BATTLETECH™
MISSIONS

Mission 3029-06b: Get to the Boat!
West of Moncona, Sarna
December 17, 3029
Pilot Skill: 2-4

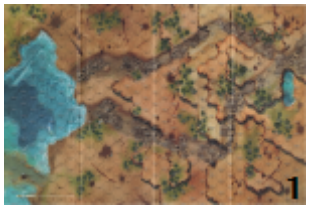
Okay boys, listen up!

You know, whoever said we shouldn't get into bed with the Capellans was probably on to something. Things went from "Pretty damn good" to "Really, really bad" in an eyeblink. We were just about to crack the Fed mercenaries' holdout in Graves Hollow when we got word that both the Davion Heavy and Light Guards were about to drop right on top of us. Rather than get sandwiched between the mercs and the fresh Davion troops, the Big Mac decided to cut bait and run. And it looks like that's the only reason we're still alive.

So now our only goal is to get to our dropship and get off this rock. The Feds have been chasing us across Sarna for weeks now. The Big Mac has a plan to launch all of their dropships at zero-dark-thirty tomorrow, and we plan to launch with them. We just gotta get there. The *Grover's Folly* is parked just on the west shore of Lake Ozero. Problem is - we're on the *east* shore, and there's Feds on our tails. The good news is that the Big Mac has secured for us a surface ship that should be big enough to carry the rest of you. It's less than a minute out, all ya gotta do is hang on and board it when it gets there.

The Feds aren't known for being nasty to mercs they capture, but just in case they're feeling a little salty about the whole "changing sides" thing we did at the beginning of all of this, it's probably best if you don't test that theory. Good luck!

Map: Use the Lake Losiige Map from the Tukayyid map pack (if available). Otherwise, any heavily forested map with a coast will do.



Recommended Maps:
1: lake_losiije

Setup: The Enemy OPFOR can set up anywhere on any terrain level 3 higher. The Players can set up anywhere on any terrain level 0 or in the water.

Special Rules

Is that a plane?: The Fed Suns forces have aerospace support during this mission. Each OPFOR band will list a number of Battlefield Support Points to spend during the mission on Offensive Aerospace missions. Also listed are the maximum number of Aerospace missions that can be used in any turn. (BMM pps 76-78). Any Aerospace mission must be declared by the GM

(or whoever is running the OPFOR) first in their firing phase, before any other attacks are resolved for the OPFOR.

No, Water is not suicide: If an Aerospace mission damages a 'mech in Depth 1 water, roll on the full body chart and halve (round up) all damage to the legs.

Stand Still, will you?: Aerospace **strikes** have a -1 to hit bonus, but are affected by terrain and target movement modifiers.

Get to the Boat!!!: That boat will be arriving on the end of turn 4. Players can board the the boat starting turn 5 by moving off the board at tiles 0113, 0114 and 0115.

Secret reward: If a player completed the secret objective in mission 3029-05 they may cancel one aerospace attack when it is declared (No roll is required).

DON'T TELL THE PLAYERS: The escape boat will be destroyed at the end of turn 3. The players will need to escape off of the top edge of the board, leaving through any hex to the right of 1601. Read them the following, then explain the rewards structure.

Okay boys, listen up! That horrible explosion and Glub-Glub sound you just heard was the Fed's cottoning on to our escape plan and, well, sinking it. Time to go with plan B. Henrik has found a narrow path north of your location that looks like it should provide sufficient cover for your escape. I've marked it on your maps. Get Moving! It looks like a fresh wave of Davion troops will be there in under two minutes, so you have no time to dawdle.

