

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3025-03

Pirate Hunting

Outside of Shelby City, Memphis, Crucis March, Federated Suns

July 7, 3025

Mission Results

- No more than one slow pirate 'mech escapes (Players Win) (350,000/250,000/100,000 C-Bills, 15/5 XP)
- One slow pirate 'mech escapes (Bonus Objective) (+100,000 C-Bills)
- More than one, or a fast pirate 'mech escapes (Players Lose) (150,000/100,000/50,000 C-Bills, 8/3 XP)
- 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

- Hermes II HER-2S (3,165,680 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Hunchback HBK-4G (3,467,874 C-Bills)
- Commando COM-2D (1,891,250 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Clint CLNT-2-4T (3,143,280 C-Bills)

Additional Rewards

Did... Did he just run in there?: (One-Time Bonus)

You can't do that... Can you?

Mark off one of these boxes to allow your 'mech to enter depth 1 water hexes while running for this turn only. You must still make PSRs as usual.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3025-03 Debrief

Pirate Hunting

Outside of Shelby City, Memphis, Crucis March, Federated Suns

July 7, 3025

It's pretty rare that the Captain actually comes and joins you guys for beer, even at a high class establishment like the Greasy Myomer, but for some reason he chooses to do so today. He actually seems a little uncomfortable and clearly doesn't want to touch the pseudovinyl seats for fear he might get something on his nicely pressed uniform.

"Okay boys, Listen up" he starts. Man, is he capable of starting a conversation with people without saying that? What if he's talking to his wife? Sensing the fact that everyone is chuckling slightly at his expense, he starts again.

"Look, I just wanted to thank you guys for the job you did today. Lord Stephenson seemed quite happy to know where the pirates are going for some reason. They're heading towards the coast up north. There's a bunch of coves there, so it's not surprising that they might have a dropship hidden there somewhere."

"The weird thing is: He didn't seem all that interested in us chasing them. But our contract is pretty clear here, and there's a bunch of possible salvage available, so we're going after them to finish them. So: finish your beers - we ain't done just yet"