BATTLETECH™
MISSIONS

Mission 3029-03b (Capellan): A Bump in the Night
Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation
July 17, 3029
Pilot Skill: 2-4

Okay Boys, listen up!

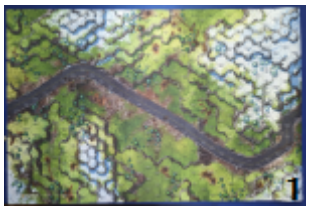
The current situation on Sarna is a bit of a stalemate. Our current employers, McCarron's Armored Cavalry, and their current employers, the Capellan Confederation, have figured out that they outnumber the remaining invading Federated Suns' troops nearly two to one. However, the Big Mac is being extremely careful as they've been lured into one too many traps so far during this war, and are convinced that this is another one.

This means that they're taking their time surrounding and eliminating the two Fed mercenary regiments - the Crater Cobras and the Screaming Eagles. The mercs are proving to be quite wily, though, and have been executing a bunch of hit-and-run raids to keep the Big Mac on their toes. This, in turn, has forced our allies to spread out to try to cover as much territory as possible.

Our job is to defend this arms depot here at grid point alpha, on the banks of the Tapi river. Don't worry, it's a pretty plum assignment. The river here flows so fast that even Battlemechs would be crazy to cross it, and the Feds themselves took out the only bridge within twenty miles in either direction some time ago in an attempt to keep us from getting at them. There's no way they'd attack here.

Especially not at night.

Map: Use the Pozoristu*Mountains map from the Tukayyid map pack (if available). Otherwise, any heavily mountain/hilly map will do with some modifications.*



Recommended Maps:
1: Pozoristu Mountains

Setup: The Player mechs start on the map within 2 tiles of any building. After the Player mechs are placed the OPFOR can start on the map on any land tile south of the river or enter the map on the south side on their first turn.

Special Rules

It's a night raid: This Mission takes place at night giving a +2 penility to shooting any unlit units. (TO, Pg. 58)

It's dangerout to go at night. Take this: The attacking Fed mercenaries have brought a handheld searchlight. (TO, pg 57). Only units with at least one hand actuator may hold a handheld searchlight. It will light all targets in a hex within 10 hexes, and all hexes in intervening hexes, as well as the holder. The hex must be in the firing arc for the hand holding the searchlight. The holding unit may switch the light on or off during the movement phase. If the 'mech with the searchlight gets hit in the arm holding the searchlight, roll 2d6. On a 7+ the searchlight is destroyed.

Who left the lights on? All buildings hexes illuminate 3 tiles of light in every direction.

Fieldworks: Theree are field works set up on the map. If a mech is in the fieldwork hex they have partial cover against attacks from their level or lower.

That's a lot of rubble: All rough terrain is considered unstable rubble. This terrain cost 1 extra movement to enter and immediately causes a +5 pilotiing skill roll with additional rules. If the mech falls double the fall damage taken and the mech is displaced towards the adjacent hex with the lowest elevation. If there is more then one adjacent hex, roll a die to determine the hex. If the unit falls into a water hex, it takes fall damage again from the water's surface to the bottom of the water hex.

Cliff Diving: There are steep cliff hexes on the map that require +4 movement points to enter and immediately causes a +5 pilotiing skill roll with additional rules. If the mech falls double the fall damage taken and the mech is displaced towards the adjacent hex with the lowest elevation. If there is more then one adjacent hex, roll a die to determine the hex. If the unit falls into a water hex, it takes fall damage again from the water's surface to the bottom of the water hex.

White Water: The River crossing is considered *Rapids* (TO, pg 50). It costs an additional MP to enter any water hex, with an additional +4 penalty to PSRs made while in water hexes. Failed rolls cause a fall, as well as the unit to displace 5 hexes "Downriver" (from the left to the right). If the unit would hit a rubble or road hex, it will take additional damage as if it fell a single level, roll on the "Facing after a fall" table to determine where the damage is applied. The unit will then stop tumbling.

Heh heh. BOOM. (secret object reward): If the PCs agree, for every player that has the secret objective from mission 3029-02 (either version) may choose to jury rig one of the fieldwork hexes with Long Tom ammunition preserved from that mission. If any mech (from either side) enters that hex, the ammo will detonate. The 'mech that entered the hex will take damage as if it had triggered a 25 point mine (most likely taking damage to the legs) in 5 point clusters. Units in adjacent hexes will take 15 points on the facing chart (again in five point clusters) and units two hexes away will take 5 points.

