

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-06

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

Mission Results

- Defeat the Duke (Players Win)
- Capture the Duke Alive (Bonus Condition) (+100,000 C-Bills)
- The Duke remains Standing (Players Lose)
- 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

- Warhammer WHM-6D (5,945,183 C-Bills)
- Enforcer ENF-4R (3,536,874 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Valkyrie VLK-QA (2,205,320 C-Bills)
- Hornet HNT-152 (1,281,100 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)

Additional Rewards

First Prince's Favor:

You may purchase a single 'mech off of the Federated Suns' 'mech list as if you were a member of that faction. If you are already a member of the Federated Suns' faction, you may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns having a lot of their salvage)

You may only use this reward once. Once you have used it, cross it off.

GM Signature _____ Game Date _____

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Mission: 3025-06 Debrief

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

You half expected that the folks of Memphis would be downright angry with you for attacking their “Beloved” Duke, but apparently loyalty only goes so far when staring down the muzzle of ‘mech weapons. The people of Shelby City pretty much scattered when you approached, but within minutes of the dust clearing they were all back to their regular day-to-day activities. After a couple of days, who but the Captain should show up and find you at the Greasy Myomer bar. He normally doesn’t actually come down to talk to you – that’s usually Henrik’s job, but there he was.

“Hey look, men, I’d like to thank you guys for your handling of this mission here on Memphis. I know this isn’t quite protocol, but I think you deserve to know what’s going on after the job you did taking out the Duke.

“Anyway, between some creative use of interrogation techniques I’d rather not think about, and unfettered access to the Duke’s records, we were able to put together a fascinating story. Our theory from before was correct - he was attempting to put together a small little kingdom out of a few worlds on this end of the Federated Suns. His plan was to get popular support from his own people in part by convincing them that the First Prince had lost interest in them (which, frankly, probably isn’t far from the truth).

“Where things get interesting is that the Duke was bankrolled by the Draconis Combine. They were providing a number of the weapons we saw, and had even sent a unit of “Advisors” to make sure that their investment wasn’t wasted. That was the group that attacked us in that old abandoned Star League base to make sure that their presence wasn’t revealed to the Fed’s hierarchy.

“Stephenson’s plan all centered on his ability to prove to his own people and to the people of neighboring planets that the government on New Avalon didn’t care about them - hence the hiring of mercenaries. Unfortunately for him, we were a little bit more effective than he’d been expecting, and while intricate, his plan wasn’t, you know, all that good.

“From here we’ll return to Outreach via New Avalon, drop off the Duke for what we expect to be a significant bounty, and find ourselves a new gig. Congratulations men, on a job well done!”

With that you finish your last beers and take one last look around at the Greasy Myomer. After one last nod to Tim the barman you head back to the dropship to begin stowing your ‘mechs for the long trip to the mercenary hiring planet of Outreach.

“Man, I am *not* going to miss this dump” you hear someone say.