

BATTLETECH™

MISSIONS



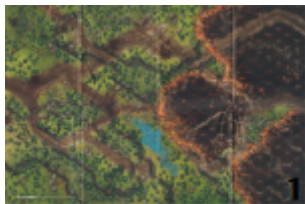
Mission 3029-05a: Friends under fire
Graves Hollow
September 11, 3029
Pilot Skill: 2-4

Okay boys, listen up! Things are getting a little dicey here on Sarna, I'm afraid. The Cappies are starting to, as military analysts like to call it, "Tighten the noose". The Screaming Eagles have ordered us into smaller and smaller areas of the continent of Canoshal, and we've now basically all concentrated in a place called Graves Hollow, a small, thickly forested valley east of the city of Backtal. The thinkin' is that this should give us plenty of opportunities to ambush the Big Mac should they decide to attack. Which, of course, they have.

We got word earlier today that the Second Capac Infantry Regiment - one of the AFFS conventional regiments here on the planet - came under attack at the eastern edge of the valley. We're to go help them break out. Only problem is that the Big Mac figured that the easiest way to smoke out an infantry regiment from a heavily forested area was to, well, smoke them out. In this case literally. With Fire. In general, 'mechs aren't big fans of fire, but sadly we don't get to only interact with stuff we're big fans of.

So your job is simple. Break through the Cappies that are currently setting fire to the forest, and relieve the 2nd Capac. We did catch a bit of a break here in that it has started raining. That's slowing the Liao arsonists down quite a bit. Additionally, the more of them you can take out the better. The joint mercenary command has concluded that the more expensive we can make Big Mac forays into Grave's Hollow, the more they'll think twice about attacking in the future. If we're just lucky enough, we can hold out until reinforcements arrive. Whenever that's gonna be.

Map: Use the Holth ForestMap from the Tukayyid map pack (if available). Otherwise, any heavily forested map will do.



Recommended Maps:
1: Holth Forest

Setup: The Enemy OPFOR can set up anywhere on the left half of the map. The Players enter from the right side of the map on the first turn.

Special Rules

Get a Bucket of Water! Part of the map is on fire. Any hex marked with fire has 2 levels of light smoke above the fire. Battlmechs absorb 5 heat for ending a turn in a fire hex, plus 2 heat for every fire hex they *leave* using ground movement during the turn. Light smoke acts as light woods for the purposes of attack and line of sight calculations, but has no effect on movement.

See Tactical Operations: Advanced Rules pg. 41 for fire rules.

Better than a Bucket: The map is under the Light Rainfall condition with no wind. The rain is preventing any of the fire from spreading so ignore any fire and smoke spreading rules. Units *can* start new fires if they so choose. See TO:AR pg 42 for details. Apply a +1 modifier to TNs to set hexes on fire due to the light rainfall condition.

They are packing heat: The Enemy OPFOR has the option to equip Inferno SRM ammo with the standard limitations. See TW pg 141-142 for rules on Infernos.

Secret reward: Fire Foam Pods: If a player completed the secret objective in mission 3029-04 they get a fire foam for each leg. A fire foam pod can be activated when you would have taking any heat from fire. You can instead activate the pod to extinguish the fire in the tile that you took heat damage from. This removes all fire from the tile and smoke the beginning of the next clean up phase. If a leg is hit before the pod is deployed it is destroyed on a 7+.

OPFOR

| Name | # | Variant | Reference | BV (4/5) | Cost |
|-------------|---|----------|-------------|-------------|-----------|
| Firestarter | 1 | FS9-H | 3039 pg 168 | 694 | 3,046,950 |
| Vindicator | 1 | VND-1X | SW pg 108 | 1009 | 3,177,095 |
| Cataphract | 1 | CTF-2X | SW pg 190 | 1344 | 5,877,353 |
| Catapult | 1 | CPLT-C4 | SW pg 176 | 1358 | 5,893,249 |
| Trebuchet | 1 | TBT-5N | 3039 pg 214 | 1191 | 4,293,500 |
| Warhammer | 1 | WHM-6L | 3039 pg 492 | 1311 | 6,077,783 |
| Highlander | 1 | HGN-733P | SW pg 266 | 1865 | 8,310,980 |

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

4000-4500 (3979 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4)

4500-5000 (4580 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5)

5000-5500 (5010 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4)

5500-6000 (5531 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4)

6000-6500 (6039 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (4/5)

6500-7000 (6571 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4)

7000-7500 (7001 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

7500-8000 (7546 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4)

8000-8500 (7994 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

8500-9000 (8515 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5)

9000-9500 (9118 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4)

9500-10000 (9530 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (4/5), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5)

10000-10500 (10057 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (4/5), Highlander HGN-733P (4/5)
Vindicator and Kintaro are the Capellan and FedSuns 'mechs, respectively.