OPFOR Limitations (Don't tell the players): The Fed Suns troops that are attacking our heroes are looking for salvage, not blood. They are under Forced Withdrawl rules, and will not attack any 'mech that is down. They are also not aware of the Heroes' escape route and will not act to block it until at least one PC unit has escaped that way.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Enforcer	1	ENF-4R	3039 pg 206	1032	3,536,874
Wolverine	1	WVR-6D	SW pg 153	1115	4,786,607
Quickdraw	1	QKD-5A	SW pg 169	1196	5,447,360
Victor	1	VTR-9B	3039 pg 250	1378	8,044,319
Guillotine	1	GLT-4L	3039 pg 427	1400	6,062,483
Grasshopper	1	GHR-5H	3039 pg 234	1427	6,024,573
Crockett	1	CRK-5003-0	TR3035R pg	1704	7,481,585

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

4000-4500 (4721 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (4/5), Quickdraw QKD-5A (4/5), Victor VTR-9B (4/5)
BSP: 12. Max 1/Turn

4500-5000 (5051 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (4/5), Quickdraw QKD-5A (4/5), Victor VTR-9B (4/5)
BSP: 14, Max 1/Turn

5000-5500 (5519 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (4/5), Victor VTR-9B (3/4)
BSP: 15, Max 1/Turn

5500-6000 (5902 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4)
BSP: 16, Max 1/Turn

6000-6500 (6504 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (4/5), Quickdraw QKD-5A (3/4), Victor VTR-9B (4/5), Guillotine GLT-4L (4/5)
BSP: 18, Max 1/Turn

6500-7000 (7010 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (4/5), Quickdraw QKD-5A (4/5), Victor VTR-9B (3/4), Guillotine GLT-4L (3/4)
BSP: 19, Max 1/Turn

7000-7500 (7639 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (4/5), Guillotine GLT-4L (3/4)
BSP: 20, Max 1/Turn

7500-8000 (8080 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4), Guillotine GLT-4L (3/4)
BSP: 22, Max 1/Turn

8000-8500 (8618 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (4/5), Guillotine GLT-4L (4/5), Grasshopper GHR-5H (4/5)
BSP: 23, Max 1/Turn

8500-9000 (9075 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (4/5), Guillotine GLT-4L (4/5), Grasshopper GHR-5H (3/4)
BSP: 24, Max 2/Turn

9000-9500 (9523 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (4/5), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4)
BSP: 26, Max 2/Turn

9500-10000 (9964 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4),

Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4)
BSP: 27, Max 2/Turn

10000-10500 (10514 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (4/5), Victor VTR-9B (4/5), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4), Crockett CRK-5003-0 (4/5)
BSP: 28, Max 2/Turn

10500-11000 (11059 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (4/5), Victor VTR-9B (4/5), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4), Crockett CRK-5003-0 (3/4)
BSP: 30, Max 3/Turn

11000-11500 (11526 Total)
Enforcer ENF-4R (4/5), Wolverine WVR-6D (4/5), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4), Crockett CRK-5003-0 (3/4)
BSP: 31, Max 3/Turn

11500-12000 (12213 Total)
Enforcer ENF-4R (3/4), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4), Crockett CRK-5003-0 (3/4)
BSP: 32, Max 3/Turn

12000-12500 (12585 Total)
Enforcer ENF-4R (2/3), Wolverine WVR-6D (3/4), Quickdraw QKD-5A (3/4), Victor VTR-9B (3/4), Guillotine GLT-4L (3/4), Grasshopper GHR-5H (3/4), Crockett CRK-5003-0 (3/4)
BSP: 34, Max 3/Turn

Mission Objectives: Escape the FedSuns' Noose.

Mechs still on the board at the end of turn 12 are considered to be trapped by Fed Suns troops. If time is called before turn 12, 'mechs can still escape if, in the remaining turns, they have enough movement to get off the map assuming that nobody is shooting at them. Any hex currently occupied by an enemy unit will be considered impassible terrain, but enemy units will not otherwise move to block the PC. Special abilities can be used, and even certificates (but the player must cross them off). If abilities require a roll (e.g. MASC) then the player must roll for them.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Get your personal 'mech off of the map	350,000	250,000	N/A
Each teammate's 'mech that escapes (each)	+20,000	+20,000	+20,000
Your 'mech is unable to escape.	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Get your personal 'mech off of the map	15	N/A
Each teammate's 'mech that escapes (each)	+1	+1
Your 'mech is unable to escape.	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

Friends in high places ❑❑❑

You may cross off one use of this Cert to get one Heavy Air Cover mission in response to the OPFOR declaring an Aerospace attack (Strike, Bombing or Strafe). You must roll as normal in the Battlefield Support table (BMM, pg 78)

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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

