BATTLETECH™
MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-01
Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026

Mission Results
- ❏ At least one building survives
- ❏ Both buildings survive (+100,000 C-Bills)
- ❏ Both buildings are destroyed
- ❏ 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

- ❏ Firefly FFL-4A (2,203,500 C-Bills)
- ❏ Flea FLE-15 (1,520,400 C-Bills)
- ❏ Falcon FLC-4N (2,249,390 C-Bills)
- ❏ Crab CRB-20 (3,921,875 C-Bills)
- ❏ Commando COM-2D (1,891,250 C-Bills)
- ❏ Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- ❏ Marauder MAD-3R (6,635,125 C-Bills)

Additional Rewards

Take the Hit: ❏❏❏
Hey! Why don't you pick on someone your own size!
After a Ranged combat target has been declared, but before any to-hit rolls are made, you may mark off a box to force the attacker to attack you instead, using all of the same weapons that he would have used to shoot the original target. You may only do this if you are at least as close as the original target and have a clear line of sight to the attacker. Once all three boxes have been marked off, cross out this reward.

GM Signature _____ Game Date _____

Mission: 3026-01 Debrief
Pull!
North of Shaw River, Barlow's End, Federated Suns
September 25, 3026

"Barlow's Beginning" is your typical 'mechwarrior bar. It's fairly bright, not too dirty, and with a reasonably jovial atmosphere that remains that way so long as competing units don't find themselves present at the same time. For a change, the beer is actually pretty cheap – which it turns out is due to the fact that the regulars here are actually Fed Suns regulars who don't get paid as well as mercs do.

The owner and primary bartender at "Barlow's Beginning" is a tall man named Aidan who has the look of a former military man who's let himself go a bit after his retirement. At first he's pretty wary around mercs, but he warms up quickly enough.

"You know," he says after you order your second round, "Normally I don't wind up serving a lot of mercs. I mean, sure, the Light Horse has been here for a few months, but this particular facility is usually manned by AFFS troops." A few more beers, and you manage to learn that It turns out they're off planet for some military exercises that the High Prince is running, called "Operation Galahad".

It seems like the Prince is up to something. When you took this contract, you were instructed to be pretty quiet about it. You're not the only merc unit on world – the biggest being the Eridani Light Horse, but there are several other small units as well. Add to that the fact that you've barely been on-planet for a month and you're already under attack, and things are looking pretty suspicious. Still, the pay is good, and the beers at the 'mechwarrior bar are cheap, so you're not really complaining.

"You know", Aidan says after you order your third round, "It sounds like you boys are in for a bit of fun. Those 'mechs that you fought today, those sound like Wolf's Dragoons. They're the only unit in the 'sphere still running a bunch of those designs. If you had to ask me, I'd guess they'd found a cache of old Star League stuff, or maybe even some of Amaris' leavings."

The idea of fighting the Dragoons turns the stomachs of even the bravest (or dumbest) 'mechwarriors out there. In many ways they've been the definition of elite mechwarriors since they burst on the scene in the early 3000s. Some even say that they "arrived" from beyond the periphery, but honestly, that's pretty unlikely. Most people seem to agree with Aiden – that they just stumbled across some old gear lying around, but there's no denying that they're good.

Still, if they're here on Barlow's End, then it's likely that their current employer, the Draconis Combine, is really committed to this raid. Looks like Aiden is right – things are about to get really interesting here. Well, you suppose that's why they pay you the big C-Bills…