10500-11000 (10563 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (4/5), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (4/5)

11000-11500 (11035 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (4/5), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

11500-12000 (11580 Total)

Firestarter FS9-H (3/4), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (3/4)

12000-12500 (12029 Total)

Firestarter FS9-H (4/5), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

12500-13000 (12501 Total)

Firestarter FS9-H (2/3), Warhammer WHM-6L (3/4), Vindicator VND-1X (3/4), Cataphract CTF-2X (3/4), Catapult CPLT-C4 (3/4), Trebuchet TBT-5N (3/4), Highlander HGN-733P (2/3)

Mission Objectives: Break through the Capellan line, destroying or crippling as many 'mechs as possible, while also getting your own 'mechs off the Capellan side of the map.

| Award (C-Bills) | Mech Survived | Mech Severely Damaged | Mech Destroyed |
|---|---------------|-----------------------|----------------|
| Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success) | 350,000 | 250,000 | 100,000 |
| Get more mechs off the edge of the board then the enemy OPFOR has remaining on the board. (Bonus Objective) | +100,000 | +100,000 | +100,000 |
| Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure) | 150,000 | 100,000 | 50,000 |
| (Secret Objective): Destory or cripple all OPFOR mechs | +100,000 | +100,000 | +100,000 |

| Award (XP) | Pilot Survived | Pilot Killed |
|---|----------------|--------------|
| Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success) | 15 | 5 |
| Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure) | 8 | 3 |
| Opposing 'Mech/Combat Vehicle destroyed by party (each) | +1 | +1 |

Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-H

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

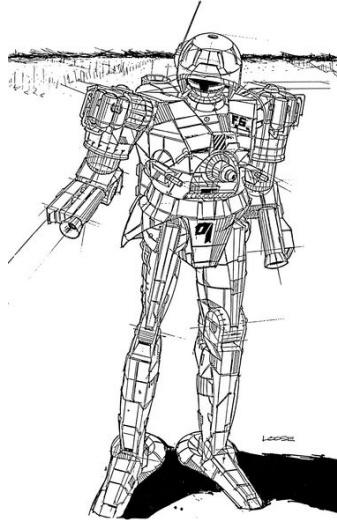
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



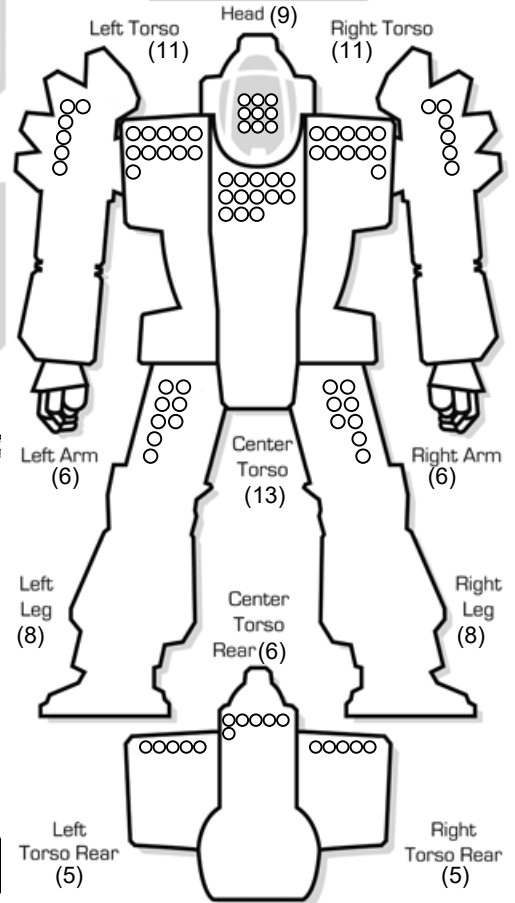
Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------|-----|-----|-----|-----|
| 1 | Medium Laser | LA | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Flamer | LA | 3 | 2 | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |
| 1 | Flamer | RA | 3 | 2 | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |
| 1 | Flamer | CT | 3 | 2 | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |
| 1 | Flamer (R) | CT | 3 | 2 | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |
| | | | | [DE,H,AI] | | | | |

