

BATTLETECH™



MISSIONS

Mission 3029-04a (Federated Suns): Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029
Pilot Skill: 2-4

Okay Boys <static> Up!

As you may or may not have noticed, things are going badly for the visiting team here on Sarna. It seems like the Capellans are slowly getting over their reticence to attack, and have been steadily pushing the remaining Fed Suns troops back. The combined commands of the Screaming Eagles and the Crater Cobras decided to pull back to a location known as "Graves Hollow", as it's both more defensible and more remote than the city of Backtal where we've been stationed so far. Despite the Cappies having complete air superiority, it was decided that we would be relatively safe if we all travelled by dropship in a series of short, suborbital flights.

As you may recall, the *Grover's Folly* was badly damaged when we landed on Sarna, so we've been forced to borrow transport from our mercenary friends. It's a converted civilian dropper, so it's only really big enough to carry the lot of you. Er. Was big enough. Now it's a pile of scrap metal on the plains of Canoshal. Turns out the combined command's idea of "Relatively Safe" was pretty much "Not at all safe". Fortunately, due to the heroic efforts of the crew, you were able to land "relatively" intact.

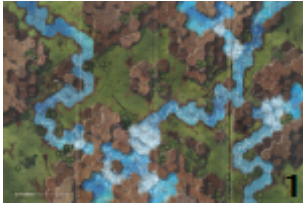
Unfortunately, you ain't outta the woods yet. It seems that while the Cappy Aerospace assets have gone off in search of better targets, they've dispatched 'mechs to your location. Normally we say to just run, but unfortunately we can't do that. It turns out that you guys weren't this particular dropship's first trip - meaning that the Black Box recorder has intel that the Capellans really want. We need you to keep them away from it. There are two ways they can get the intel they need - they could either just physically grab it, or they could scan it. Yeah, I know, Military dropship black boxes are shielded from that sort of thing, but as I said, this is a converted civilian ship.

We've sent more 'mechs to back you up, but they're going to get there some time after the Cappies get there, so I'm afraid you're going to be on your own for a bit.

I know what your first question is: Why don't we just frag the black box recorder? Heh. Funny Story. You know those things can survive Dropship crashes, right? I know your second question, too: and fifty extra laps to the first smartass who asks why they don't just make the whole dropship outta black box material.

Seriously though, stay safe. This is gonna be a rough ride.

Map: Use the Kozice Valley Map from the Tukayyid map pack (if available). Otherwise, any heavily hilly map will do.



Recommended Maps:

1: Kozice Valley

Setup: The downed dropship is an aerodyne dropship centered on hex 1604, with the cockpit in hex 1704. The Player mechs start on the map within 2 tiles of the downed dropship. Once the PCs have deployed, the OPFOR will enter from any side of the map except the top on turn 1.

Special Rules

Oooh, We're not getting the deposit back on that one: The Dropship is a total wreck. It is completely nonfunctional. Count all dropship hexes as level 1 rubble. One of the hexes should be marked as the "Cockpit".

Black Box: The dropship has a blackbox that has a record of all fight data and transmissions made by the dropship. It is too valuable for the Feds to lose to the Capellians. The Black Box's data can be captured in two ways: Either by scanning it, or physically grabbing it and running off with it.

Scan the Box: A 'mech with 'EW Equipment' (i.e. the Raven) can scan the black box by spending an entire turn within 3 hexes of it without breaking line of sight. After that, the 'mech needs to escape off of any side of the map except the top.

Grab the Box: First, a 'mech must do 20 points of melee damage to the cockpit of the dropship. Melee attacks can be made from any hex adjacent to the cockpit regardless of elevation. Second, a 'mech with at least one functional hand actuator needs to make a "punch" attack against the cockpit hex to grab the black box. Finally, the 'mech with the black box needs to escape off of any side of the map except the top.

Damn Zealots (Secret - reveal when used): Any Veteran (3/4) or Elite (2/3) Capellan Pilot has the "For the Chancellor" PSA.

A Leg Up (secret object reward): Any player that has completed the secret objective of mission 3029-03 can one extra movement phase before the mission begins.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Vindicator	1	VND-1R	3039 pg 199	1024	3,181,083
Raven	1	RVN-1X	SW pg 60	589	2,261,025
Charger	1	CGR-1L	SW pg 221	980	7,662,120
Cicada	1	CDA-2A	3039 pg 178	659	3,705,217
Phoenix Hawk	1	PHX-1	3039 pg 456	1041	4,067,540
Crusader	1	CRD-3R	3039 pg	1317	5,686,009
Stalker	1	STK-3F	3039 pg 256	1559	7,463,825
Cyclops	1	CP-10-Q	SW pg 253	1584	9,149,260

