

# BATTLETECH™

## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3025-02**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

### Mission Results

- Prevent Pirates from getting loot (Players win) (350,000/250,000/100,000 C-Bills, 15/5 XP)
- Scan the Depot (Bonus Objective) (+100,000 C-Bills)
- At least 30% of the pirates escape with loot (Players lose) (150,000/100,000/50,000 C-Bills, 8/3 XP)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

### Salvaged Mechs

- Valkyrie VLK-QA (2,205,320 C-Bills)
- Clint CLNT-2-3T (3,572,380 C-Bills)
- Stinger STG-3G (1,662,240 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Wolverine WVR-6R (4,827,682 C-Bills)

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of the scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above. Once all three boxes have been checked off, cross off this Optional Equipment.

During any scenario you may only select at most one piece of "Optional Equipment".

GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

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## MISSIONS

**Mission: 3025-02 Debrief**

**Pirate Defense Pt 2**

**Memphis Supply Depot, Crucis March, Federated Suns**

**July 1, 3025**

Henrik once again greets you at the Greasy Myomer bar, and once again spills the beans over swillish local beer. As usual, it doesn't take too much to get him talking. It appears he's really excited about whatever it was you all found.

"So. Remember that supply depot that you were defending? Yeah - here's where it gets interesting. It was full - and I'm talking full here, of stuff that just shouldn't be there. We're talking munitions, small arms, electronics, all the way up to 'mech actuators and the like. Just about the only thing he didn't have was actual 'mechs. But it's pretty clear he's planning something. Couldn't tell you what just yet."

"One thing's for certain, though - we gotta keep this quiet for now. There's two possibilities: One, he's supposed to have that stuff, and we just don't know it - in which case we shouldn't have been snoopin' around. The other possibility is that he's not supposed to have it, but might have access to other stuff we shouldn't know about, and might decide he's touchy about our pokin' around his, er, stuff."

Yeah. Apparently Henrik is good at the whole intelligence thing, but maybe someone should buy him, er, you know, one of those books full of words that mean the same thing as other words.

Yeah.

Oh, by the way: Turns out some of the boys managed to sneak back into the depot and "Liberate" a few crates of goodies. You found a crate on your bunk labelled "Thank you for not smoking". Seems like they're loaded with the kinds of toys that make you really glad you're not a ground pounder any more...