

BATTLETECH™

MISSIONS



Mission 3029-04b: Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
June 6, 3029
Pilot Skill: 2-4

Okay boys, listen up.

Our Capellan employers have been worried ever since we landed on Sarna that the Fed's attack was a mere diversion, and that at any moment the proper attack would happen. Of course, we know better, but our previous contract explicitly stipulated that we not share any such information with our current employers, and so far they've been good and haven't pushed us on it. That said, they've finally gotten around to pushing the Fed's mercenaries away from the city of Backtal, and further back into the wilds of the continent of Canoshal. It seems like the various mercenaries are getting clever, as they've been trying some suborbital drops in the dead of night - including one that Capellan aerospace shot down. Based on radio traffic and what they could determine from the dropship, they believe that Colonel Westrick of the Crater Cobras was on board. As he may very well be the overall commander of the Federated Suns remaining forces on planet, they'd very much like to have him dealt with. At the same time, they believe that the dropship may have valuable intel on whatever it is the Fed's are up to.

That's where you come in. They'd like you to head to the crash site and deal with Colonel Westrick and his command lance. If you can bring the Colonel back, all the better. Alive is preferable, but not necessary. They'd also like you to grab or scan the dropship's Black Box recorder. Scanning it will be difficult, but not impossible for anyone with the proper equipment, but the low tech solution of smashing the dropship's cockpit and grabbing the box will do as well.

Stay safe out there. The Colonel is known to be a wily combatant, and while his exact ride isn't known, it's likely to be big. Same with those of his command lancemates.

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 OPFOR mechs start on the map within 2 tiles of the downed dropship. The Player mechs start off the map and may enter from any edge but the top edge.

There is a downed dropship with the cockpit at hex 1704 and the end at hex 1505 taking up a total of 9 hexes.

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.

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.

That's a good pilot: The Atlas Pilot has pilot abilities. At a skill of 4/3 the atlas has Tactical Genius and Assault Mech Master. At a skill of 3/2 the atlas has Tactical Genius, Call Them Out, Assault Mech Master and 2 uses of Edge. At a skill of 2/1 the atlas has Tactical Genius, Call Them Out, Combat Intuition, Assault Mech Master, Rapid Fire and 3 uses of Edge.

Catch Him, He is getting away!: If the Atlas is destroyed and the pilot is not killed, the pilot will eject. Put an infantry squad with one unit and no weapons. If a player ends their turn in the same place as the infantry squad and fire no weapons they can capture the pilot.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Atlas	1	AS7-D	3039 pg	1897	9,626,000
King Crab	1	KGC-0000	SW pg 283	1810	9,622,000
Banshee	1	BNC-3S	SW pg 273	1751	8,870,745
Stalker	1	STK-3H	SW pg 251	1624	7,648,825
Hunchback	1	HBK-4G	3039 pg 207	1041	3,467,874
Enforcer	1	ENF-4R	3039 pg 206	1032	3,536,874
Trebuchet	1	TBT-5N	3039 pg 214	1191	4,293,500

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

4000-4500 (4577 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (4/5), Enforcer ENF-4R (4/5)

4500-5000 (4910 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Enforcer ENF-4R (4/5)

5000-5500 (5593 Total)

Atlas AS7-D (2/3), Hunchback HBK-4G (3/4), Enforcer ENF-4R (4/5)

5500-6000 (6101 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Trebuchet TBT-5N (4/5), Enforcer ENF-4R (4/5)

6000-6500 (6482 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Trebuchet TBT-5N (3/4), Enforcer ENF-4R (4/5)

6500-7000 (6991 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Banshee BNC-3S (4/5), Enforcer ENF-4R (3/4)

7000-7500 (7551 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (3/4), Banshee BNC-3S (3/4), Enforcer ENF-4R (3/4)

7500-8000 (8000 Total)

Atlas AS7-D (3/4), Hunchback HBK-4G (4/5), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

8000-8500 (8496 Total)

Atlas AS7-D (2/3), Hunchback HBK-4G (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (4/5)

8500-9000 (8951 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (4/5), Stalker STK-3H (4/5)

9000-9500 (9511 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (4/5)

9500-10000 (10031 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

10000-10500 (10615 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (3/4), Stalker STK-3H (2/3)
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

10500-11000 (11246 Total)