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

4000-4500 (3979 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (4/5), Cicada CDA-2A (3/4)

4500-5000 (4481 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (4/5)

5000-5500 (5006 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (4/5), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (4/5)

5500-6000 (5479 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4)

6000-6500 (6031 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (4/5), Crusader CRD-3R (3/4)

6500-7000 (6575 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4)

7000-7500 (7006 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4)

7500-8000 (7405 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4)

8000-8500 (8001 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (4/5), Stalker STK-3F (3/4)

8500-9000 (8517 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (4/5), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (4/5), Stalker STK-3F (3/4)

9000-9500 (9064 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4), Stalker STK-3F (3/4)

9500-10000 (9463 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4), Stalker STK-3F (3/4)

10000-10500 (9970 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (4/5), Crusader CRD-3R (4/5), Stalker STK-3F (3/4), Cyclops CP-10-Q (3/4)

Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

10500-11000 (10513 Total)

Raven RVN-1X (4/5), Vindicator VND-1R (4/5), Charger CGR-1L (4/5), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4), Stalker STK-3F (3/4), Cyclops CP-10-Q (3/4)

11000-11500 (11015 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (4/5), Charger CGR-1L (3/4), Cicada CDA-2A (4/5), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4), Stalker STK-3F (3/4), Cyclops CP-10-Q (3/4)

11500-12000 (11554 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (3/4), Stalker STK-3F (3/4), Cyclops CP-10-Q (3/4)

12000-12500 (12029 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (3/4), Crusader CRD-3R (2/3), Stalker STK-3F (3/4), Cyclops CP-10-Q (3/4)

12500-13000 (12490 Total)

Raven RVN-1X (3/4), Vindicator VND-1R (3/4), Charger CGR-1L (3/4), Cicada CDA-2A (3/4), Phoenix Hawk PHX-1 (2/3), Crusader CRD-3R (3/4), Stalker STK-3F (2/3), Cyclops CP-10-Q (3/4)

Mission Objectives: Prevent the Capellans from getting the data from the Black box recorder.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Prevent the enemies from stealing or scanning the blackbox (Mission Successful)	350,000	250,000	100,000
Half the Players must not be severely damaged or destroyed (Bonus Objective)	+100,000	+100,000	+100,000
The Capellans escape with the intel (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Capture the raven with the EW equipment undamaged	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Prevent the enemies from stealing or scanning the blackbox (Mission Successful)	15	5
The Capellans escape with the intel (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Heads Ups

When the head of your mech would be hit during the determining hit location step of the firing phase, you may spend a charge of this cert to reroll the hit location.

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

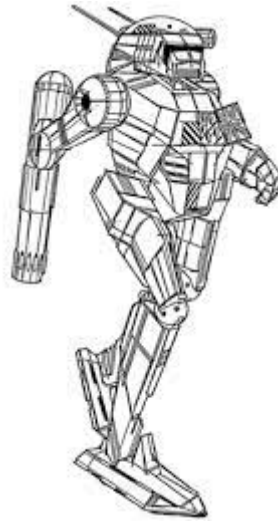
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



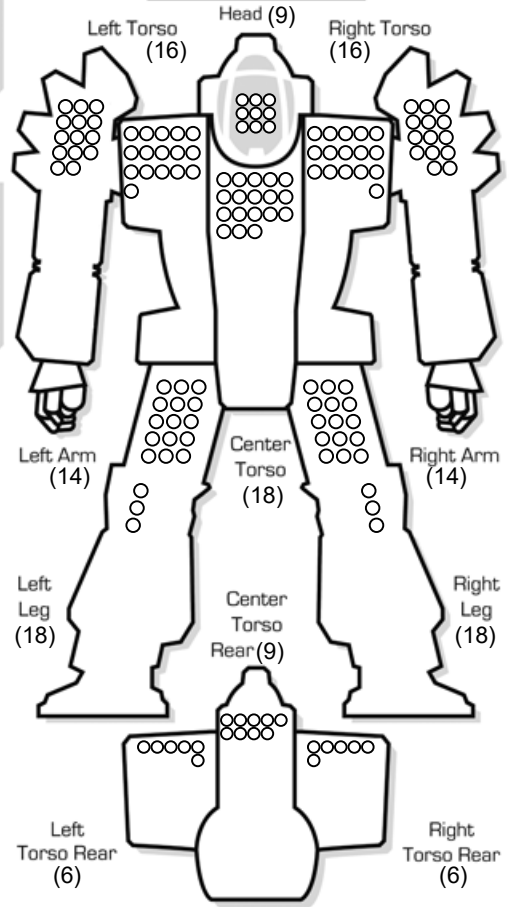
Weapons & Equipment Inventory (hexes)

