

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-02

Where da White Witches at?

Near the White Witches deployment zone, Barlow's End, Federated Suns

September 27, 3026

Mission Results

- At least one White Witch 'mech escapes (Success)
- Both White Witch 'mechs escape (Bonus Condition) (+100,000 C-Bills)
- Neither White Witch 'mech escapes (Loss)
- 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

- Wasp WSP-1K (1,615,440 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Quickdraw QKD-4G (5,514,560 C-Bills)
- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)

Additional Rewards

The heroes unlock any surviving White Witch 'mechs.

GM Signature _____ **Game Date** _____

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Mission: 3026-02 Debrief

Where da White Witches at?

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September 27, 3026

Perhaps not at all surprisingly, you once again find yourself at “Barlow’s Beginning”. “The Beginning”, as you’ve learned the locals call it, is your prototypical mechwarrior bar, normally catering to the local AFFS forces. Since you guys are currently bivouacked at the Militia base across the street from it, however, the bar is now effectively yours.

Aidan, the bartender, stands behind the bar in that stereotypical pose of all bartenders, hip slightly akimbo and drying a mug with a towel in a way that says “yup, I know we’ve got over a millennia of machines capable of doing this, but if I don’t dry this mug this way I won’t know what to do with my hands”. After he pulls your beers, he says:

“Hey, so a coupla’ mercs came by today – White Witches, I think. Anyway, they said they were lookin’ for you. Said they’d come back when I said you weren’t here. I’m not going to have any trouble, am I?” Once he’s confident he won’t he goes back to his drying duties. About a third of a beer later, the door opens, revealing a pair of mercenaries wearing ‘Witches togs. They seat themselves in your booth and order a round.

“Hey look, we really owe you guys one for today. I know we probably weren’t the nicest when y’all first got here, but you guys did us a solid, so we’re going to return the favor. We don’t know much – the ELH like to keep us in the dark as much as you guys, but we do know for certain that the snakes aren’t just here to steal some parts and enjoy the scenery. It looks like two things are going on: First, they’re doing some weird joint training with Wolf’s Dragoons, and second they’re here looking for something called the “Achernar proving grounds”. Apparently the Feds have some kind of military R&D facility here, and the snakes have caught wind of it. Anyway – just thought you should know. Looks like we’re in for more than just your usual garrison mission here.”