

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-04

Stubensville Side Story

Greater Stubensville High School, Barlow's End, Federated Suns

September 30, 3026

Mission Results

- The MacGuffin is not captured by the Dragoons (Success)
- The MacGuffin remains intact and in the hero's possession (Bonus) (+100,000 C-Bills)
- The Dragoons escape with the MacGuffin (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

- Ostsol OTL-4D (5,017,600 C-Bills)
- Hoplite HOP-4B (4,355,758 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Mongoose MON-66 (2,226,979 C-Bills)
- Flea FLE-4 (1,519,200 C-Bills)
- Crusader CRD-3R (5,686,009 C-Bills)

Additional Rewards

Portable Scanner (Optional Equipment):

If a scenario mentions "EW Equipment" in the special rules, you may cross off this Optional Equipment at the beginning of the scenario. Doing so allows you to act as if your 'mech had such equipment for the duration of the game.

GM Signature _____ **Game Date** _____

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Mission: 3026-04 Debrief
Stubensville Side Story
Greater Stubensville High School, Barlow's End, Federated Suns
September 30, 3026

Greater Stubensville High School is not, at all, what you originally thought it was. From the outside it definitely looks like a high school. There's a playing field out front, a flag of the Federated suns on a big pole in the front that you could swear on a cold day probably has some nerd's tongue stuck to it, that sort of thing. There's even an open space in the middle with piles of cigarette butts lying around. Heck, for all you know, Greater Stubensville once had a high school.

Now, on the other hand, it's almost certainly something else. You and the rest of your lance find yourselves sitting in the cafeteria. The first sign that you ain't in high school any more is the fact that the juice machines have been replaced with the sort of machine that spits out a cup and coffee, and if you're lucky, does so in that order. The requisite healthy food the Feds are so proud of feeding their kids has been replaced with the sorts of rubber sandwiches that people working long hours tend to get out of vending machines.

The high security everywhere is a bit of a giveaway too. Heavy doors with prox readers and retinal scanners, for example. Also, last time you checked, guards with flechette guns weren't standard equipment in most secondary education facilities.

It turns out that the high school is all a front for an R&D facility that the Feds have been keeping secret for some time. It also turns out that they didn't keep it secret enough, as the Snakes found out about it, and sent their pet mercenaries to take it.

After a few minutes in the cafeteria, the director of the facility appears through one of the doors that leads farther into the facility. He's a tall fellow with greying hair that honestly looks more like a Gym teacher or maybe a used car salesman than a scientist. He's not even wearing a lab coat.

"Greetings! My name is Dr. Alex Burton. I'm the director here at the Achernar Proving Grounds. I really need to thank you for saving us back there, but I'm afraid we're not out of the woods yet. Apparently the Combine knows that we're here now, and it's just a matter of time before they send another attack, and as I understand it, you won't be able to fight this next one off as easily as the last.

Dr. Burton leads you to an oversized freight elevator and summons it.

"As I'm sure you know, Barlow's End wasn't always terraformed. It wasn't until late in the 26th century that the surface was at all habitable. Before that, this place was a mining colony, with an enormous network of tunnels dug out for Germanium and Iridium mining."

With a soft ding the elevator doors open. There are two sets of doors, and each looks to be inches thick, one that closes horizontally, another that closes vertically. Your lance, Dr. Burton, and another scientist – one you met when you first arrived but you've already forgotten his name, all pile in. The elevator feels cavernous even with all of you in it.

"Anyway, some of these tunnels were perfect for our research. I'm afraid I can't go into much in the way of details, but it's something that we really don't want the Kuritans getting their hands on". He says "Kuritans" more like "Cretins". He's happy you noticed.

"So we're going to pack up and move it. Or at least, the important parts that we can carry. Moving will set us back months, but it'll still be better than letting the snakes get a hold of it"

The elevator lurches to a stop and the doors slide open.

Holy crap on toast. This place is enormous. It's a cavern, easily half a kilometer across and high enough for a 'mech to stand and maybe even jump if it doesn't go too high. It's lit from above with some sort of floodlights. In the center there's something that looks a bit like the core of a fusion engine, but the sort of fusion engine that powers cities or maybe jumpships, not the sort in a Battlemech. It's easily fifty meters across. There's a swarm of engineers (properly wearing lab coats, you notice) crawling all over the thing. It does not appear to be on.

"Oh, don't worry – most of that is pretty simple stuff – superconducting electromagnets, plasma railguns for electron injection, that sort of thing. The key to the whole thing is a lot smaller – about a ton or so, and the boys are busy getting it out. Once they do, we're going to need to get out of here, and I'm afraid it looks like you guys are going to be our escorts"

Yup. It looks like you really stepped in it this time.