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

4-6

1-3

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

4-6

Left Torso

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

1-3

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

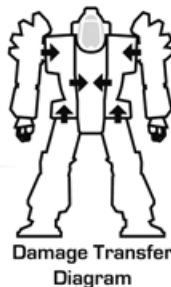
4-6

Left Leg

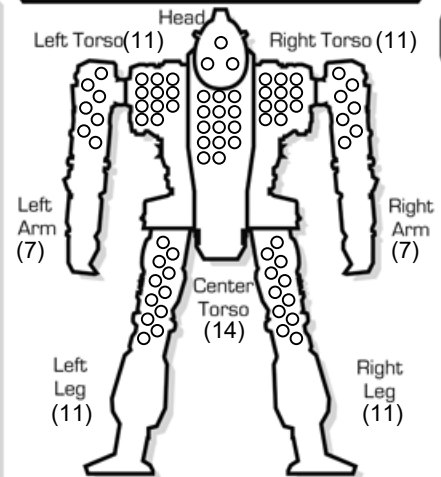
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT 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*
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17*
16
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14*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raven RVN-1X

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

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)

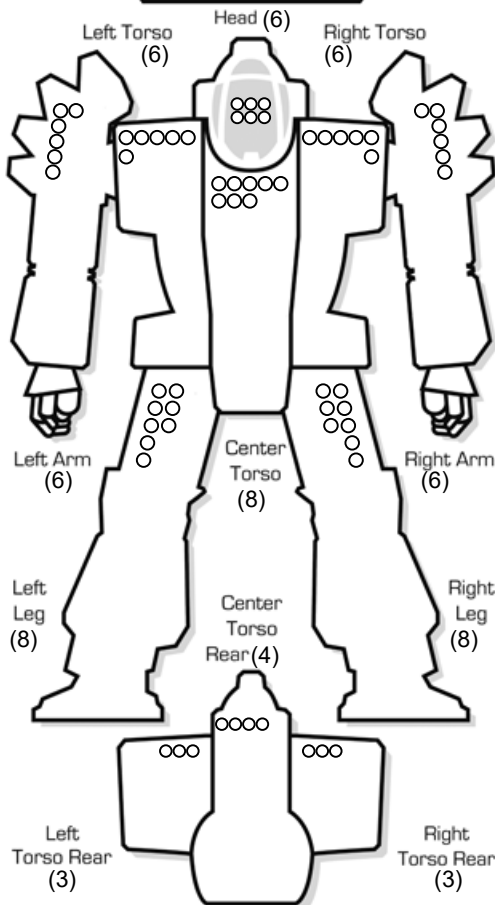
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/MSI,C2/6	-	3	6	9
				[M.C.S]				
1	EW Equipment	LT	0	-[E]				

Cost: 2,261,025 CBills

BV: 589



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

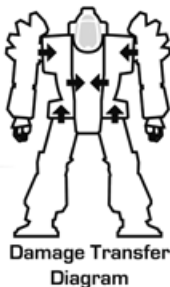
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

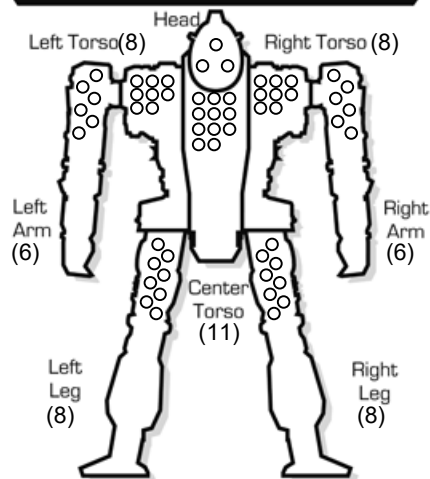
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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

Heat Scale

Overflow

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

'MECH RECORD SHEET

'MECH DATA

Type: **Charger CGR-1L**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **80**

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

Era: **Star League**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

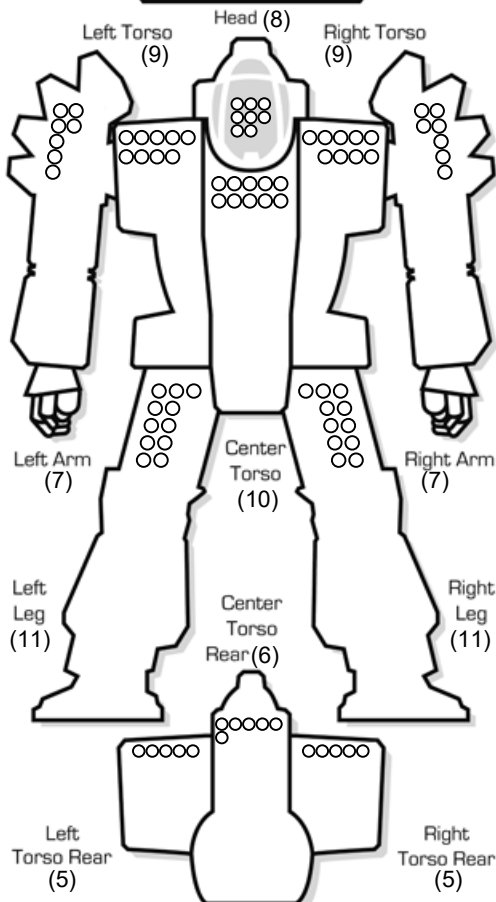
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