Cost: 3,046,950 CBills

BV: 694

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
5. Flamer
6. Roll Again

Center Torso

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

Right Arm

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

Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Roll Again
6. Roll Again

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

Right Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Machine Gun
5. Machine Gun Ammo (200)
6. Roll Again

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

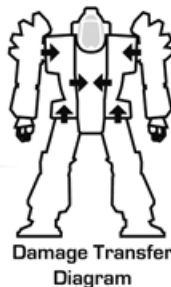
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Leg

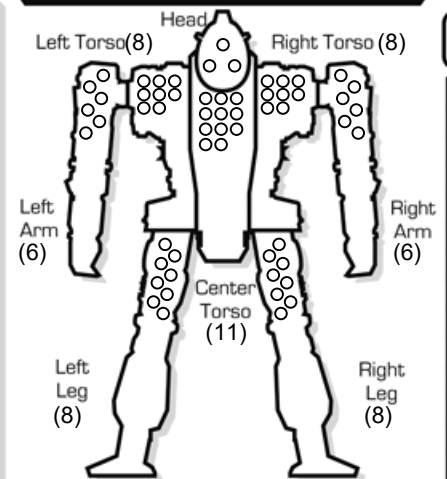
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
6. Roll Again

Right Leg

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vindicator VND-1X

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

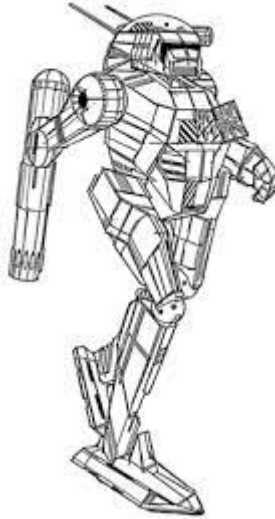
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



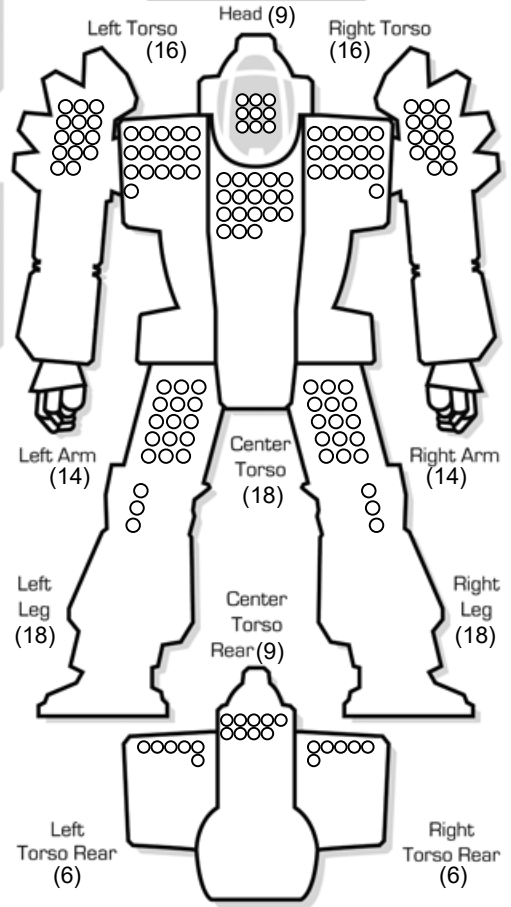
Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------------------|-----|-----|-----|-----|
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | LRM 5 | LT | 2 | 1[Msl,C5/5 [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | H | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | - | 1 | 2 | 3 |

Cost: 3,177,095 CBills

BV: 1009

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

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

- Machine Gun Ammo (1/2 Ton) (50)
- 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
- Roll Again
- Roll Again