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 [DB,S]	-	5	10	15
1	Small Laser	LT	1	3 [DE]	-	1	2	3

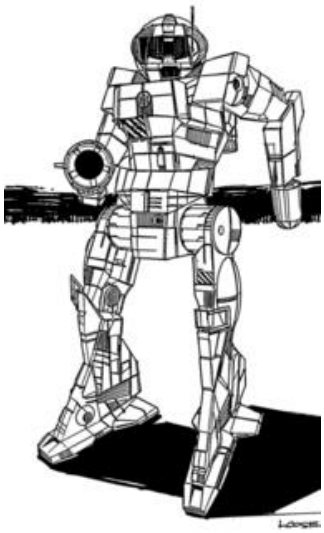
Cost: 3,536,874 CBills **BV:** 1032

WARRIOR DATA

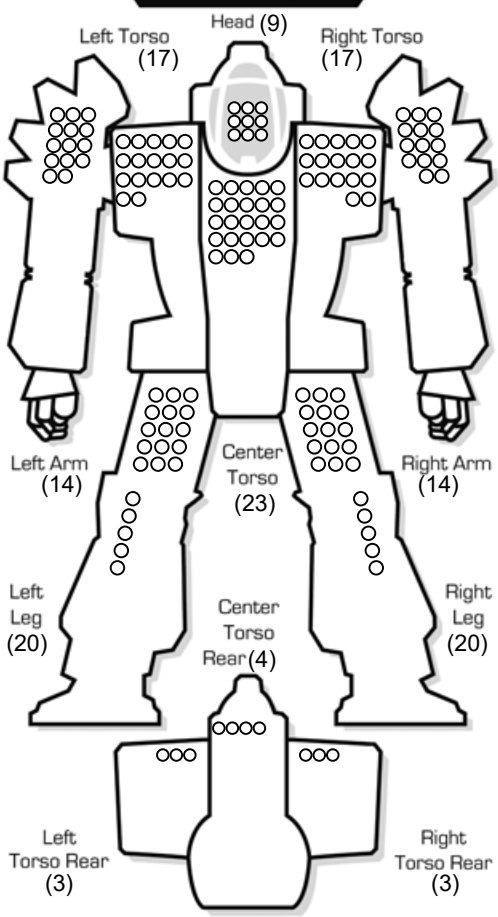
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

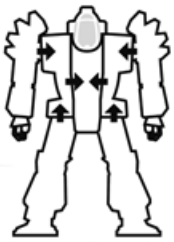
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

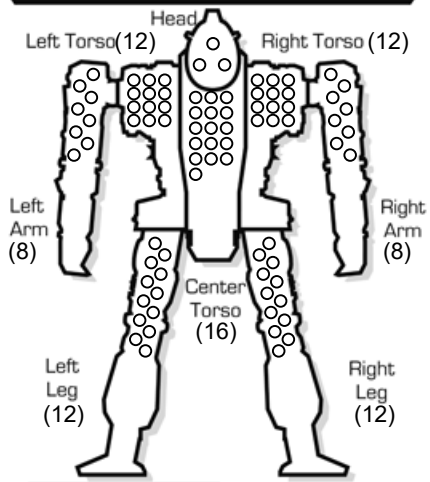
1-3
1. Heat Sink
2. Heat Sink
3. AC/10 Ammo (10)
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6D

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

Tonnage: 55

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	H	3	5 [DE]	-	3	6	9
1	Autocannon/10	LA	3	10 [DB,S]	-	5	10	15