Cost: 7,662,120 CBills

BV: 980



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
4. Gyro
5. Gyro
6. Gyro

Right Arm

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

Left Torso

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

Center Torso

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

Right Torso

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

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

Left Torso

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

Right Torso

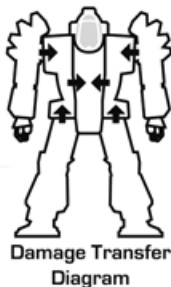
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

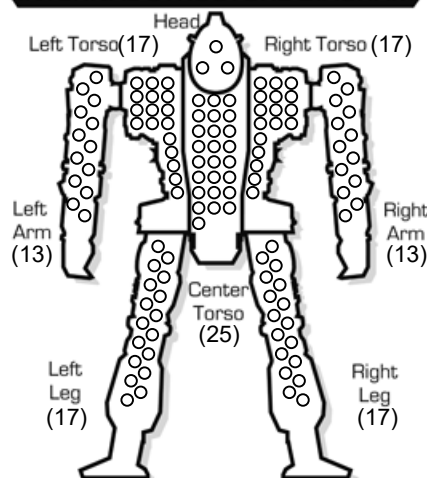
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Cicada CDA-2A

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

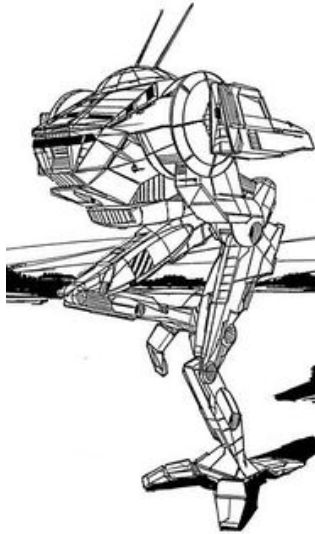
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



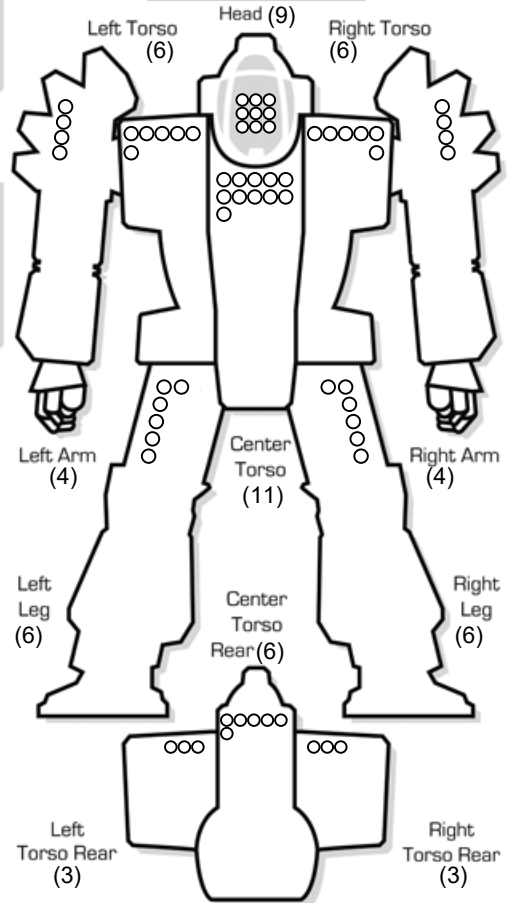
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	CT	1	3 [DE]	-	1	2	3

Cost: 3,705,217 CBills

BV: 659

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

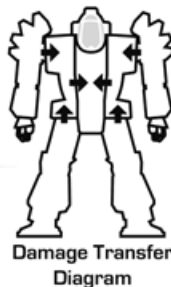
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