Atlas AS7-D (2/3), King Crab KGC-0000 (3/4), Banshee BNC-3S (2/3), Stalker STK-3H (2/3)

11000-11500 (11328 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (3/4), Stalker STK-3H (3/4)

11500-12000 (11959 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (3/4)

12000-12500 (12543 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (2/3)

12500-13000 (13095 Total)

Atlas AS7-D (1/2), King Crab KGC-0000 (2/3), Banshee BNC-3S (2/3), Stalker STK-3H (1/2)

Mission Objectives: Learn what the Fed Suns' contractors are up to. Grab the Black box and/or eliminate the Colonel in his command 'mech.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Kill/capture the commander piloting the Atlas or Capture/steal the BlackBox Data	350,000	250,000	100,000
Complete both main objectives (Bonus Objective)	+100,000	+100,000	+100,000
Fail to complete any objectives (Mission Unsuccessful)	150,000	100,000	50,000
(Secret Objective): Capture the enemy commander	+100,000	+100,000	+100,000

Award (XP)	Pilot Survived	Pilot Killed
Kill/capture the commander piloting the Atlas or Capture/steal the BlackBox Data	15	5
Fail to complete any objectives (Mission Unsuccessful)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Hold It Together

When a floater is rolled against your mech, before determining the location that the floater hit, you can cancel the floater and reroll the attack roll.

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:

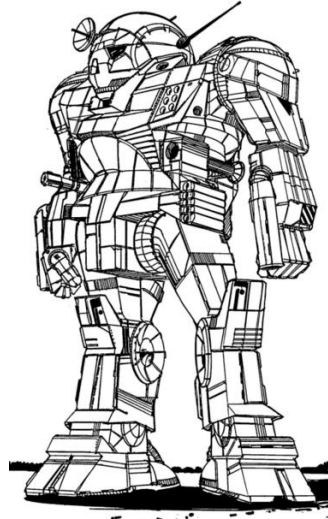
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

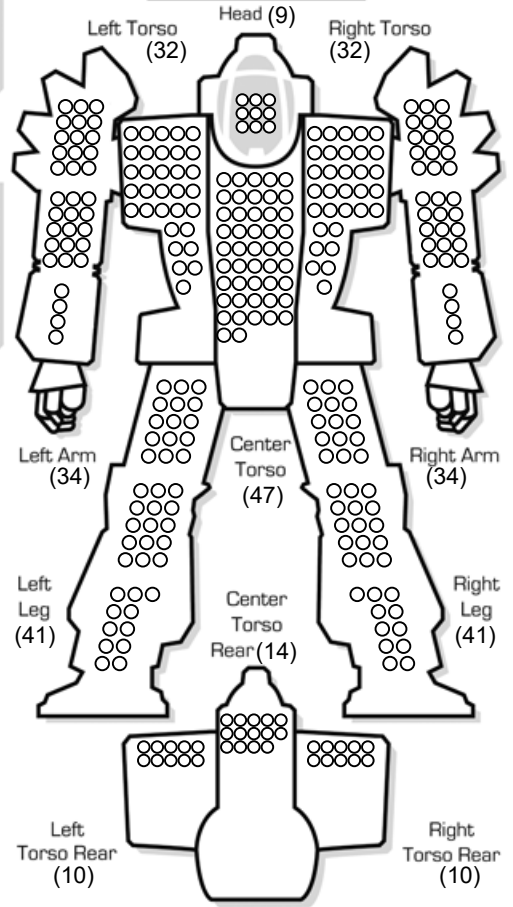
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 20	LT	6	1/Msl, C5/20	6	7	14	21
				[M.C.S]				
1	SRM 6	LT	4	2/Msl, C2/6	-	3	6	9
				[M.C.S]				
1	Autocannon/20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

Cost: 9,626,000 CBills

BV: 1897



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Heat Sink
- 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

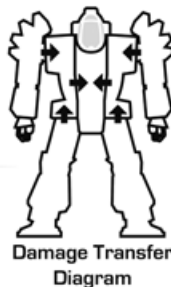
- Heat Sink
- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- LRM 20
- SRM 6
- SRM 6
- 4-6 LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- SRM 6 Ammo (15)
- Roll Again