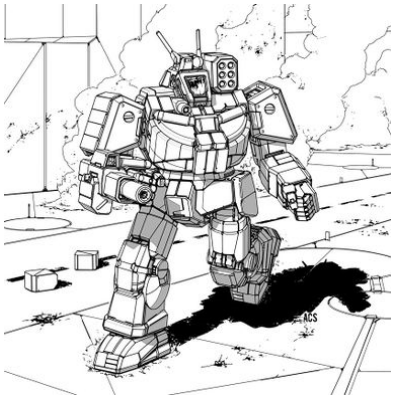
Cost: 4,786,607 CBills **BV:** 1115

WARRIOR DATA

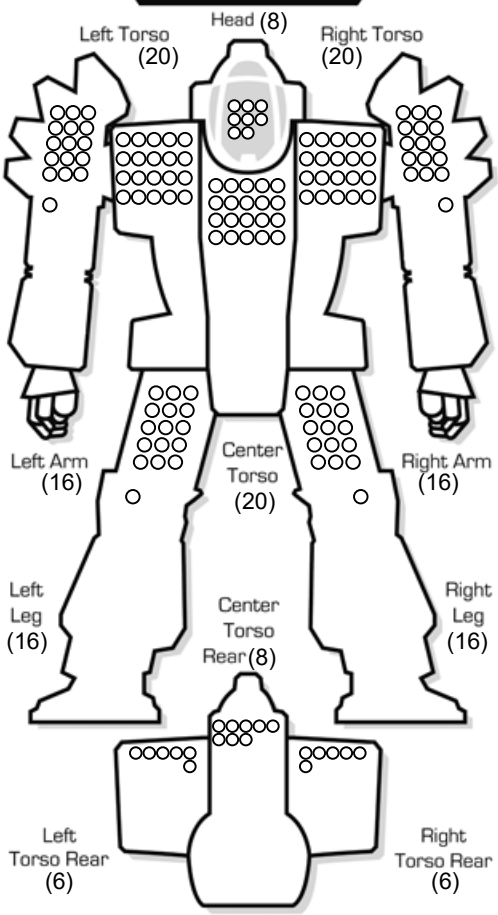
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

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

4-6

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

1-3

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

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

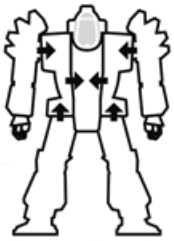
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso
1. JumpJets
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

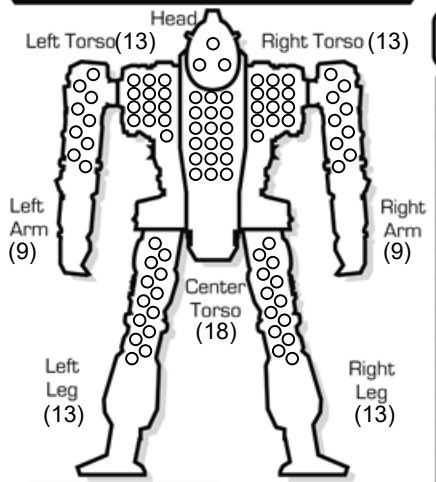
1-3

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

4-6

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-5A

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

Tonnage: 60
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: 5,447,360 CBills **BV:** 1196

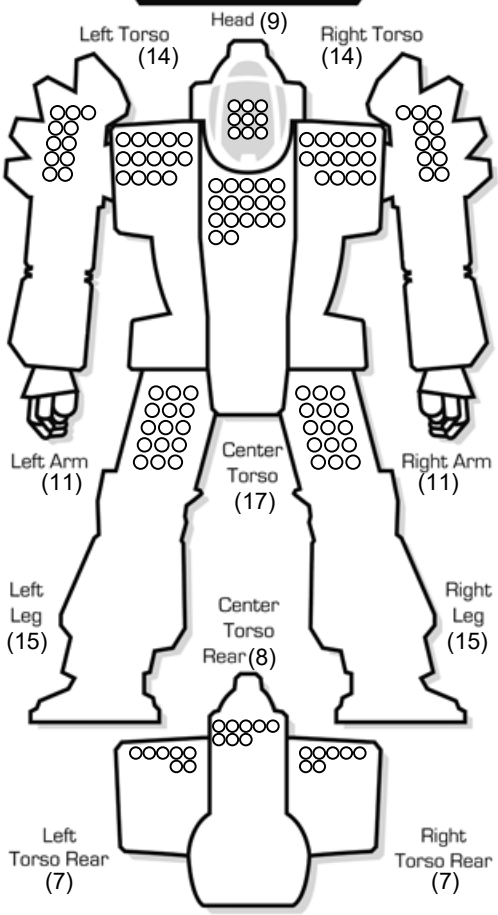
WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

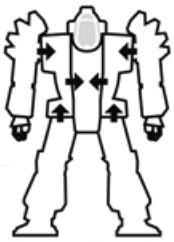
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

