

| Charac   | cter Play   | er                |                                | Cert |  |  |
|--|---|-------------------|--------------------------------|------|--|--|
| Mission: 3027-06<br>The Jig is Up<br>Gillfillan's Gold, Anti-Spinward Periphery<br>May 14, 3027  |   |                   |                                |      |  |  |
| Mission Results  ☐ At least half of the enemy 'mecs have either surrendered or been destroyed (Primary objective)  ☐ More than half of the enemy 'mechs remain at the end of the game (Mission Failed)  ☐ Capture an enemy pilot (Secondary Objective) (100,000 C-Bills)  ☐ Opposing 'Mech/Combat Vehicle destroyed by party (30,000 C-Bills, +1 XP) |   |                   |                                |      |  |  |
| Mech ∜<br>□<br>□   | Mech Survived<br>Mech Severely Damaged<br>Mech Destroyed  | Pilot S<br>□<br>□ | Pilot Survived<br>Pilot Killed |      |  |  |
| C-Bill Reward  |   | KP Rewa           | rd                             |      |  |  |
| Salvaged Mechs   |   |                   |                                |      |  |  |
|  | Awesome AWS-8T (6,598,170 C-Bills) Orion ON1-K (6,674,500 C-Bills) Thug THG-10E (7,760,640 C-Bills) Rifleman RFL-3N (4,860,000 C-Bills) Ostroc OSR-2C (5,040,960 C-Bills) Shadow Hawk SHD-2H (4,539,382 C-Bills) Centurion CN9-A (3,491,500 C-Bills) Whitworth WTH-1 (2,912,933 C-Bills) Hermes II "Mercury" HER-2M (3,262,514 C-BFlea FLE-15 (1,520,400 C-Bills) Battlemaster BLR-1G (8,501,243 C-Bills) | iills)            |                                |      |  |  |

## **Additional Rewards**

**Look what I found!** In addition to any 'mechs unlocked in this mission, if the mission is successful, you also unlock one of the following 'mechs. You may delay choosing which 'mech until you buy it. Cross off this reward when you do.

Hermes HER-2M, Wolverine WVR-6M, Ostroc OSR-2M, Marauder MAD-3M, Banshee BNC-3M, Banshee BNC-3Q

| GM Signature | _ Game Date |  |
|--------------|-------------|--|
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Mission: 3027-06 Debrief

The Jig is Up

Gillfillan's Gold, Anti-Spinward Periphery

May 14, 3027

Good job troops! It looks like anything left of the League's expeditionary force has turned tail to run. Our Lyran employers are already talking about how of Janos Marik will think twice about staging another raid like this any time soon. Also, since we kinda caught the locals red handed trying to help the Leaguers stir up trouble for the Lyrans, they conveniently "Found" a warehouse that the Marik forces were using as a staging area. It's got several disabled 'mechs that the locals have offered to let us "take off their hands" if we pretend they had nothing to do with all of this. Works for me, we'll take 'em!

So, having said that: Let's get the heck off this rock, and seek out some quality R&R. Things look pretty quiet on the rest of the House borders, but there are always pirates to fight, right? I'm sure we'll all find something to occupy our time next year.

Say, anybody hear any news about the latest operation GALAHAD war games? I hear the Lyrans are planning their own games this time. Should be a sight to see. Good thing things are relatively quiet around the Inner Sphere these days. While it might be good for business, it'd be really terrible for the folks of the successor states if another succession war were to break out, wouldn't it?