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

Right Torso

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

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



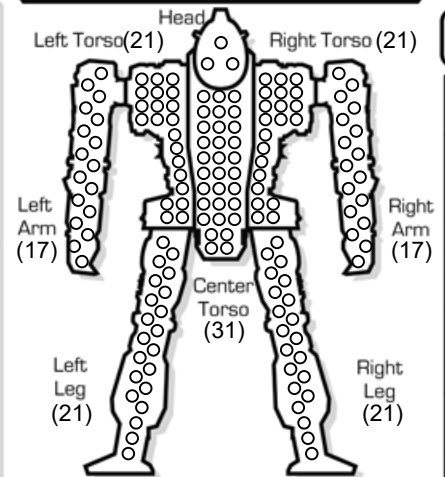
Left Leg

- 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:
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

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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7
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-0000

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

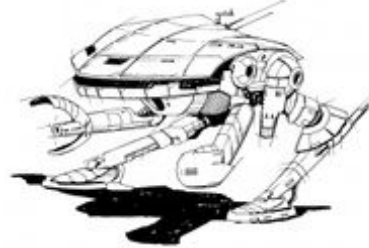
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

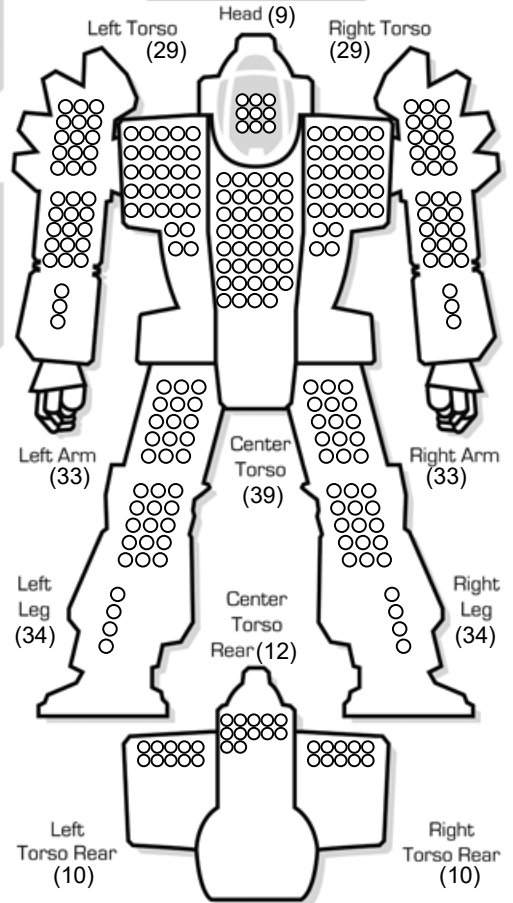
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LA	7	20	-	3	6	9
				[DB,S]				
1	Autocannon/20	RA	7	20	-	3	6	9
				[DB,S]				
1	Large Laser	RT	8	8 [DE]	-	5	10	15
1	LRM 15	LT	5	1/MsI,C5/15	6	7	14	21
				[M,C,S]				

Cost: 9,622,000 CBills

BV: 1810



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Autocannon/20
- Autocannon/20

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Autocannon/20
- Autocannon/20

Center Torso

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

- Autocannon/20
- Autocannon/20
- Autocannon/20
- 4-6 Autocannon/20
- Autocannon/20
- Autocannon/20

Left Torso

- Autocannon/20
- Autocannon/20
- LRM 15
- LRM 15
- LRM 15
- AC/20 Ammo (5)

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

Right Torso

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

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

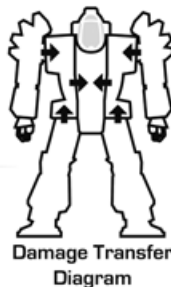
- LRM 15 Ammo (8)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

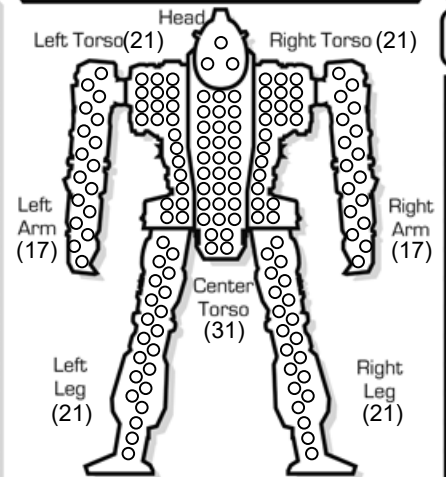
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Banshee BNC-3S**