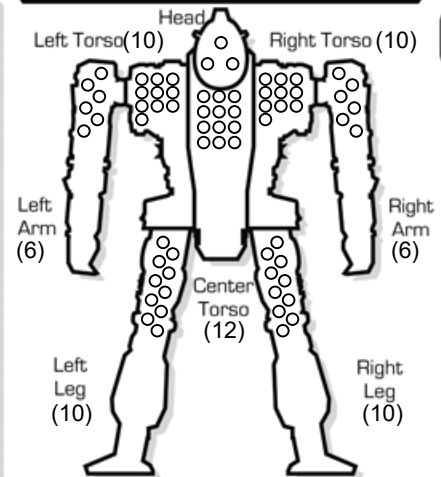
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Phoenix Hawk PHX-1

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 45

Tech Base: Inner Sphere
(Intro)

Era: Star League

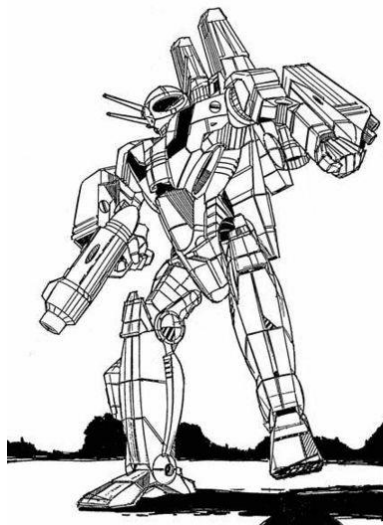
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



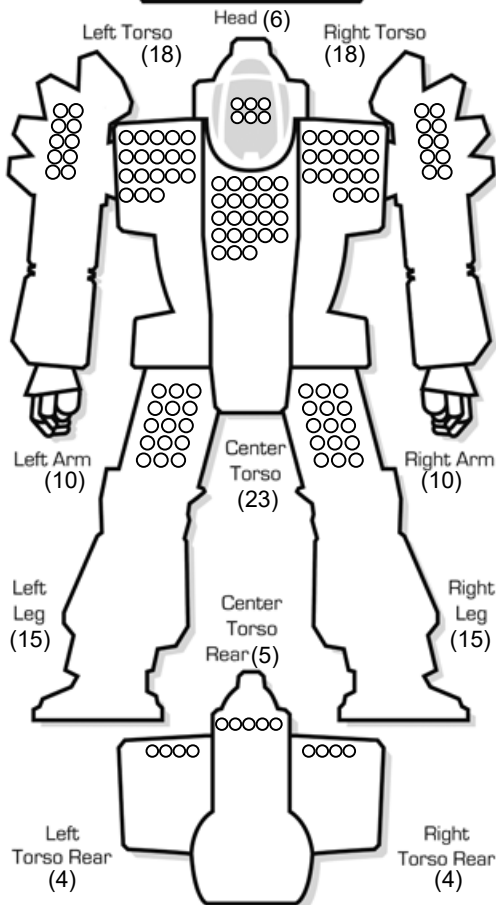
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB, AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB, AI]	-	1	2	3

Cost: 4,067,540 CBills

BV: 1041

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Machine Gun Ammo (200)
- Roll Again

Right Torso

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

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

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

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

Left Leg

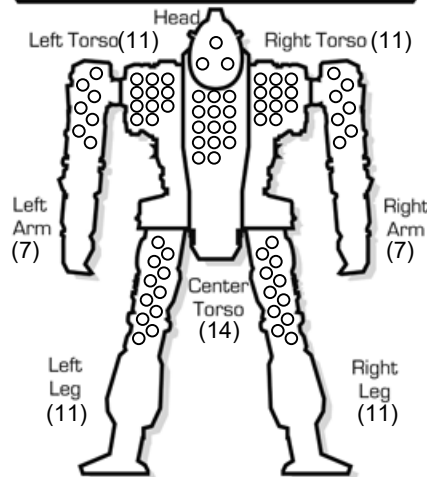
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

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: **Crusader CRD-3R**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **65**

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



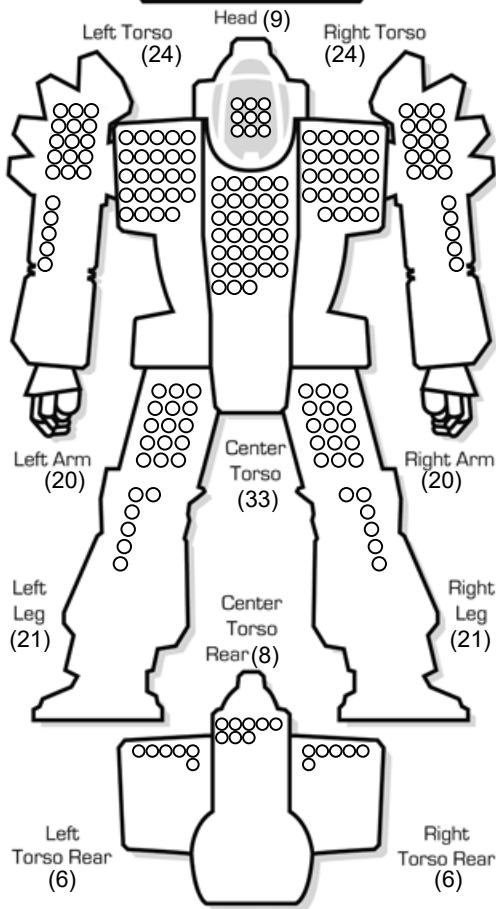
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				
1	LRM 15	RA	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	SRM 6	RL	4	2/Msl,C2/6	-	3	6	9
				[M.C.S]				
1	SRM 6	LL	4	2/Msl,C2/6	-	3	6	9
				[M.C.S]				

