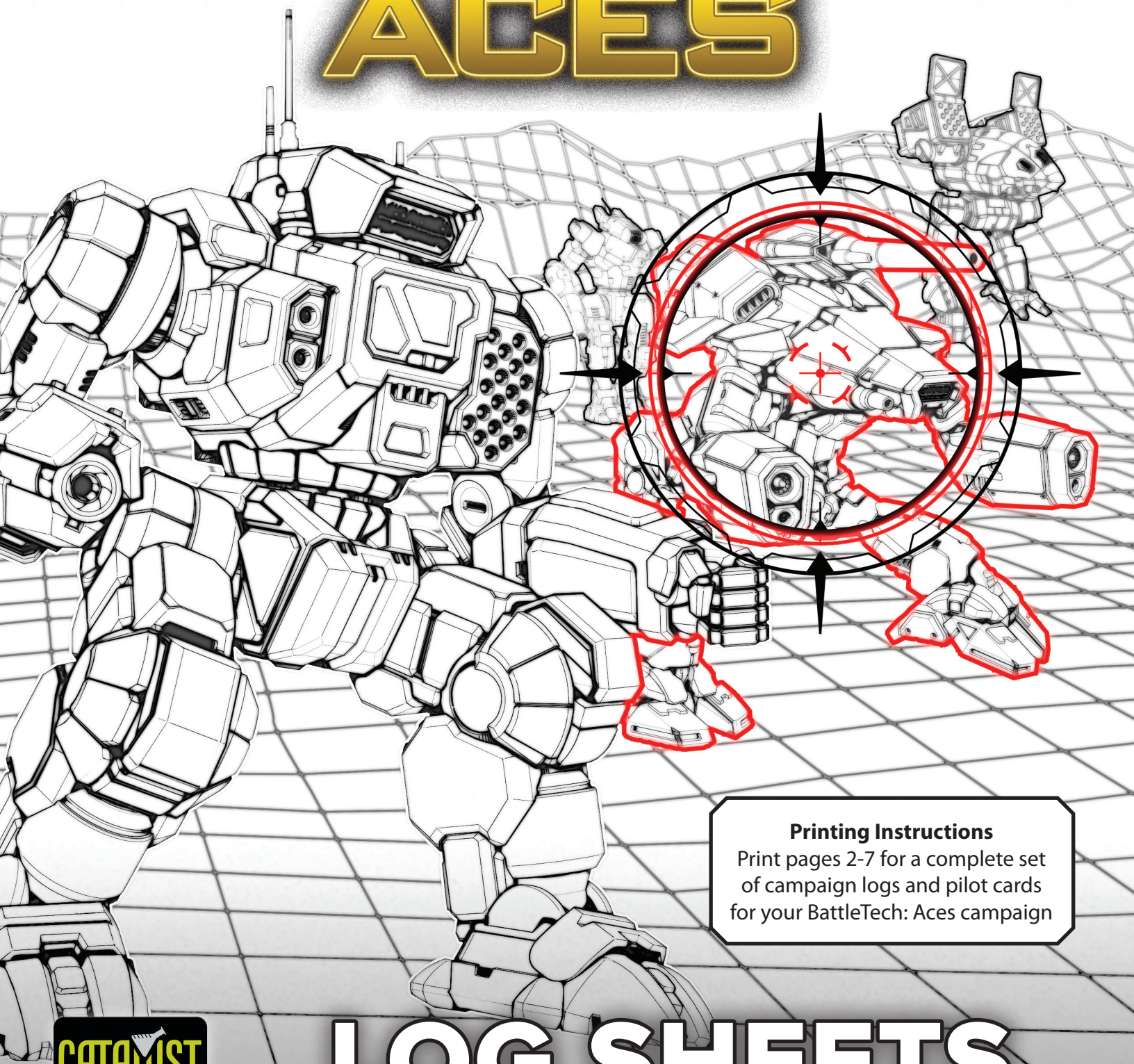
BATTLETECH™
ACES



Printing Instructions
Print pages 2-7 for a complete set of campaign logs and pilot cards for your BattleTech: Aces campaign

LOG SHEETS

CATALYST game labs™

DESIGNED BY
LYNNVANDER STUDIOS

BATTLETECH ACES - PLAYER FORCE ROSTER

DIFFICULTY MODIFIERS

Level: **Player Force PV %:** **SP Earned %:**

Force Name: _____

UNIT ROSTER

Total PV: _____

Unit (and Variant)	**PV** (at Skill 4)

CO: _____

NAMED PILOTS

Total: _____

Wounded	Callsign	Total SP Earned
☐	1.	
☐	2.	
☐	3.	
☐	4.	
☐	5.	
☐	6.	