Movement Points:

Walking: **3**

Running: **5**

Jumping: **0**

Tonnage: **95**

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)

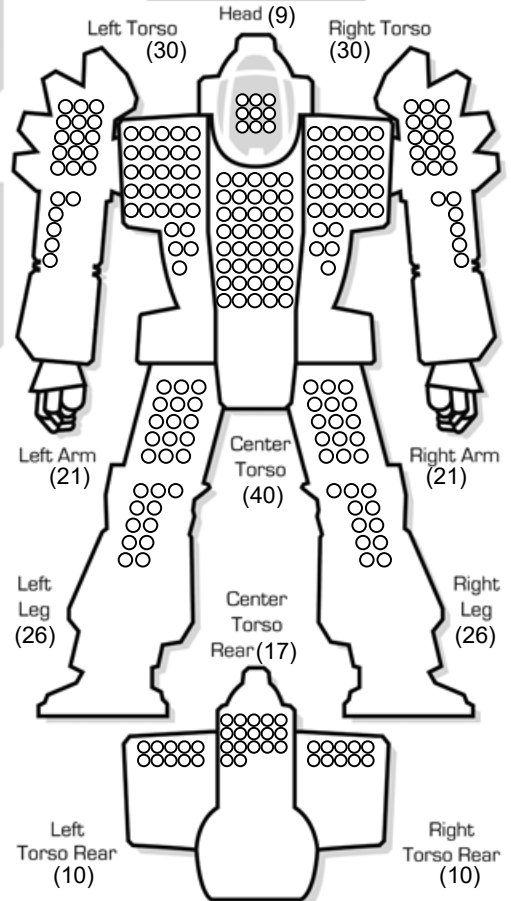
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	PPC	RT	10	10 [DE]	-	3	6	12
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Autocannon/10	LT	3	10	-	5	10	15
				[DB,S]				
1	PPC	LA	10	10 [DE]	-	3	6	12
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 8,870,745 CBills

BV: 1751



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Heat Sink
- 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

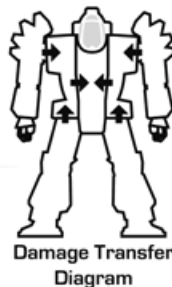
- Heat Sink
- Heat Sink
- 1-3 PPC
- PPC
- PPC
- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Medium Laser
- SRM 6 Ammo (15)

Left Torso

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

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

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



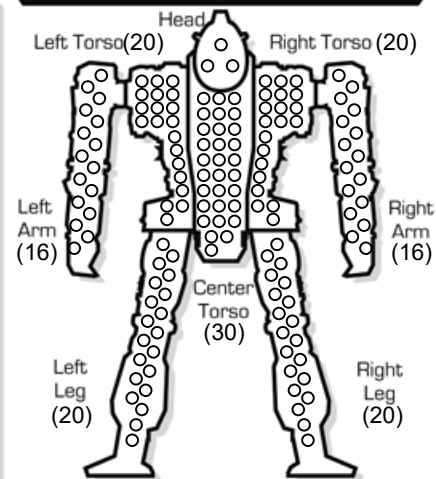
Left Leg

- 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: 21 (21) 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
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7
6
5*
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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stalker STK-3H

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:

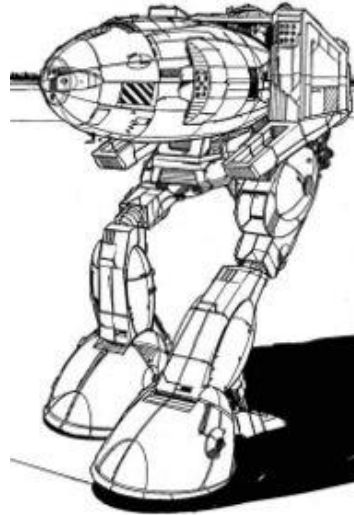
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