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

4-6

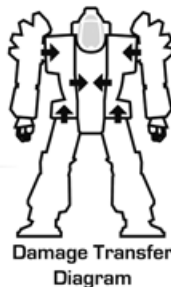
4-6

Left Leg

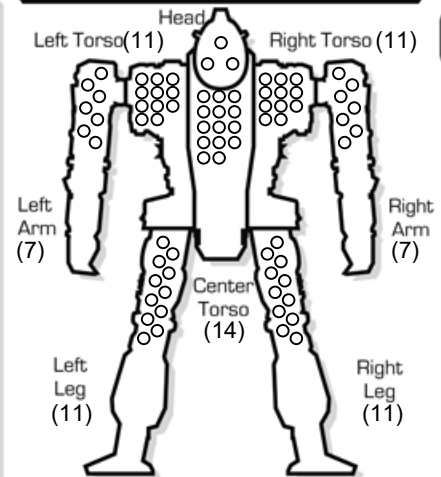
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again

Right Leg

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



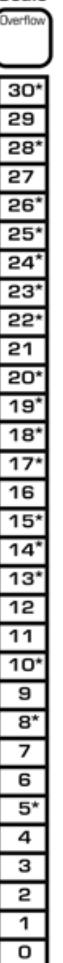
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: 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



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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Cataphract CTF-2X**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **70**

Tech Base: **Inner Sphere**

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

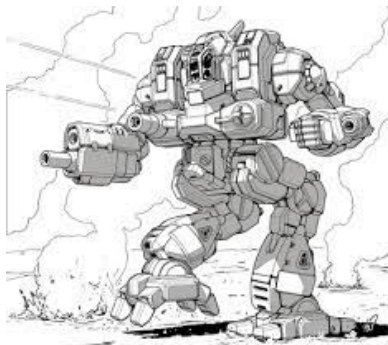
| | | | | | | |
|----------------|---|---|---|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

Weapons & Equipment Inventory (hexes)

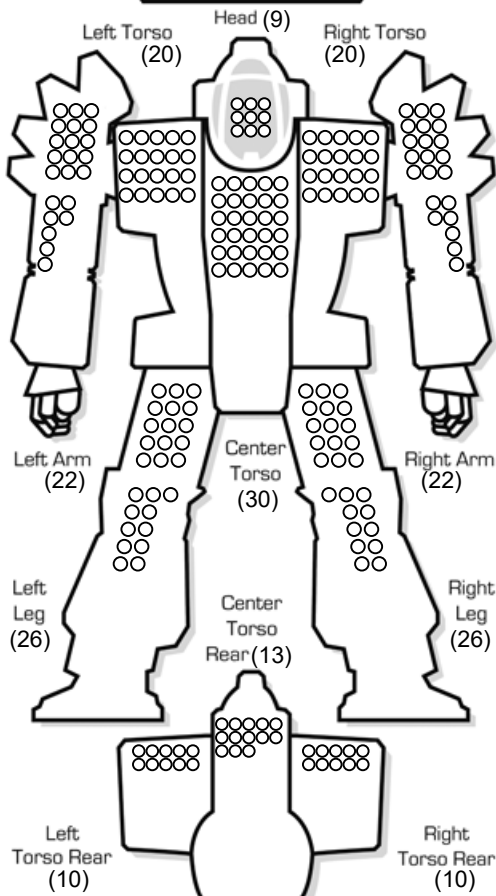
| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------|-----|----|------------|-----|-----|-----|-----|
| 1 | Autocannon/10 | RT | 3 | 10 | - | 5 | 10 | 15 |
| | | | | [DB,S] | | | | |
| 1 | Medium Laser | LT | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE]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

Cost: 5,877,353 CBills

BV: 1344



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

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

Left Torso

- Medium Laser
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- SRM 4 Ammo (25)
- 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
- Heat Sink
- Heat Sink

Head

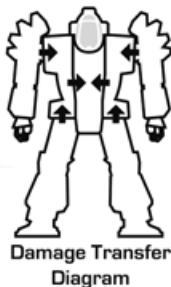
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

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
- Large Laser
- Large Laser
- Roll Again

