

# BATTLETECH™



## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3026-06**

**Get to the Choppa!**

**Rough Patch, Barlow's End, Federated Suns**

**September 31, 3026**

### Mission Results

- PCs escape with the MacGuffin (Success)
- Macguffin is destroyed or neither side controls it at the end of the scenario (Draw)
- 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

- Hornet HNT-151 (1,248,700 C-Bills)
- Firefly FFL-4A (2,203,500 C-Bills)
- Cicada CDA-2A (3,705,217 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)
- Merlin MLN-1A (4,960,000 C-Bills)
- Guillotine GLT-4L (6,062,483 C-Bills)
- Annihilator ANH-1A (7,696,666 C-Bills)
- Archer ARC-2W (6,447,873 C-Bills)

### Additional Rewards

**Prototype "Freezers":**

*Don't worry about that green stuff leaking out, it's perfectly safe*

The Feds are extremely grateful for our heroes' aid. They've given each PC three prototype double-strength heat sinks (dubbed "Freezers" by the NAIS). These can be refitted to existing Battlemechs. The PC may replace up to three heat sinks in their 'mech. Double strength heat sinks take three critical slots instead of one, so the PC must mark two additional crit slots in the location with the heat sink. Only heat sinks on the record sheet can be replaced, and they cannot be moved.

Additionally, Prototype "Freezer" heat sinks are volatile. If a Freezer is hit it will explode for an additional point of internal structure damage (and an additional "Determine Critical Hit" roll). This does not count as an ammo explosion for purposes of pilot damage.

**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_

# BATTLETECH™

## MISSIONS



**Mission: 3026-06 Debrief**

**Get to the Choppa!**

**Rough Patch, Barlow's End, Federated Suns**

**September 31, 3026**

You find yourself standing (still in your 'mechs) around the drop port in Rough Patch. You can still see the vapor trails from the retreating dropship with the MacGuffin safely tucked away. The remaining Dragoons' forces have also left the area, having lost all interest in you as soon as their primary objective had escaped.

"So, what the hell was that, anyway?" you ask Dr. Burton, one of the Fed scientists who stayed behind. "Why did the snakes want it so bad? Was it some kind of fancy 'mech weapon or something?"

"Nope" he starts. There's a pause while he clearly thinks about what he's saying, then starts again. "Hell, I might as well tell you, the bad guys already know about it, who are you going to tell? But if you do, you didn't hear it from me. It's a 'Jump Stabilizer.' highly experimental stuff. Basically, you know how Jumpships can only jump about, oh, 30 Light Years or so? Well, it has to do with quantum instabilities in the K/F field. Beyond 30 Light years the field begins to break down and the odds of misjumps increase exponentially. If these guys can make the stabilizer work, they can increase by perhaps as much as a factor of two the safe range of a jump. The military and civilian uses would be incredible. This is stuff even the Star League never imagined"

It's kinda a neat story, actually. You get warm fuzzies just thinking that you might have just saved the technology that could halve the time it takes to cross interstellar empires. Of course, then you think of how terrible it could be. With that sort of technology, the Feds could hit worlds much farther into the Combine (or the Confederation). Border zones would need to be twice as deep, making them much harder to defend. It's actually a bit scary, as well as pretty cool.

Too bad it's all a crock.

You ask Scotty, the Lancers' chief tech about it when you get back to the dropship.

"Hey, did you ever hear about the Manhattan Project? It was the invention of the first atomic weapon by the former North American power called 'USA'. Anyway, it was this top secret project involving hundreds of scientists. Because they didn't want their enemies the Germans to find out what they were doing, they spread a bunch of misinformation about what they were working on – to the extent that the scientists even told their wives that they were 'dehydrogenating water' – to make it easier to carry on the battlefield. Then all they'd need to do is add Hydrogen and – poof, good clean, drinkable water."

Okay, makes sense so far...

"Well, obviously that's stupid. But it sounded good. Same goes with the notion of 'removing instabilities in the K/F field'. The limiting factor of a K/F jump isn't instability or anything like that –

it's about the way that mass affects the shape of spacetime. You calculate the energy required as a function of the mass of the jumping object and an exponential factor of the distance jumped. There's a weird cliff effect at around 30 Light Years. When the mass is negligible, like in a Hyperpulse, then the distance can be much higher. But when the mass is as big as a jumpship, well..."

Bummer.

"Anyway, whatever it was they were making, it's unlikely it had anything to do with jumpships. My guess? They told you a very specific story to see if it gets back to them. Then they'll know they can't trust you. I wouldn't go repeating that story if I were you. You know, unless at some point the Feds really do invent a double-strength jump drive. Then you can tell everyone how instrumental you were in its invention. But I wouldn't hold my breath..."

Well, even if you weren't responsible for the survival of the single greatest technological advance in your lifetime, at least you've got a story about dehydrating water you can tell your buddies back at Barlow's Beginning.

"Oh, hey!" Scotty interrupts you before you can leave. "So, whatever it was, the Feds really wanted it. You see those trucks out there? They've delivered a bunch of toys for you to play with. They're called 'Freezers', and they're the NAIS's attempt at replicating the double strength heat sinks that the Star League was famous for. There's enough for each of you to refit up to three heat sinks on your 'mechs. They're much bulkier than regular heat sinks, but they weigh the same and dissipate twice as much heat. Only downside if they're chock full of some really nasty stuff. Makes the Ethylene Glycol the regular ones are fulla look like mother's milk, if you know what I mean...Anyway, it looks like the Combine is bugging out, so I should have plenty of time to mount 'em wherever you want before our next mission. Just lemme know"