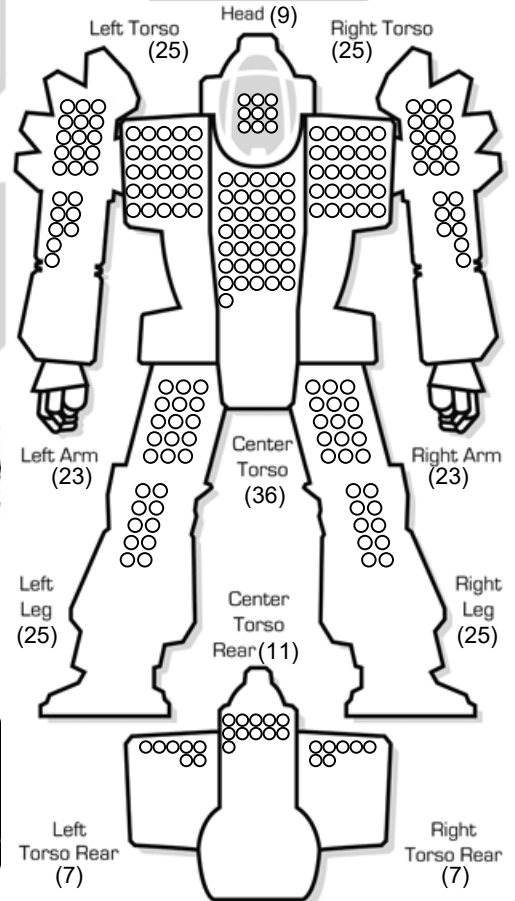
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	SRM 6	LT	4	2/Msl,C2/6 [M,C,S]	-	3	6	9
1	LRM 20	RA	6	1/Msl,C5/20 [M,C,S]	6	7	14	21
1	LRM 20	LA	6	1/Msl,C5/20 [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]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

Cost: 7,648,825 CBills

BV: 1624



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 20
- LRM 20
- LRM 20

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 20
- LRM 20
- LRM 20

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

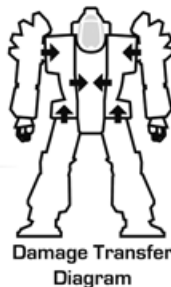
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

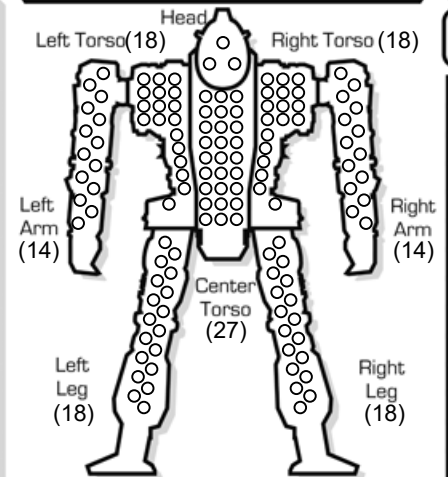
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat 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: **Hunchback HBK-4G**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **50**

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

Era: **Star League**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

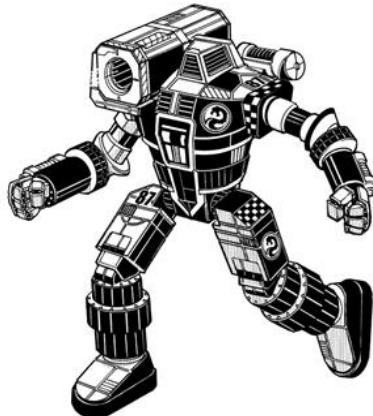
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

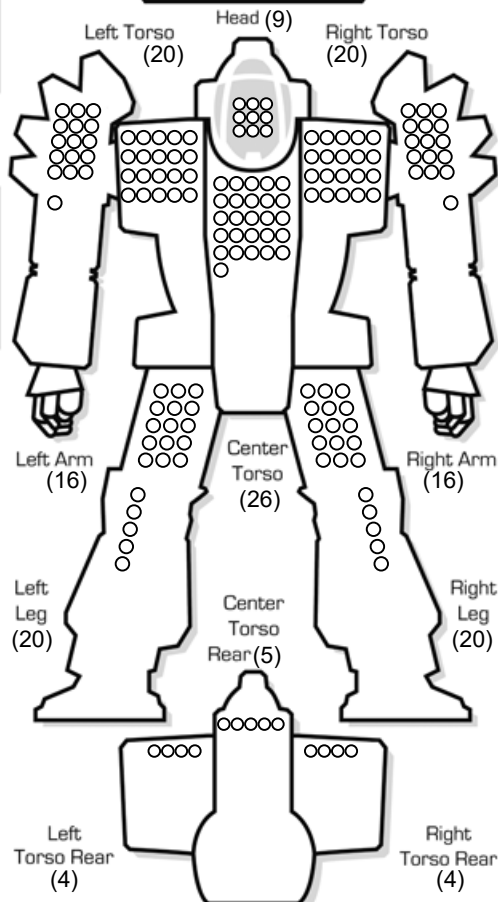
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
1	Small Laser	H	1	[DB,S] 3 [DE]	-	1	2	3

