

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-03

Hold the Line!

Lefty's Quarry, Barlow's End, Federated Suns

September 28, 3026

Mission Results

- No more than one Dragoon 'mech escapes (Success)
- No Dragoon 'mechs escape (Bonus Objective) (+100,000 C-Bills)
- More than one Dragoon 'mech escapes (Failure)
- 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

- Wyvern WVE-6N (3,237,415 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4P (3,377,874 C-Bills)
- Vulcan VL-5T (3,558,100 C-Bills)
- Whitworth WTH-1 (2,912,933 C-Bills)
- Falcon FLC-4N (2,249,390 C-Bills)
- Wasp WSP-1A (1,646,640 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)

Additional Rewards

Line 'em up! You have the ability to call in a single aerospace strafing run. During the Weapon Attack Phase, designate up to five hexes in a row and a direction that the attack is coming from, which must be along the axis of the target hexes (i.e. along the "line" of hexes). For each unit in each target hex roll 2d6. On a result of 7 or higher, that unit has been hit. Any hit unit takes 15 points of damage in 5 point clusters. Roll locations as if the attacking fire had come from the direction specified. Treat this damage as if came from energy weapons if the target is infantry, or has specialized armor. Once you have used this boon once, cross it off.

GM Signature _____ **Game Date** _____

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Mission: 3026-03 Debrief

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As usual, it takes a while to get back to the Barracks, shower to get the stink of hours in a 'Mech cockpit off, and make your way over to "The Beginning", the "usually AFFS" 'mechwarrior bar on the edge of the base. Oddly enough, when you get there, Sarge is waiting for you, sitting in a booth at the back of the bar nursing what looks like the local beer that none of you have been willing to try up until now.

"Hey guys. Listen up" – Jeez, now he's doing it!

"Look – that attack today. The Dragoons were really busy today, launching a bunch of probing attacks here and there. In most cases they encountered light if any resistance and fairly quickly retreated back to their dropships. Trick is: In many of those cases there were better targets than some power plant in the middle of nowhere. And that got me thinkin': Maybe the Light Horse, and by extension the FedSuns are defending something else, and it just looks like the target was that power plant.

I'm sure you guys have heard the scuttlebutt about some secret weapons testing facility here on Barlow's End. Let's say that's true. That means that the Dragoons and their snake employers now know that there's something interesting that direction. I'm sure the Light Horse didn't want to say anything to us since we're new and not necessarily trustworthy, but I'm guessing we haven't heard the end of this.

Don't get too comfy – or drunk. I suspect we're going to be busy again pretty soon.