Cost: 5,686,009 CBills

BV: 1317

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
- LRM 15

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
- LRM 15

Center Torso

- 1-3 LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

- 1-3 LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

- 1-3 LRM 15 Ammo (8)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
5. SRM 6 Ammo (15)
6. Machine Gun Ammo (200)

Right Torso

- 1-3 LRM 15 Ammo (8)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

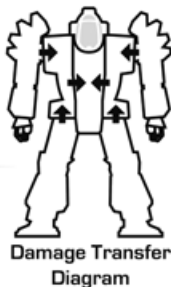
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

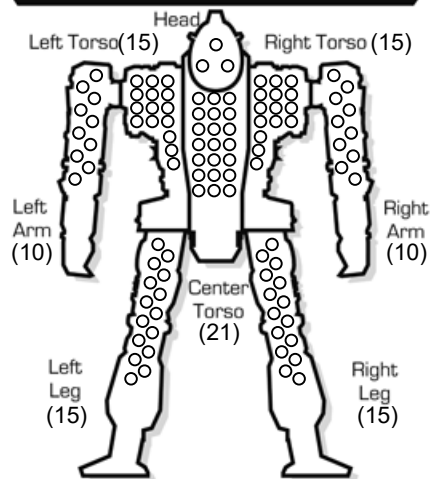
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: **Stalker STK-3F**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **85**

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

Era: **Star League**

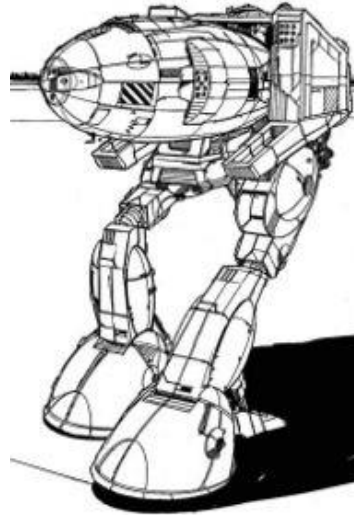
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



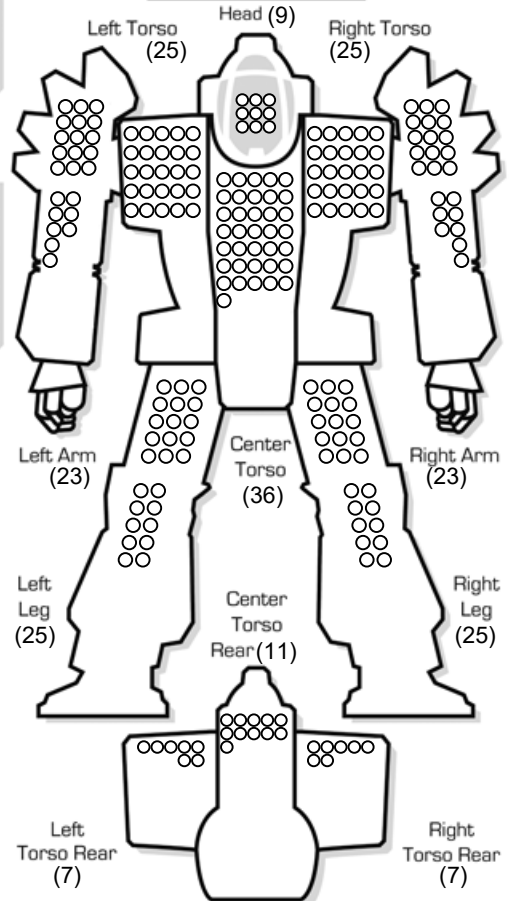
Weapons & Equipment Inventory (hexes)

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

Cost: 7,463,825 CBills

BV: 1559

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

Center Torso

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

1-3

Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6 Ammo (15)

1-3

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

4-6

Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6 Ammo (15)