Cost: 3,467,874 CBills

BV: 1041



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

4-6

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

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

4-6

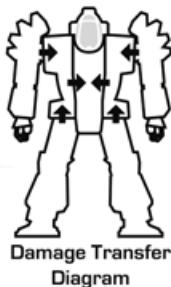
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

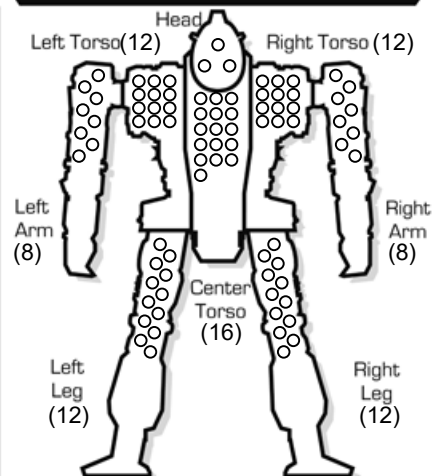
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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:
30	Shutdown	13 (13) 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: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Star League

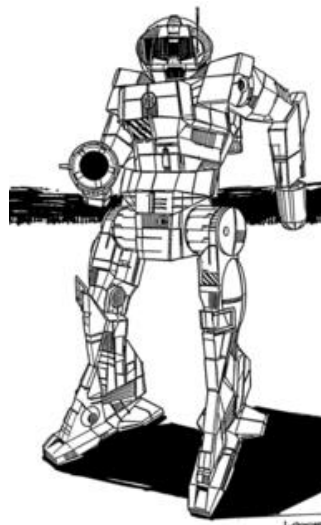
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



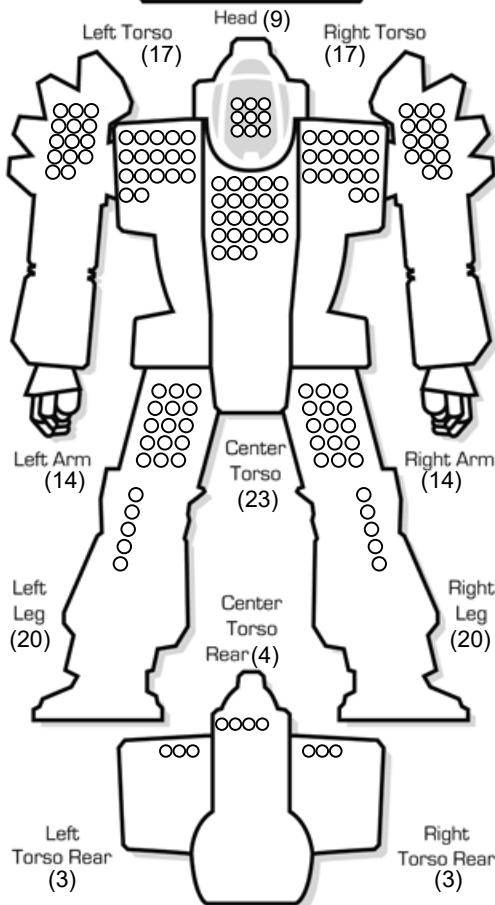
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	LT	1	3 [DE]	-	1	2	3

Cost: 3,536,874 CBills

BV: 1032

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Heat Sink
- 3 Small Laser
- 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
- JumpJets
- JumpJets

Head

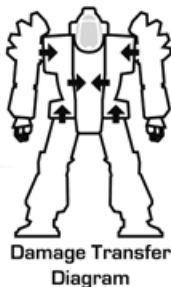
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Right Arm