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

Right Torso

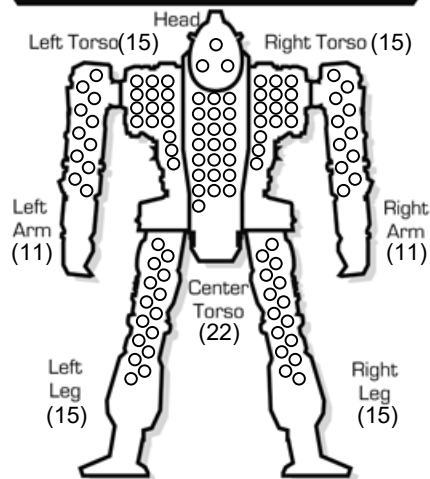
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

- Autocannon/10
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 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: 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* | |
| 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: Catapult CPLT-C4

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

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)

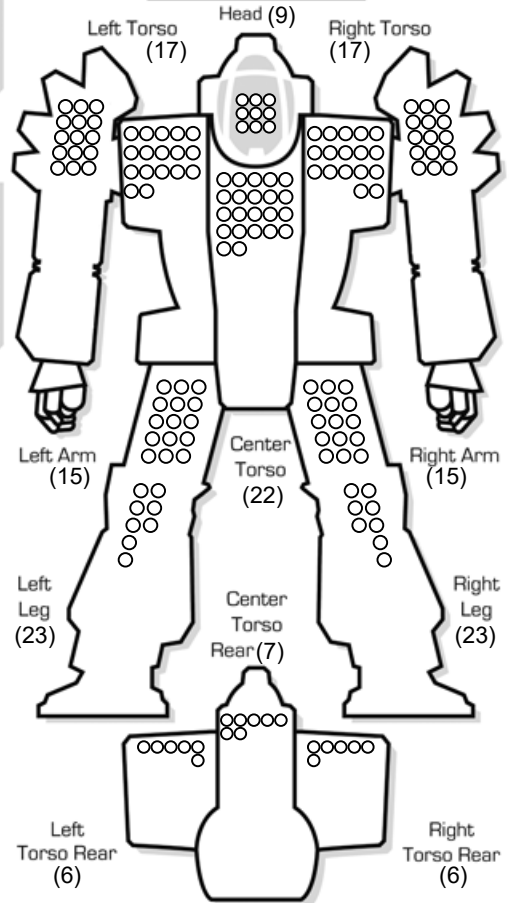
| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------|-----|----|----------|-----|-----|-----|-----|
| 1 | LRM 20 | RA | 6 | 1[M.C.S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | LA | 6 | 1[M.C.S] | 6 | 7 | 14 | 21 |
| 1 | Small Laser | CT | 1 | 3[DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | CT | 1 | 3[DE] | - | 1 | 2 | 3 |

Cost: 5,893,249 CBills

BV: 1358



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- JumpJets
- JumpJets
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- 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
- Small Laser
- Small Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

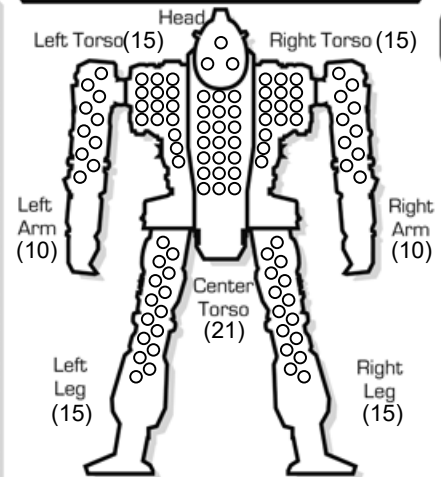
- JumpJets
- JumpJets
- LRM 20 Ammo (6)
- LRM 20 Ammo (6)
- Roll Again
- Roll Again

- 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: 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: **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:

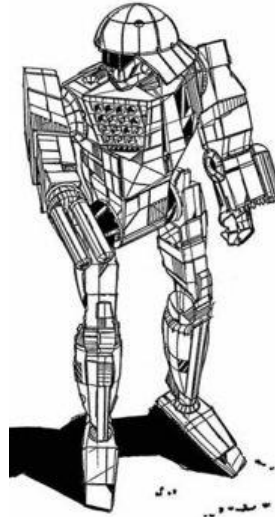
| | | | | | | |
|----------------|---|---|---|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

Weapons & Equipment Inventory (hexes)

