

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-02

A Bridge to Where?

Hashi Bridge, Were River, Shaula

September 10, 3028

Mission Results

- PCs successfully scan all buildings and units
- PCs capture the bridge
- PCs fail to scan or capture the bridge, and it remains intact
- Bridge is destroyed by Combine forces
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Dragon DRG-1N (5,036,800 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Dervish DV-6M (4,989,967 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Spider SDR-5K (2,728,440 C-Bills)
- Vulcan VL-5T (3,558,100 C-Bills)
- Archer ARC-2K (6,170,773 C-Bills)
- Clint CLNT-2-3T (3,572,380 C-Bills)

Additional Rewards

A Bridge to Where? The PCs have captured a key bridge. Because of this, on any mission in which you start turn 1 entering the side of a map, you may instead cross off this reward to begin the first turn up to your walk speed in hexes away from the edge of the map. This movement must be legal - you cannot cross terrain you couldn't normally walk across or enter any hexes prohibited due to the scenario or any other movement restrictions. Cross off this reward if the PCs did not capture the bridge.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3028-02 Debrief
A Bridge to Where?
Hashi Bridge, Were River, Shaula
September 10, 3028

Once again you find yourselves at the field command vehicle, rather than your favorite mechwarrior bar for your debrief. Man, being at war is annoying, isn't it? You're hardly there for five minutes when the shelling starts. At first it is sporadic and far away, but as the debrief goes on it gets closer.

"Okay Boys, listen up! The Lyrans sure did appreciate us taking a looks-see around that bridge and bringing back information about the bridge's defenses. As the only bridge crossing in this sector capable of supporting assault level 'Mechs, the bridge was surprisingly lightly defended by the Kuritans and we now know why. It looks like the Snakes have fairly accurate pre-sighted artillery in the area, and they aren't exactly shy about using it. A short time ago, they managed to use it to great effect to effectively stop the Lyran advance cold. Apparently our LCAF liason has plans for us, so go make sure that Scotty has patched up and reloaded your 'mechs, get mounted up, and get ready to move out. I'll explain our new orders once we are on the move."