They're not paying me enough for this... Stuff: (Secret - Don't tell the PCs): The Feds are under *forced withdrawl* rules.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Kintaro	1	KTO-18	3039 pg 421	1187	4,704,457
Zeus	1	ZEU-6S	3039 pg 254	1348	7,617,899
Atlas	1	AS7-RS	SW pg 280	1849	9,300,000
Phoenix Hawk	1	PHX-1D	3039 pg 456	1083	4,057,390
Blackjack	1	BJ-1DB	SW pg 98	1015	3,105,175

Name	#	Variant	Reference	BV (4/5)	Cost
Bombardier	1	BMB-10D	3039 pg 426	1340	5,636,509
Fire Javelin	1	JVN-10F	3039 pg 161	835	2,361,840

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

4000-4500 (3465 Total)
Blackjack BJ-1DB (4/5), Zeus ZEU-6S (4/5), Fire Javelin JVN-10F (3/4)

4500-5000 (5037 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (4/5), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4)

5000-5500 (5651 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4)

5500-6000 (6130 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (4/5), Zeus ZEU-6S (4/5), Blackjack BJ-1DB (4/5), Atlas AS7-RS (4/5)

6000-6500 (6561 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (4/5), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (4/5), Atlas AS7-RS (4/5)

6500-7000 (7069 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (4/5), Blackjack BJ-1DB (3/4), Atlas AS7-RS (4/5)

7000-7500 (7500 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (4/5)

7500-8000 (8092 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (3/4)

8000-8500 (8515 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (4/5), Atlas AS7-RS (4/5), Bombardier BMB-10D (4/5)

8500-9000 (9002 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (4/5), Bombardier BMB-10D (3/4)

9000-9500 (9594 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (3/4), Bombardier BMB-10D (3/4)

9500-10000 (10060 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (4/5), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (4/5), Bombardier BMB-10D (4/5), Kintaro KTO-18 (3/4)

10000-10500 (10569 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (4/5), Bombardier BMB-10D (3/4), Kintaro KTO-18 (3/4)
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

10500-11000 (11081 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (4/5), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (3/4), Bombardier BMB-10D (3/4), Kintaro KTO-18 (3/4)

11000-11500 (11428 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (3/4), Bombardier BMB-10D (3/4), Kintaro KTO-18 (3/4)

11500-12000 (12093 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (3/4), Blackjack BJ-1DB (3/4), Atlas AS7-RS (2/3), Bombardier BMB-10D (3/4), Kintaro KTO-18 (3/4)

12000-12500 (12579 Total)
Fire Javelin JVN-10F (3/4), Phoenix Hawk PHX-1D (3/4), Zeus ZEU-6S (2/3), Blackjack BJ-1DB (3/4), Atlas AS7-RS (2/3), Bombardier BMB-10D (3/4), Kintaro KTO-18 (3/4)

12500-13000 (13017 Total)
Fire Javelin JVN-10F (4/5), Phoenix Hawk PHX-1D (3/4), Atlas AS7-RS (2/3), Blackjack BJ-1DB (2/4), Zeus ZEU-6S (2/3), Bombardier BMB-10D (2/3), Kintaro KTO-18 (3/4)

Mission Objectives: Defend the supply base on the other side of the destroyed bridge. To do that, you must have more 'mechs within three hexes of buildings in the base as the Feds.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Keep control of the supply base (Mission Successful)	350,000	250,000	100,000
Destroy or cripple half of the enemy mechs (Bonus Objective)	+100,000	+100,000	+100,000
Feds gain control (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Destroy or cripple all of the enemy mechs (Attrition)	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Keep control of the supply base (Mission Successful)	15	5
Feds gain control (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Pontoon Bridge ❑
Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water.

Winning the War of Attrition (Secret Objective, Cross off if the PCs don't destroy or capture all attacking Federated Suns Troops): You left no FedSuns mercenaries to rejoin their beleaguered defenses.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kintaro KTO-18

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

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

Weapons & Equipment Inventory (hexes)