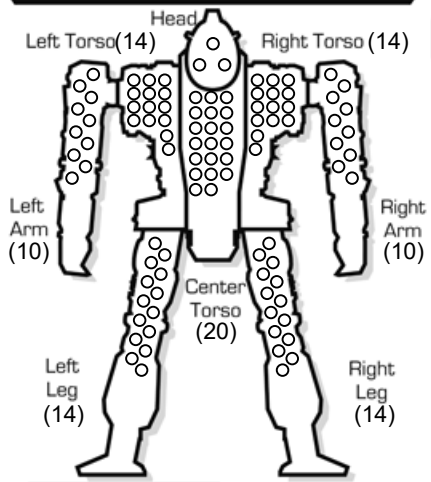
1-3
1. JumpJets
2. JumpJets
3. Medium Laser (R)
4. Medium Laser (R)
5. SRM 4 Ammo (25)
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9B

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

Tonnage: 80

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

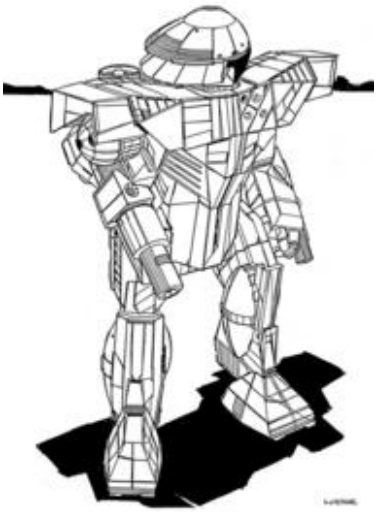
Cost: 8,044,319 CBills **BV:** 1378

WARRIOR DATA

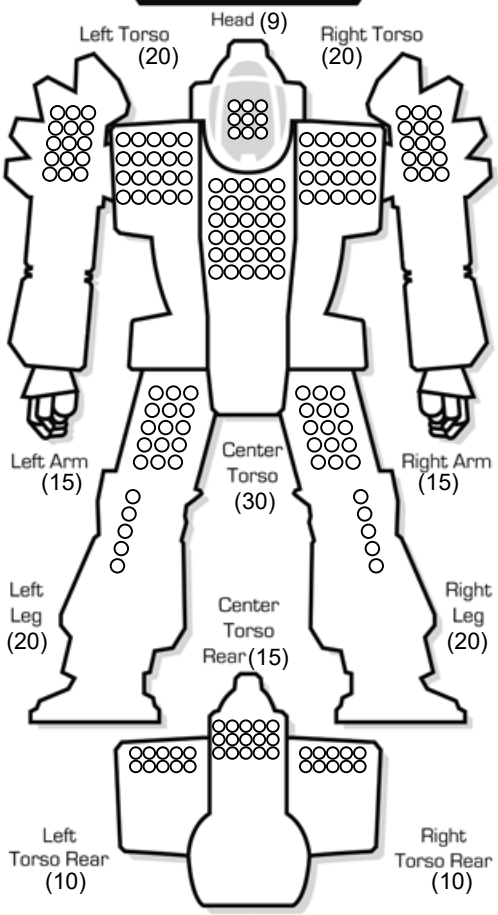
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

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

Left Torso
1. SRM 4
2. SRM 4 Ammo (25)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

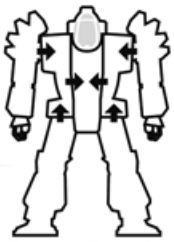
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

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

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

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3: 1. Autocannon/20, 2. Autocannon/20, 3. Autocannon/20, 4. Autocannon/20, 5. Autocannon/20, 6. Autocannon/20

4-6: 1. Autocannon/20, 2. Autocannon/20, 3. Autocannon/20, 4. Autocannon/20, 5. Autocannon/20, 6. Autocannon/20