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

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

Right Torso

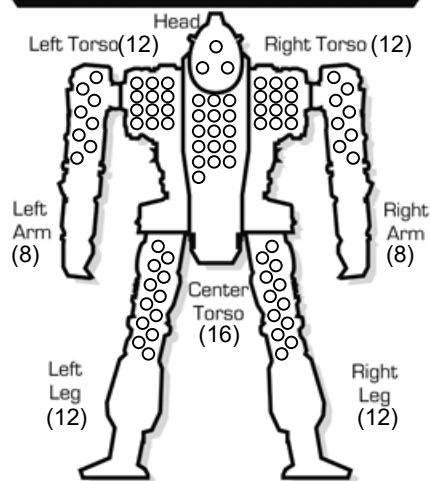
- Heat Sink
- Heat Sink
- 3 AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- 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+	○ ○ ○ ○
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: **Trebuchet TBT-5N**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **50**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

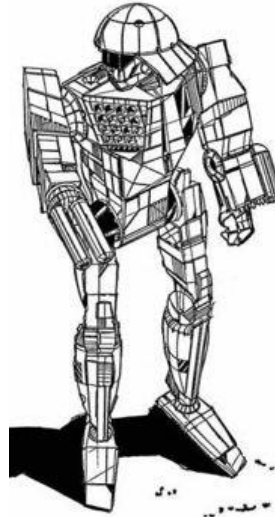
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

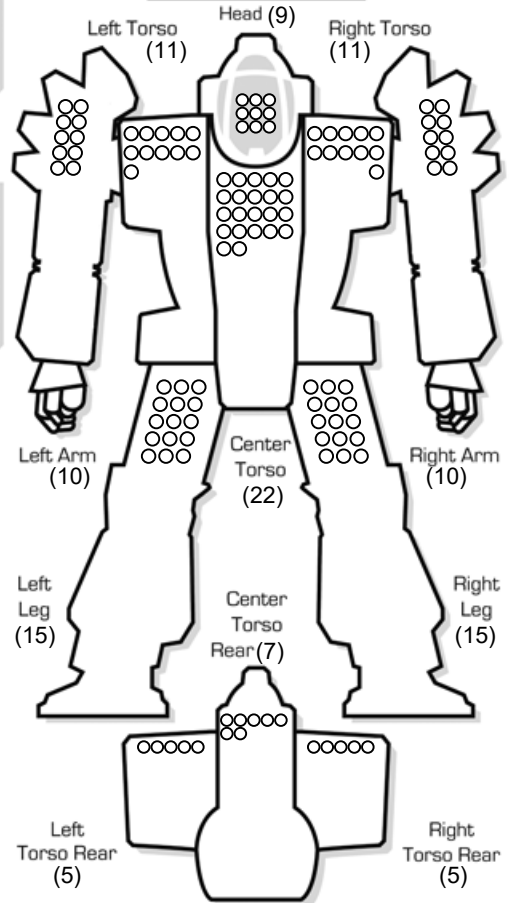
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 15	RT	5	1/Msl,C5/15	6	7	14	21
				[M.C.S]				

Cost: 4,293,500 CBills

BV: 1191



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- LRM 15
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Head

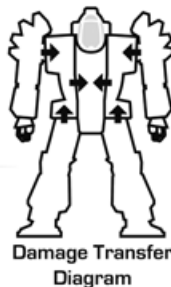
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Right Arm

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

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

Right Torso

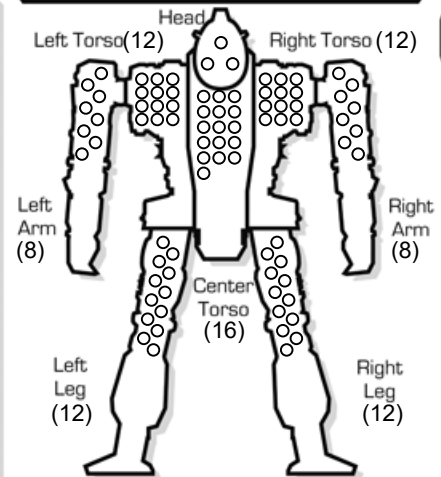
- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo (8)
- Roll Again
- Roll Again