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

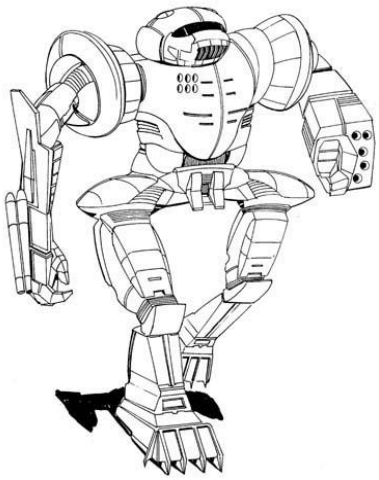
Cost: 4,704,457 CBills **BV:** 1187

WARRIOR DATA

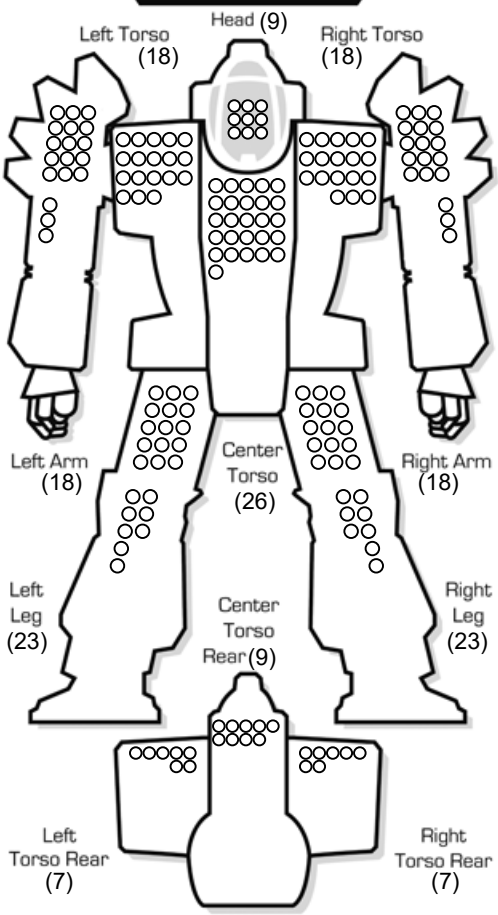
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

4-6

Left Torso

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

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

4-6

Left Leg

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

Head

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

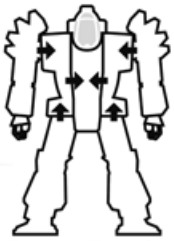
Center Torso

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

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

4-6

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



Damage Transfer Diagram

Right Arm

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

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

4-6

Right Torso

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

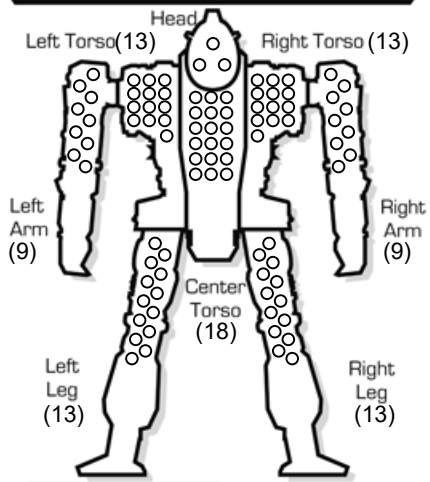
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6S

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

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	LRM 15	RA	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	Large Laser	LT	8	8 [DE]	-	5	10	15
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	CT	3	5 [DE]	-	3	6	9

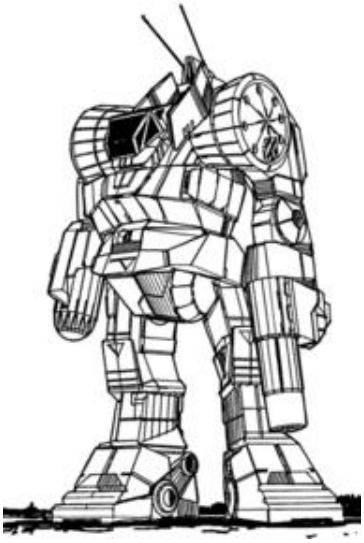
Cost: 7,617,899 CBills **BV:** 1348

WARRIOR DATA

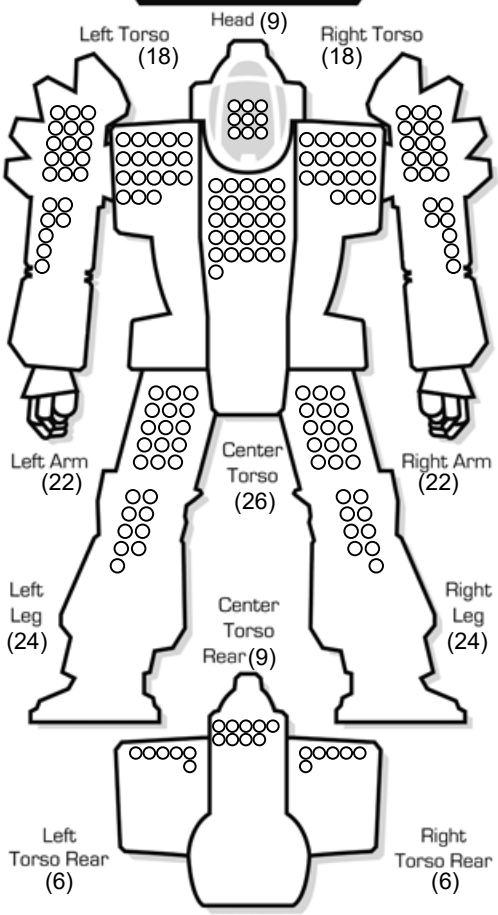
Name:

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

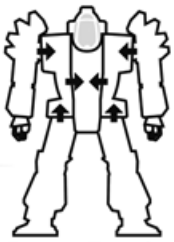
Left Torso
1. Large Laser
2. Large Laser
1-3 3. Medium Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Medium Laser

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



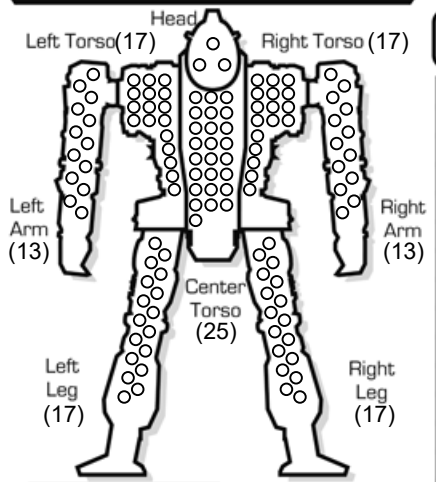
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. LRM 15
5. LRM 15
6. LRM 15
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-RS

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10 [DB,S]	-	5	10	15
1	LRM 15	LT	5	1/Msl,C5/15 [M,C,S]	6	7	14	21
1	SRM 4	LT	3	2/Msl,C2/4 [M,C,S]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Large Laser	LA	8	8 [DE]	-	5	10	15

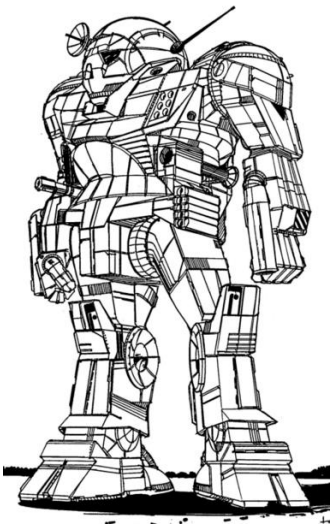
Cost: 9,300,000 CBills **BV:** 1849

WARRIOR DATA

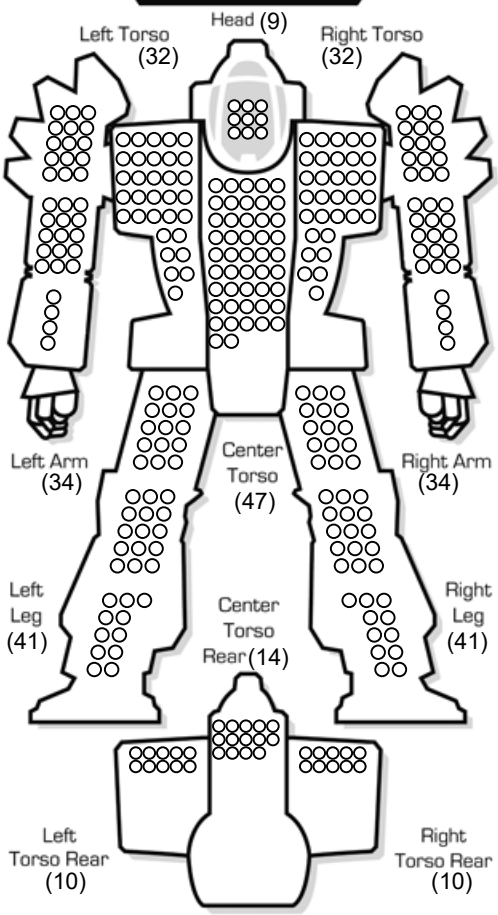
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

Left Torso
1. Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. SRM 4
6. LRM 15 Ammo (8)

1. LRM 15 Ammo (8)
2. SRM 4 Ammo (25)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

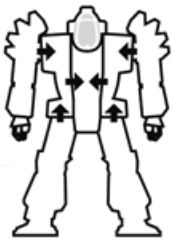
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

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

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

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



Damage Transfer Diagram

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

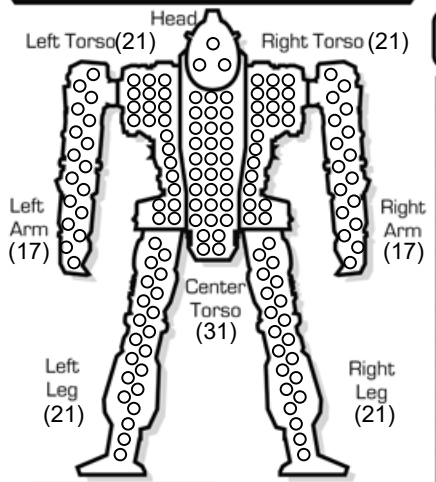
1. Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. AC/10 Ammo (10)
3. AC/10 Ammo (10)
4. Roll Again
5. Roll Again
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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

