Hunchback HBK-4SP (3,446,874 C-Bills)  | <input type="checkbox"/> Marauder MAD-3L (6,467,125 C-Bills)    |
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