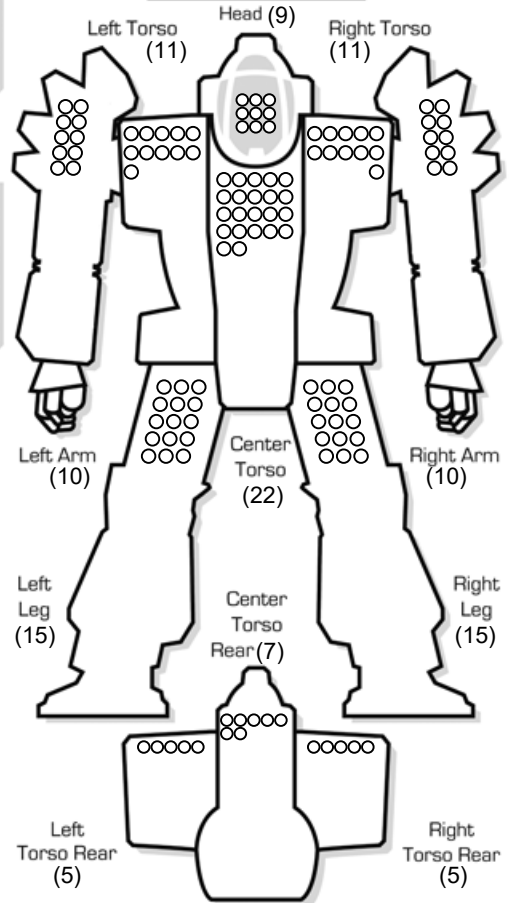
| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------------|-----|-----|-----|-----|
| 1 | LRM 15 | LA | 5 | 1/Msl, C5/15 | 6 | 7 | 14 | 21 |
| | | | | [M.C.S] | | | | |
| 1 | Medium Laser | LA | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

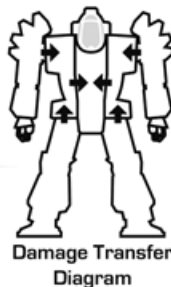
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

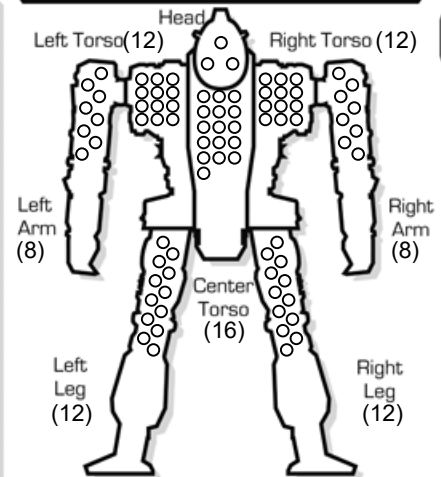
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|----------------|
| 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: Warhammer WHM-6L

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere (Intro)
 Running: 6 Era: Succession Wars
 Jumping: 0

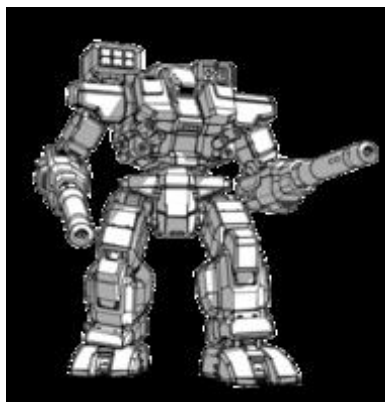
Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------------------|-----|-----|-----|-----|
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | SRM 6 | RT | 4 | 2/MsI,C2/6 [M.C.S] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | - | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Small Laser | RT | 1 | 3 [DE] | - | 1 | 2 | 3 |
| 1 | Flamer | LT | 3 | 2 | - | 1 | 2 | 3 |
| 1 | Flamer | RT | 3 | 2 [DE,H,AI] | - | 1 | 2 | 3 |
| | | | | 2 [DE,H,AI] | - | | | |