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

Right Leg

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

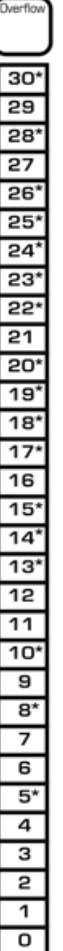
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale



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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

Mission Results

- Kill/capture the commander piloting the Atlas or Capture/steal the BlackBox Data
- Complete both main objectives (Bonus Objective) (+100,000 C-Bills)
- Fail to complete any objectives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the enemy commander (+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

- Atlas AS7-D (9,626,000 C-Bills)
- King Crab KGC-0000 (9,622,000 C-Bills)
- Banshee BNC-3S (8,870,745 C-Bills)
- Stalker STK-3H (7,648,825 C-Bills)
- Hunchback HBK-4G (3,467,874 C-Bills)
- Enforcer ENF-4R (3,536,874 C-Bills)
- Trebuchet TBT-5N (4,293,500 C-Bills)

Additional Rewards

Hold It Together

When a floater is rolled against your mech, before determining the location that the floater hit, you can cancel the floater and reroll the attack roll.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04b Debrief
Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
June 6, 3029

The atmosphere is pretty light at Zagadki when you get there after your successful raid against the Mercenaries' dropship. Morale is pretty high, and the beer, while not exactly "good", or even necessarily "Drinkable", is cheap.

You're halfway through your third when Henrik arrives. He seems anxious to talk to you.

"Hey," he begins. Everyone in the bar turns to him. Man, he is lousy at the hold "Secrecy" thing.

"Why do they call it Zagadki, anyway?" he says, pulling a chair up to the high-top table that the various Lancers are crowded around. Everyone shrugs. Nobody else has figured it out either, but there's a general assumption that it means something in Russian. Sadly, nobody present *speaks* Russian, nor has anyone been bothered to find a Russian to English dictionary, or, you know, ask the bartender, who speaks English with a definite Tikonov accent.

"Anyway, I've got good news and bad news. The Good news is that the Big Mac is extremely happy with your performance today. The Bad news, I'm afraid, is that that wasn't the Crater Cobras' Colonel you caught out in the open today, but it was one of their Battalion commanders. I was there when the Big Mac interrogated the guy, and I gotta say - they've got some work to do if they want to live up to the torture standards of the Maskirovka. Still, they got him to talk, which pretty much just told us what we already knew - that the Feds on planet are badly outnumbered and running out of supplies. They won't tell me what it is yet, but the Big Mac definitely have plans for us in the final push against the Fed's position."

"Boy, I'm increasingly glad we sided with the Capellans on this one..."

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

Mission Results

- Kill/capture the commander piloting the Atlas or Capture/steal the BlackBox Data
- Complete both main objectives (Bonus Objective) (+100,000 C-Bills)
- Fail to complete any objectives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the enemy commander (+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

- Atlas AS7-D (9,626,000 C-Bills)
- King Crab KGC-0000 (9,622,000 C-Bills)
- Banshee BNC-3S (8,870,745 C-Bills)
- Stalker STK-3H (7,648,825 C-Bills)
- Hunchback HBK-4G (3,467,874 C-Bills)
- Enforcer ENF-4R (3,536,874 C-Bills)
- Trebuchet TBT-5N (4,293,500 C-Bills)

Additional Rewards

Hold It Together

When a floater is rolled against your mech, before determining the location that the floater hit, you can cancel the floater and reroll the attack roll.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04b Debrief
Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
June 6, 3029

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BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

Mission Results

- Kill/capture the commander piloting the Atlas or Capture/steal the BlackBox Data
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Headhunting
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Character _____ Player _____ Cert _____

Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

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BATTLETECH™

MISSIONS



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Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
June 6, 3029

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Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

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Headhunting
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Headhunting

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June 6, 3029

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BATTLETECH™

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Wilds of Canoshal, Sarna, Capellan Confederation
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MISSIONS

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Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

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GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-04b Debrief
Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
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MISSIONS

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Mission: 3029-04b

Headhunting

Wilds of Canoshal, Sarna, Capellan Confederation

June 6, 3029

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Additional Rewards

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BATTLETECH™

MISSIONS



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Headhunting
Wilds of Canoshal, Sarna, Capellan Confederation
June 6, 3029

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GM Report
Mission 3029-04b - Headhunting

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

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