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

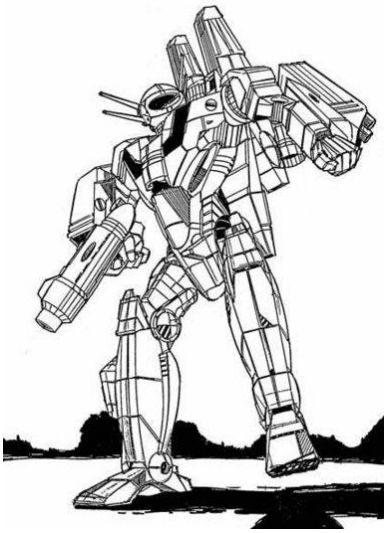
Cost: 4,057,390 CBills **BV:** 1083

WARRIOR DATA

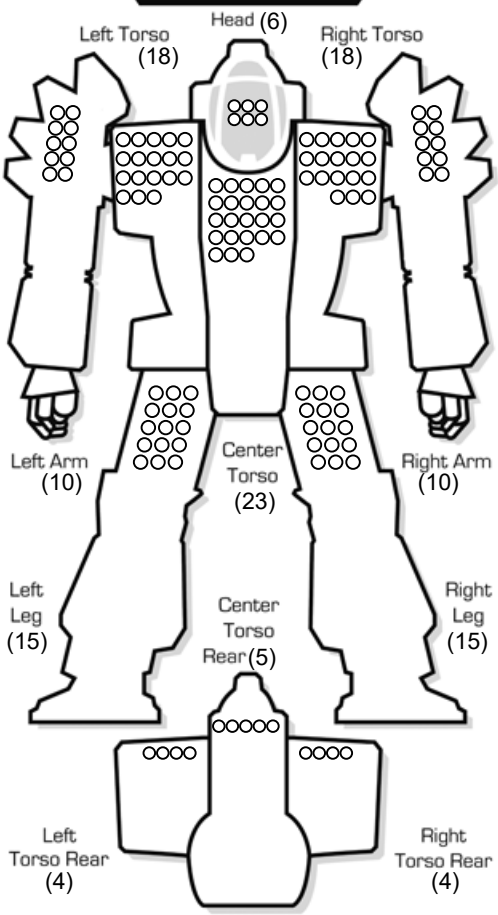
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

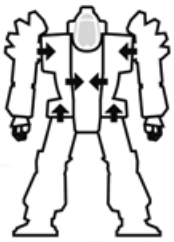
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