1-3

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

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

4-6

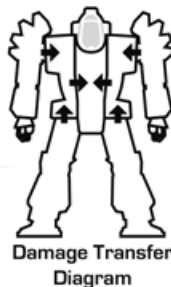
Left Leg

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

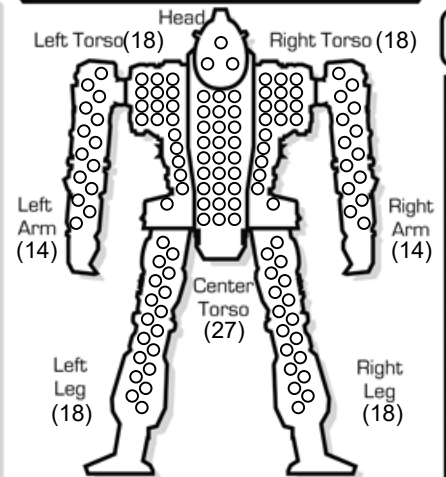
Right Leg

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

4-6



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+	○○○○
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: Cyclops CP-10-Q

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere
(Intro)

Era: Star League

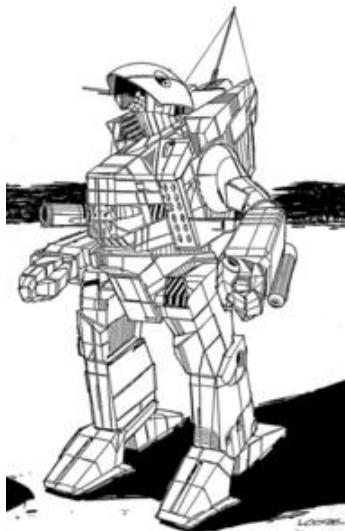
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



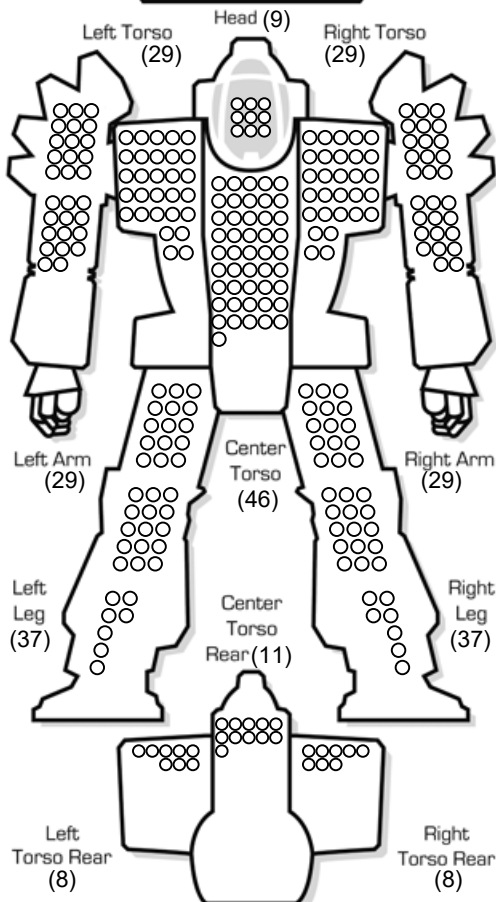
Weapons & Equipment Inventory (hexes)

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

Cost: 9,149,260 CBills

BV: 1584

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- 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
- Gyro
- Gyro

Right Torso

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

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

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

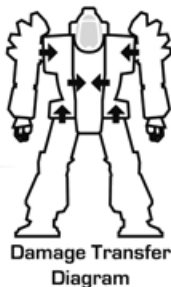
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

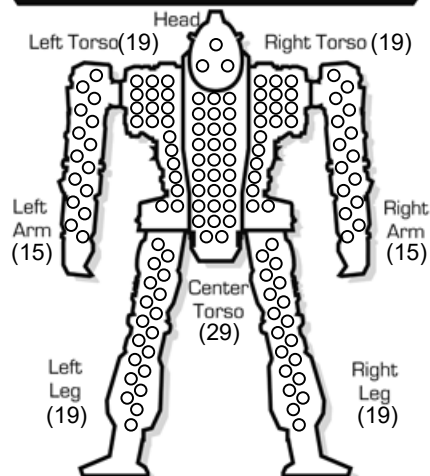
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 14 (14) 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*	
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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-04a (Federated Suns)

Crash Landing

Wilds of Canoshal, Sarna, Capellan Confederation

September 7, 3029

Mission Results

- Prevent the enemies from stealing or scanning the blackbox (Mission Successful)
- Half the Players must not be severely damaged or destroyed (Bonus Objective) (+100,000 C-Bills)
- The Capellans escape with the intel (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the raven with the EW equipment undamaged (+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