MEMORIAL

Units lost and named pilots killed in action

SORTIE SETUP

1. **Record Campaign Log** (date, sortie number & name)
2. **Read the Story and Briefing**
3. **Perform Reconnaissance**. For each chosen option, record its cost on the Sortie log under Waypoints, then look up the waypoint and read the result.
   TIP: Note results in case they modify sortie setup.
4. **Set Up Play Area**
   a. Create play area and place terrain (48x48" play area, diagram grid lines are 4" apart)
   b. Waypoint setup
5. **Player Force**
   a. OMNI configuration (pay SP to change variant)
   b. Gather units (up to PV limit listed)
   c. Assign Named Pilots to units. Choose one Named Pilot to be the Force Commander
6. **Opposing Force**
   a. **Command Deck:** Set top card as instructed.
   b. **Gather Units:** Deploy them as instructed.
   c. **Create Aces Decks:** For each unit. Split decks as needed for multiple units.
7. **Special Rules, Orders and Tokens:**
   - Read the Sortie's special rules aloud.
   - Additional setup or tokens based on special rules.

AFTER-SORTIE STEPS

If you did not complete the Primary Objective, the sortie is a failure and will be replayed. Otherwise:

1. **Trigger Game-End Waypoints**
2. **Read the Sortie's Outcome** (Waypoint ##-Outcome)
3. **Check Casualties:** For each destroyed unit, check for truly-destroyed and if crew is wounded or killed (p.33).
   - Salavge Check 2d6: BM 4+, CV 6+, BA 8+, CI 10+
   - Crew 2d6: 2-3 Killed, 4-6 Wounded, 7+ Fine
   - Wounded named pilots must skip
4. **Calculate Income and Expenses:** Fill out a Sortie Log to determine your earnings.
5. **Improve Pilots:** Named Pilots allocate SP earned. Pilots that didn't participate earn half their normal amount.
   - Choose an MVP to gain +20SP.
6. **Purchase New Units:** SP cost is PV x40.
7. **Next Steps:** The sortie's Outcome waypoint gives you options for which sortie to play next.

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BATTLETECH ACES - CAMPAIGN LOG

Campaign:

SORTIES PLAYED

______ **SP** **Starting Warchest Balance**

Date Played	Number	Sortie Name	Win?	Earnings From Sortie Log		Named Pilots Total SP Earned		Purchases PV x 40SP		Warchest Balance Total SP	Keywords Gained
			☐		–		–		=		
			☐		–		–		=		
			☐		–		–		=		
			☐		–		–		=		
			☐		–		–		=		
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			☐								

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BATTLETECH ACES - SORTIE LOG

Campaign:

SORTIE ##

INCOME

Primary Objective:

Other Objective(s):

\+

Difficulty Modifier for SP Earned: x 100%

= Total Income:

EXPENSES

RECONNAISSANCE
Total SP cost of Reconnaissance options chosen prior to sortie

WAYPOINTS
Total SP amounts from Waypoint text read during the sortie

REARMING
#Units without ENE special: # x20

PERSONNEL
#Wounded (or killed crew): # x100

New/Replacement Named Pilots: # x150

REPAIRS
Total Size per category. Non-'Mechs count as half size

Destroyed units: SIZE x100

Crippled units: SIZE x60

Any structure damage or criticals: SIZE x40

Only armor damage: SIZE x20

\+

Total Expenses:

EARNINGS

Total Income minus Total Expenses:

Record this result on your Campaign Log

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\+

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CUT

Callsign:

Skill

Edge Tokens

Edge Abilities

Type:

Total SP Earned

= 3 400 2 900 1 1900 0 3400

+ 2 60 4 200 6 420 8 720 9 900 10 1100

+ 3 120 5 300 7 560 9 900

+ 1 60 2 180 3 360 4 600 5 900

#MVP

Wounded?

Edge Abilities Learned

1. _____
2. _____
3. _____
4. _____
5. _____

Campaigns & Sorties Played

List campaigns & keep a tally sorties played

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FOLD

Callsign:

Skill

Edge Tokens

Edge Abilities

Type:

Total SP Earned

= 3 400 2 900 1 1900 0 3400

+ 2 60 4 200 6 420 8 720 9 900 10 1100

+ 3 120 5 300 7 560 9 900

+ 1 60 2 180 3 360 4 600 5 900

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Wounded?

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1. _____
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3. _____
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Edge Tokens

Edge Abilities

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Total SP Earned

= 3 400 2 900 1 1900 0 3400

+ 2 60 4 200 6 420 8 720 9 900 10 1100

+ 3 120 5 300 7 560 9 900

+ 1 60 2 180 3 360 4 600 5 900

#MVP

Wounded?

Edge Abilities Learned

1. _____
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3. _____
4. _____
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Edge Abilities

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= 3 400 2 900 1 1900 0 3400

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+ 3 120 5 300 7 560 9 900

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CUT

FOLD

CUT

FOLD

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1. _____
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