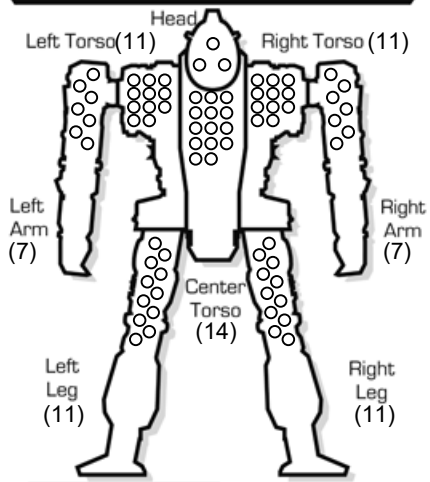
Right Torso

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1DB

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

Tonnage: 45

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

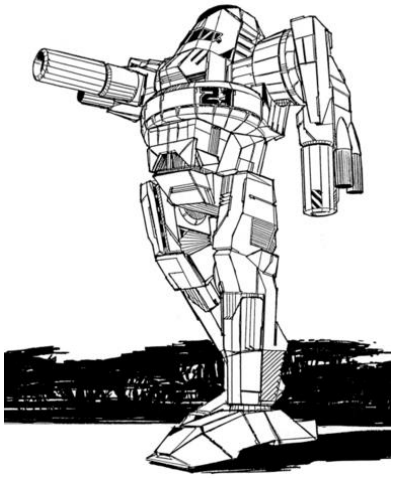
Cost: 3,105,175 CBills **BV:** 1015

WARRIOR DATA

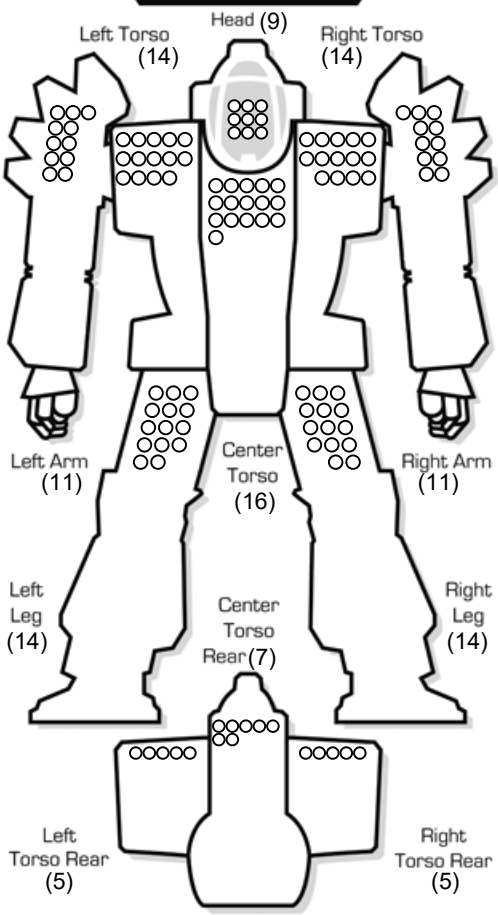
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

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

4-6

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

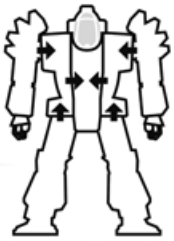
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso
1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

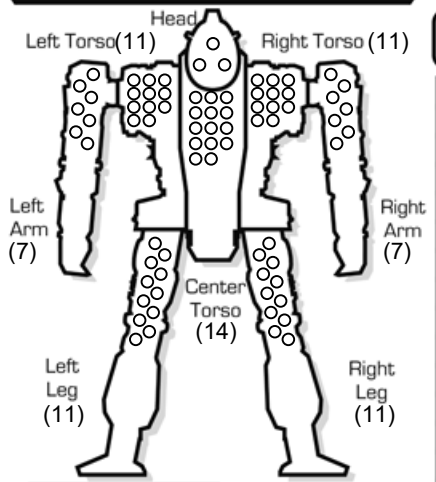
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (17) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Bombardier BMB-10D

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

Tonnage: 65
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/Msl,C2/4 [M,C,S]	-	3	6	9
1	LRM 20	LT	6	1/Msl,C5/20 [M,C,S]	6	7	14	21
1	LRM 20	RT	6	1/Msl,C5/20 [M,C,S]	6	7	14	21
1	Machine Gun	CT	0	2 [DB,AI]	-	1	2	3

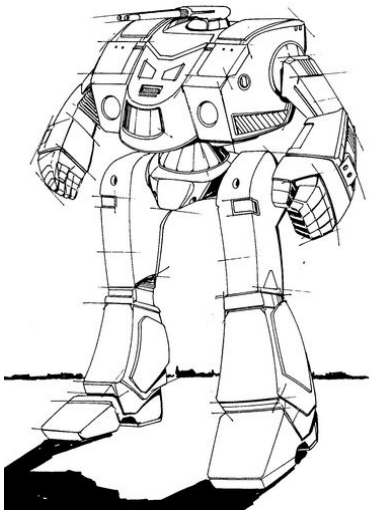
Cost: 5,636,509 CBills **BV:** 1340

WARRIOR DATA

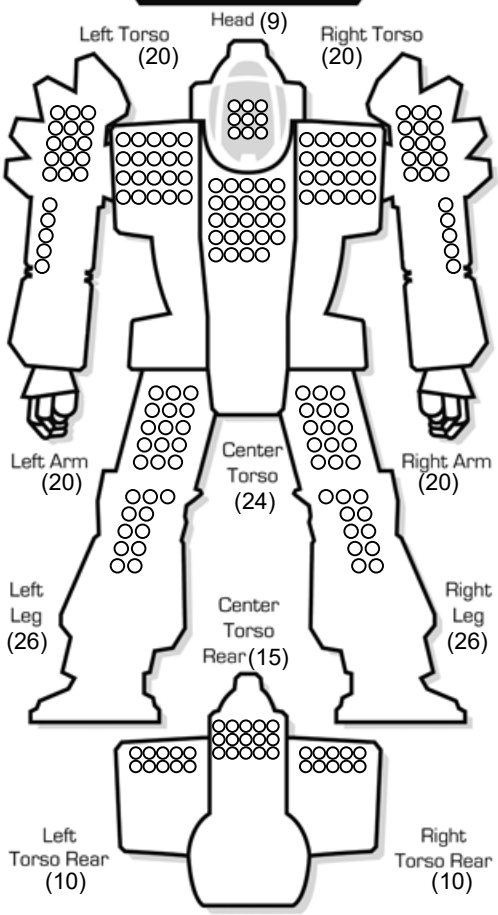
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