- Vindicator VND-1R (3,181,083 C-Bills)
- Raven RVN-1X (2,261,025 C-Bills)
- Charger CGR-1L (7,662,120 C-Bills)
- Cicada CDA-2A (3,705,217 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- Crusader CRD-3R (5,686,009 C-Bills)
- Stalker STK-3F (7,463,825 C-Bills)
- Cyclops CP-10-Q (9,149,260 C-Bills)

Additional Rewards

Heads Ups

When the head of your mech would be hit during the determining hit location step of the firing phase, you may spend a charge of this cert to reroll the hit location.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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Character _____ Player _____ Cert _____

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Wilds of Canoshal, Sarna, Capellan Confederation

September 7, 3029

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Mech Status

- Mech Survived
- Mech Severely Damaged
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Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

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- Cyclops CP-10-Q (9,149,260 C-Bills)

Additional Rewards

Heads Ups

When the head of your mech would be hit during the determining hit location step of the firing phase, you may spend a charge of this cert to reroll the hit location.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the raven with the EW equipment undamaged (+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

- Vindicator VND-1R (3,181,083 C-Bills)
- Raven RVN-1X (2,261,025 C-Bills)
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- Cyclops CP-10-Q (9,149,260 C-Bills)

Additional Rewards

Heads Ups

When the head of your mech would be hit during the determining hit location step of the firing phase, you may spend a charge of this cert to reroll the hit location.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-04a (Federated Suns)

Crash Landing

Wilds of Canoshal, Sarna, Capellan Confederation

September 7, 3029

Mission Results

- Prevent the enemies from stealing or scanning the blackbox (Mission Successful)
- Half the Players must not be severely damaged or destroyed (Bonus Objective) (+100,000 C-Bills)
- The Capellans escape with the intel (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the raven with the EW equipment undamaged (+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

- Vindicator VND-1R (3,181,083 C-Bills)
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Additional Rewards

Heads Ups

When the head of your mech would be hit during the determining hit location step of the firing phase, you may spend a charge of this cert to reroll the hit location.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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Crash Landing

Wilds of Canoshal, Sarna, Capellan Confederation

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Mech Status

- Mech Survived
- Mech Severely Damaged
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Pilot Status

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C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

- Vindicator VND-1R (3,181,083 C-Bills)
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Additional Rewards

Heads Ups

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GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

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Additional Rewards

Heads Ups

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BATTLETECH™

MISSIONS



Mission: 3029-04a (Federated Suns) Debrief
Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

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Additional Rewards

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Wilds of Canoshal, Sarna, Capellan Confederation
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Additional Rewards

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BATTLETECH™

MISSIONS



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Crash Landing
Wilds of Canoshal, Sarna, Capellan Confederation
September 7, 3029

It's a long march from the dropship crash site to the new bivouac in a place called Graves Hollow, and you find yourself there a bit after dark. After several months on Sarna, however, you're starting to get used to "Roughing it" in makeshift portable shelters. They're somewhat better than tents, and they definitely could be worse. You've heard horror stories of pilots living in their 'mechs for weeks on end, and so far you've managed to avoid that fate. Still, that might explain the stink that can permeate the cockpits of some of the older 'mechs out there.

Far more troubling is the fact that, after several months on planet, the Lancers have run out of that excellent Lyran beer that you stocked up on back before you left Lyran space for the Federated Suns. You've been subsisting on confiscated Capellan beer for the past two months, and it's a really poor substitute. War is hell, as they say.

You suspect that's why you haven't seen Henrik as much lately. But he's at the Bivoac bar when you get there strung out from the long march. He hands you a glass of..something. You've heard rumors that the Crater Cobras have starting distilling moonshine using old heat sinks for their tubing. You really hope you can still see after this.

"The Combined command is worried that the Big Mac are about to make their move. So far we've been giving better than we've been getting in this campaign, but that can't last. Pretty soon they're going to put together that we're outnumbered two to one. The Screaming Eagles want to make their last stand here in Graves Hollow - the thick trees should make any assault slow and give the defenders a significant advantage, so it's a pretty solid plan. I've heard grumblings that the Cobras have some other plan - something involving an old factory, although they were being pretty cagey about the details. I'll let you know when I do."

You all look rather suspiciously at each other, him, and then, finally, your "drinks".

"Drink up", Henrik says, draining his. "It'll put hair on your chests."

GM Report
Mission 3029-04a (Federated Suns) - Crash Landing

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

- Vindicator VND-1R (3,181,083 C-Bills)
- Raven RVN-1X (2,261,025 C-Bills)
- Charger CGR-1L (7,662,120 C-Bills)
- Cicada CDA-2A (3,705,217 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- Crusader CRD-3R (5,686,009 C-Bills)
- Stalker STK-3F (7,463,825 C-Bills)
- Cyclops CP-10-Q (9,149,260 C-Bills)