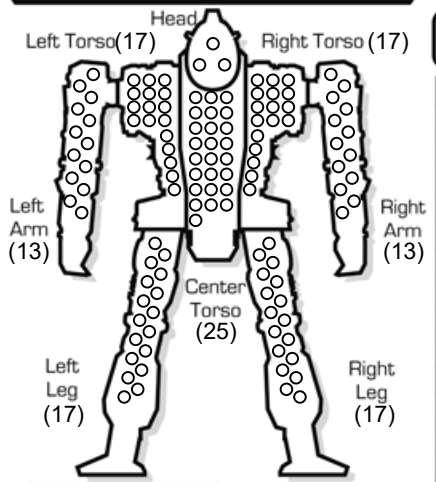
Right Torso
1. Heat Sink
2. AC/20 Ammo (5)
3. AC/20 Ammo (5)
4. AC/20 Ammo (5)
5. Roll Again
6. Roll Again

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

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

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

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: 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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Guillotine GLT-4L

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

Tonnage: 70
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

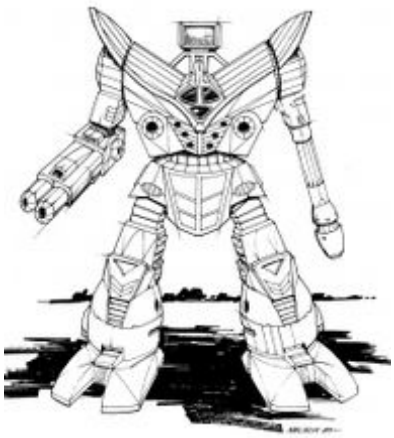
Cost: 6,062,483 CBills **BV:** 1400

WARRIOR DATA

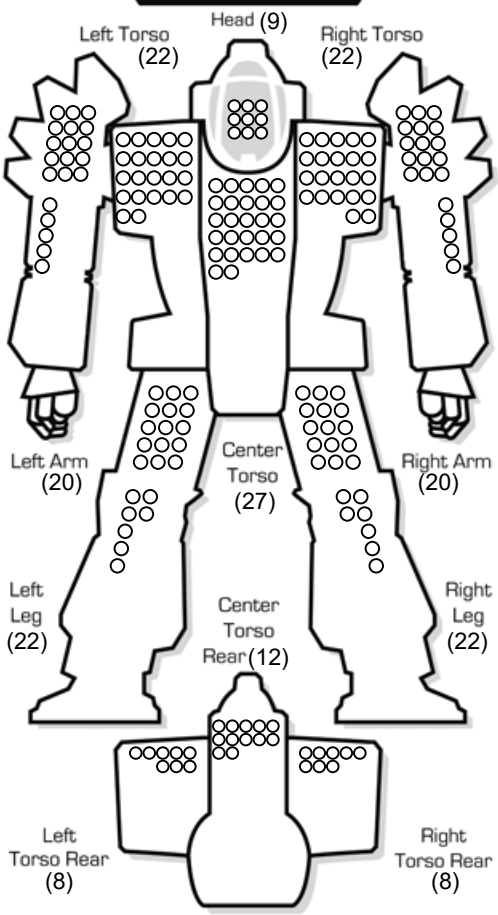
Name:

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

Left Torso

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

Left Leg

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

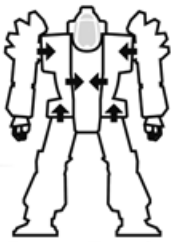
Head

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

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

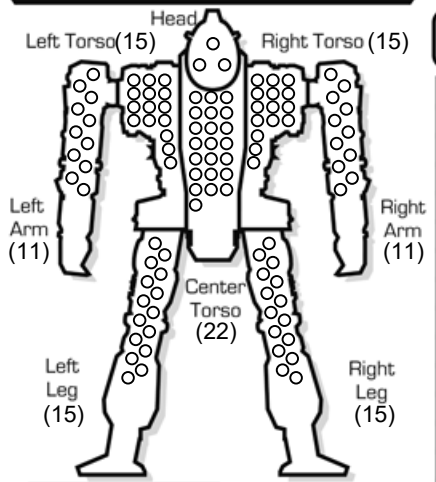
Right Torso

	1.	Heat Sink
	2.	Heat Sink
1-3	3.	Heat Sink
	4.	Heat Sink
	5.	JumpJets
	6.	Medium Laser
	1.	SRM 6 Ammo (15)
	2.	Roll Again
4-6	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks: 22 (22) Single