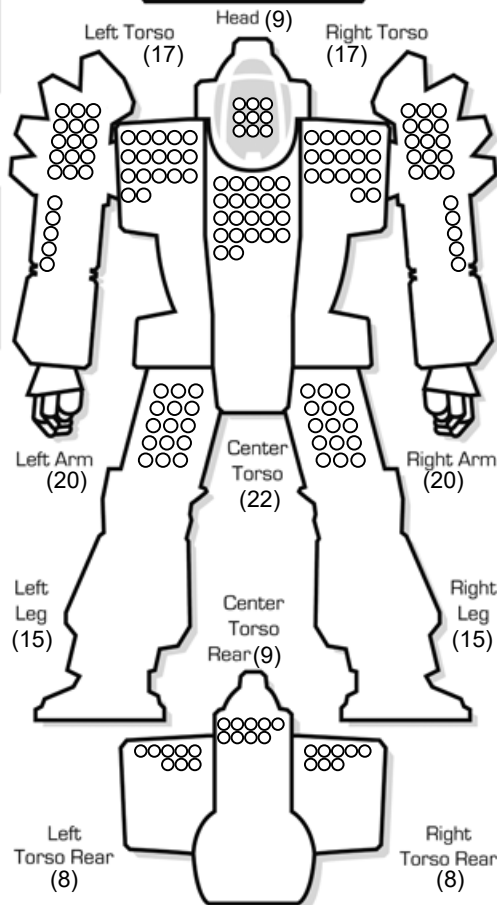
Cost: 6,077,783 CBills BV: 1311

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



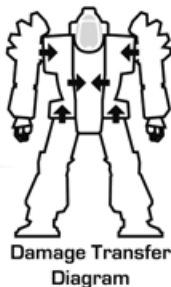
CRITICAL HIT TABLE

- #### Left Arm
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 1-3 4. PPC
 - 5. PPC
 - 6. PPC
 - 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- #### Left Torso
- 1. Medium Laser
 - 2. Small Laser
 - 3. Flamer
 - 1-3 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4-6 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
 - 1-3 4. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4-6 4. Fusion Engine
 - 5. Heat Sink
 - 6. Heat Sink

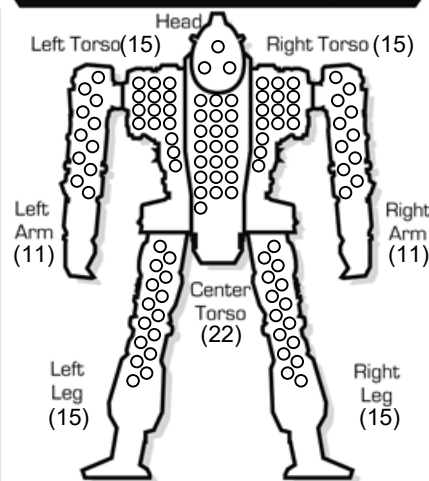
- #### Right Arm
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 1-3 4. PPC
 - 5. PPC
 - 6. PPC
 - 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- #### Right Torso
- 1. SRM 6
 - 2. SRM 6
 - 3. Medium Laser
 - 1-3 4. Small Laser
 - 5. Flamer
 - 6. SRM 6 Ammo (15)
 - 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

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



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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-733P

Movement Points: Tonnage: 90
 Walking: 3 Tech Base: Inner Sphere (Intro)
 Running: 5 Era: Succession Wars
 Jumping: 3

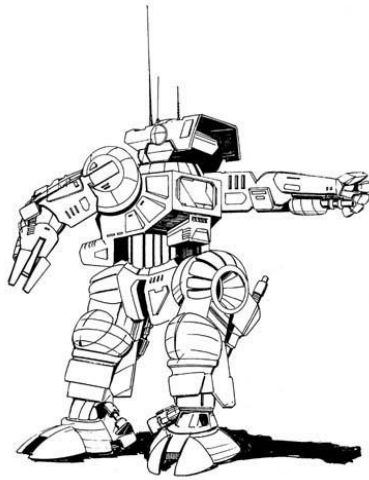
Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------------------|-----|-----|-----|-----|
| 1 | SRM 6 | LA | 4 | 2[Msl,C2/6 [M.C.S] | - | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1[Msl,C5/20 [M.C.S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RT | 3 | 5[DE] | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5[DE] | - | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10[DE] | 3 | 6 | 12 | 18 |

