

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-02

Good news!

Aberystwyth, Timbuktu Theater, Lyran Commonwealth

March 31, 3027

Mission Results

- Destroy the dropship, or force it to surrender
- Capture the dropship before time runs out (+100,000 C-Bills)
- The Lyrans are forced to destroy the dropship themselves
- 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

- Centurion CN9-AL (3,395,874 C-Bills)
- Hunchback HBK-4J (3,560,874 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Firestarter FS9-M (3,066,525 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)

Additional Rewards

Hold full of Booty:

The hold of the pirate dropship was full of partially wrecked Battlemechs. If you captured the dropship, you also unlock the following 'mechs:

Firestarter FS9-M "Mirage" (3,065,175 C-Bills)

Vindicator VND-1R (3,137,583 C-Bills)

Marauder MAD-3M (6,291,250 C-Bills)

Bringing the Boom:

You are experienced working with artillery. Once per game, you may check a box next to this bonus and pay 10,000 C-Bills to get a one-time sniper artillery strike in a future scenario. The shot targets any hex you choose, with a 1-turn flight delay and hits on a 5+. You may only use this in a scenario where there are other friendly units on-planet.

GM Signature _____ **Game Date** _____

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Mission: 3027-02 Debrief

Good news!

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By the time salvage and recovery teams move in to claim what's left of the pirate dropship, the storm has died down completely. It would really be pretty out here, if it weren't such a miserable, pirate-infested backwater. Naturally, Sarge called you in for a quick debrief before you even got a chance to shower:

"Great work! The local intel team is already pouring over data they managed to pull from the pirate's nav computers, or what's left of them after the battle. It seems the pirates tried to erase as much as they could – and that was before the shooting started!

Regardless, The Lyans are assuring us that they'll have the nav data cracked before long, and will get back to us when they do. In the meantime, there's the small matter of hunting down the pirates we didn't catch in the first raid. They're stuck here now, and they know it. We need to get back out there and hunt them down before they can go to ground, or cause more trouble. Who's ready for round 3?