1-3	1. LRM 20 2. LRM 20 3. LRM 20 4. LRM 20 5. LRM 20 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

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

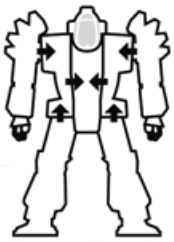
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 4 6. SRM 4 Ammo (25)
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

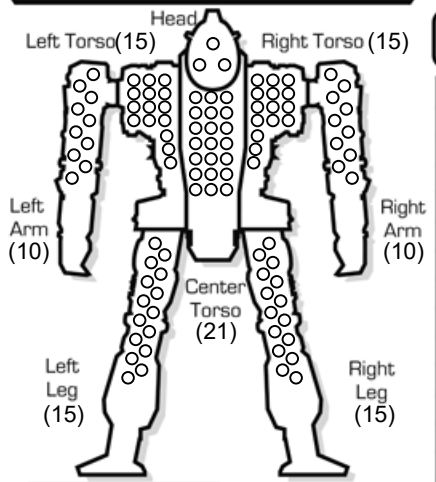
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Fire Javelin JVN-10F

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

Tonnage: 30
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

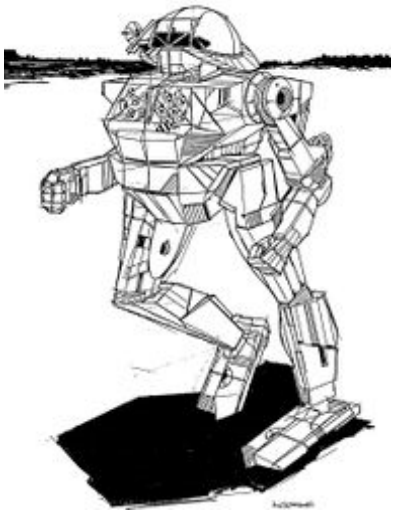
Cost: 2,361,840 CBills **BV:** 835

WARRIOR DATA

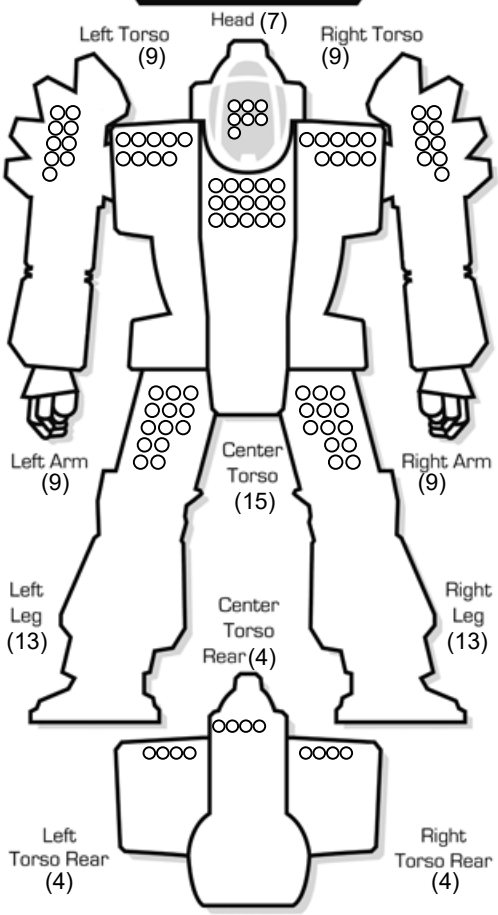
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

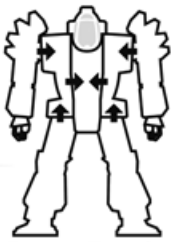
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

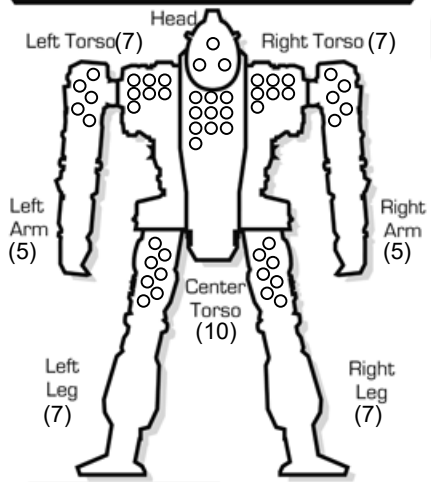
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH™
MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-03b (Capellan)
A Bump in the Night
Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation
July 17, 3029

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- ❑ Destroy or cripple half of the enemy mechs (Bonus Objective) (+100,000 C-Bills)
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- ❑ (Secret Objective): Destroy or cripple all of the enemy mechs (Attrition) (+100,000 C-Bills)
- ❑ New Payout

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C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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- ❑ Atlas AS7-RS (9,300,000 C-Bills)
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Additional Rewards

Pontoon Bridge ❑
Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water.