O O O
O O O
O O
O O
O O
O O
O O
O O
O O
O O

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grasshopper GHR-5H

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

Tonnage: 70
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

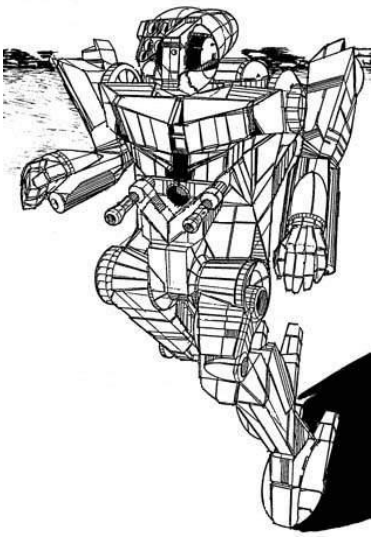
Cost: 6,024,573 CBills **BV:** 1427

WARRIOR DATA

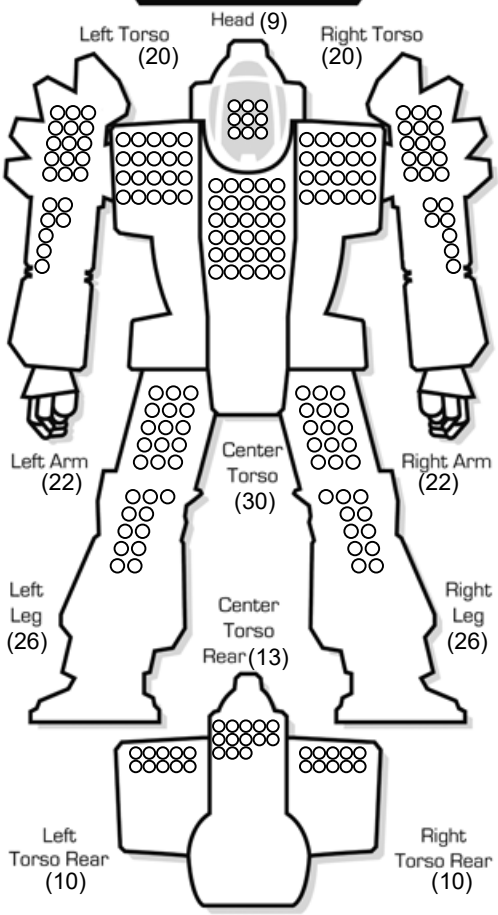
Name:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

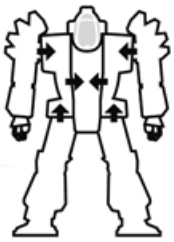
Head

1. Life Support
2. Sensors
3. Cockpit
4. LRM 5
5. Sensors
6. Life Support

Center Torso

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

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



Damage Transfer Diagram

Right Arm

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

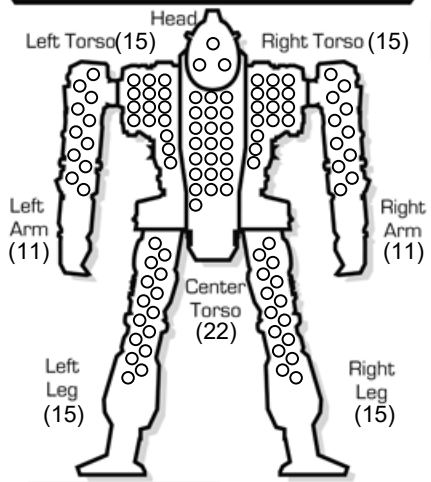
Right Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. Heat Sink
	4. Heat Sink
	5. Medium Laser
	6. LRM 5 Ammo (24)
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crockett CRK-5003-0