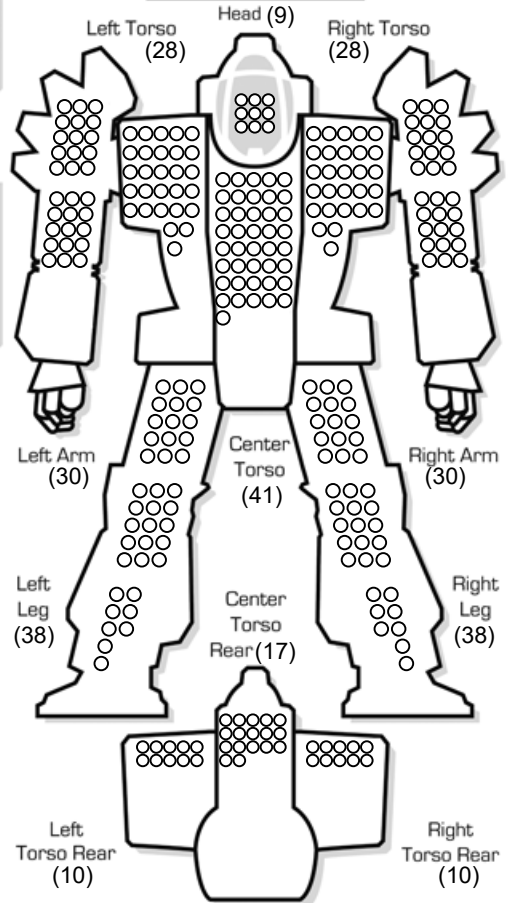
Cost: 8,310,980 CBills BV: 1865

WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM

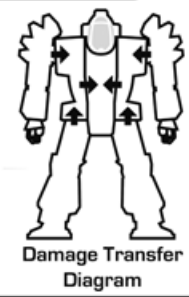
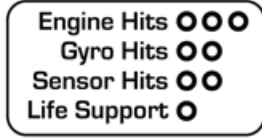


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heat Sink
 - SRM 6
 - SRM 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Heat Sink
 - Heat Sink
 - JumpJets
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - SRM 6 Ammo (15)
 - SRM 6 Ammo (15)
 - LRM 20 Ammo (6)
 - LRM 20 Ammo (6)

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
 - Fusion Engine
 - Fusion Engine
 - JumpJets
 - Roll Again

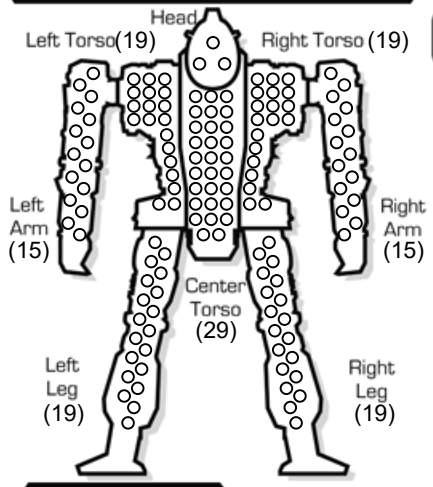
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - PPC
 - PPC
 - PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- Heat Sink
 - Heat Sink
 - JumpJets
 - Medium Laser
 - Medium Laser
 - LRM 20 Ammo (6)
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again



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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

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BATTLETECH™

MISSIONS



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Friends under fire
Graves Hallow
September 11, 3029

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Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.

"The problem is - with the Comstar Interdiction, it's impossible to know what the Feds know about the situation here. From what I've been able to gather, the Fusiliers never reported that they were in trouble before the Jumpships bugged out. The timetable had Sarna falling in a few weeks - but that was before we discovered that four elite regiments of Capellan mercenaries were here. The Feds thought they were at least two jumps away, on Palos. Our best bet right now is for the Feds to notice that we've gone silent and send reinforcements to find out what happened. There's no way the Fox doesn't have reserves for that. The only real question is: Will they get here on time?"

GM Report
Mission 3029-05a - Friends under fire

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

- Firestarter FS9-H (3,046,950 C-Bills)
- Vindicator VND-1X (3,177,095 C-Bills)
- Cataphract CTF-2X (5,877,353 C-Bills)
- Catapult CPLT-C4 (5,893,249 C-Bills)
- Trebuchet TBT-5N (4,293,500 C-Bills)
- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)