Winning the War of Attrition (Secret Objective, Cross off if the PCs don't destroy or capture all attacking Federated Suns Troops): You left no FedSuns mercenaries to rejoin their beleaguered defenses.

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"I see you guys have taken the Major's lifting of the fraternizing embargo to heart. Good for you." He orders something suspiciously non-alcoholic from the bar and makes his way over to the table you're sharing with some non-coms in the Big Mac. Henrik nods to them, then plops himself down on a chair that someone has hastily dragged over from another table.

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With that, El Guapo raises a toast and gives a "Huzzah!". Everyone except Henrik joins in.

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- ❑ Pilot Survived
- ❑ Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- ❑ Kintaro KTO-18 (4,704,457 C-Bills)
- ❑ Zeus ZEU-6S (7,617,899 C-Bills)
- ❑ Atlas AS7-RS (9,300,000 C-Bills)
- ❑ Phoenix Hawk PHX-1D (4,057,390 C-Bills)
- ❑ Blackjack BJ-1DB (3,105,175 C-Bills)
- ❑ Bombardier BMB-10D (5,636,509 C-Bills)
- ❑ Fire Javelin JVN-10F (2,361,840 C-Bills)

Additional Rewards

Pontoon Bridge ❑
Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water.

Winning the War of Attrition (Secret Objective, Cross off if the PCs don't destroy or capture all attacking Federated Suns Troops): You left no FedSuns mercenaries to rejoin their beleaguered defenses.

GM Signature _____ Game Date _____

Mission: 3029-03b (Capellan) Debrief
A Bump in the Night
Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation
July 17, 3029

For the first time in over a month, you find yourself at a bar that is not simply the mess hall on the Grover's Folly. This one is in the main industrial sector of the city of Baktal, called "zagadki" or something like that. It's loud and everything smells of stale vodka, but the drinks are cheap, and you've been invited by your new friends in the McCarron's Armored Cavalry, so who are you to say no?

You're about three shots in when Henrik walks in, shaking his head and chuckling to himself. Probably an inside joke you'd never get anyway.

"I see you guys have taken the Major's lifting of the fraternizing embargo to heart. Good for you." He orders something suspiciously non-alcoholic from the bar and makes his way over to the table you're sharing with some non-coms in the Big Mac. Henrik nods to them, then plops himself down on a chair that someone has hastily dragged over from another table.

"So as you're probably aware, the Big Mac has, after about a month of probing attacks and aerospace flyovers, figured out just what the Feds have in the area, so we no longer really need to worry about spilling the beans. Don't say anything directly, but the Major obviously is no longer concerned that you're going to give away anything that may constitute a violation of our previous contract".

With that, El Guapo raises a toast and gives a "Huzzah!". Everyone except Henrik joins in.

"Given that, the Big Mac is starting to get ready to make a push on the remaining Fed troops - which is still over two regiments of mercenaries, plus survivors from the Fifth Syrtis. They're relatively well supplied, since they captured a weapons factory belonging to Tengo Aerospace at the beginning of the campaign. This means they're pretty flush for expendables, so we aren't going to be able to starve them out.

"Having said that - it looks like it's going to be a little longer before we're called up again. I'm assured that we're going to have a part to play in the final assault, and that it should come soon. The Big Mac is wary of walking into another trap, but at the same time, the Feds are bound to send reinforcements any day now. So drink 'em while you got 'em - but not too much. I don't want to have to bail anyone out of a Capellan jail tomorrow"

At this point, one of the Big Mac pilots - Marcus? Louis? Something like that, returns with a tray of shot glasses. By the time you have all downed round four, you look up and realize that Henrik has completely disappeared.

How *does* he do that?

BATTLETECH™
MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-03b (Capellan)
A Bump in the Night
Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation
July 17, 3029

Mission Results
- ❑ Keep control of the supply base (Mission Successful)
- ❑ Destroy or cripple half of the enemy mechs (Bonus Objective) (+100,000 C-Bills)
- ❑ Feds gain control (Mission Unsuccessful)
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- ❑ (Secret Objective): Destroy or cripple all of the enemy mechs (Attrition) (+100,000 C-Bills)
- ❑ New Payout

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

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

C-Bill Reward _____ XP Reward _____

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How *does* he do that?

GM Report
Mission 3029-03b (Capellan) - A Bump in the Night

Date: _____

GM: _____ **Venue_____**

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

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