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

Tonnage: 85
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

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

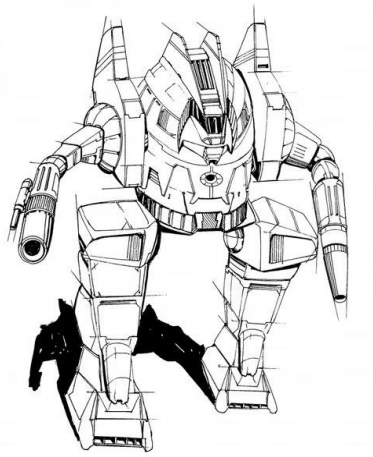
Cost: 7,481,585 CBills **BV:** 1704

WARRIOR DATA

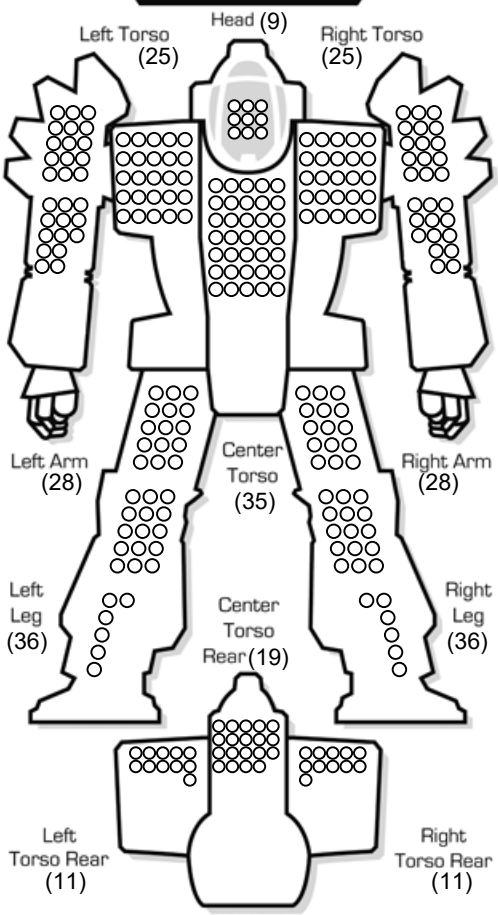
Name:

Gunnery Skill: **Piloting Skill:**

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

4-6

Left Torso
1. Heat Sink
2. SRM 6
3. SRM 6
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

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

4-6

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

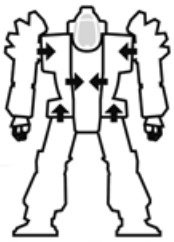
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

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

4-6

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



Damage Transfer Diagram

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

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

4-6

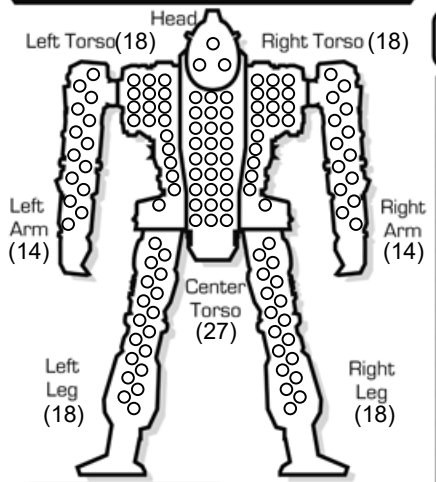
Right Torso
1. Heat Sink
2. Heat Sink
3. SRM 6
4. SRM 6
5. SRM 6 Ammo (15)
6. SRM 6 Ammo (15)

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

4-6

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

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: 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	

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BATTLETECH MISSIONS

Character _____ **Player** _____ **Cert** _____

Mission: 3029-06b
Get to the Boat!
West of Moncona, Sarna
December 17, 3029

Mission Results
- ❑ Get your personal 'mech off of the map
- ❑ Each teammate's 'mech that escapes (+20,000 C-Bills, +1 XP each) (x_____)
- ❑ Your 'mech is unable to escape.
- ❑ Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

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

Pilot Status
- ❑ Pilot Survived
- ❑ Pilot Killed

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

Salvaged Mechs

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- ❑ Quickdraw QKD-5A (5,447,360 C-Bills)
- ❑ Victor VTR-9B (8,044,319 C-Bills)
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- ❑ Grasshopper GHR-5H (6,024,573 C-Bills)
- ❑ Crockett CRK-5003-0 (7,481,585 C-Bills)

Additional Rewards

Friends in high places ❑❑❑

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GM Signature _____ **Game Date** _____

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GM Report
Mission 3029-06b - Get to the Boat!

Date: _____

GM: _____ **Venue_____**

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

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