

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-05

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

September 12, 3028

Mission Results

- Mission Successful: No more than one Combine 'mech escapes off of the board in good order (350,000/250,000/100,000 C-Bills, 15/5 XP)
- Bonus Objective: Each building scanned (+20,000 C-Bills each) (x_____)
- Mission Unsuccessful: More than one Combine 'mech escapes off of the board in good order. (150,000/100,000/50,000 C-Bills, 8/3 XP)
- 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

- Archer ARC-2K (6,170,773 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Awesome AWS-8T (6,598,170 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Hunchback HBK-5SP (3,446,874 C-Bills)
- Hussar HSR-350-D (2,602,340 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Orion ON1-V (6,774,250 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)

Additional Rewards

Scanning Whiz You have gotten really good at working your 'mechs scanners to gain intel on the enemy. You may check off one or more boxes to add that many to a scanning roll. You may do this *after* the roll is made. This should start with a number of unchecked boxes equal to the number of buildings #1-5 that were successfully scanned during this mission.

Where does this lead?: On a mission where the PCs start the first turn by entering the map through a specific mapsheet, you may cross off this reward to enter from any mapsheet edge. Cross off this reward if you did not successfully scan building #6 during this mission.

GM Signature _____ Game Date _____

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Mission: 3028-05 Debrief

Follow the Leader

Abandoned Mining Site, Mandala foothills, Shaula

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Before the dust has finished settling on your assault on the Combine camp, a convoy of vehicles rolls up. This includes a hoverjeep with Lucius, Scotty, and some of the intelligence boys, who immediately go to work picking through piles of rubble and running these strange little scanners over them. Behind them are the usual assortments of field repair vehicles, including the mobile gantry and the usual J-27 ammo trucks, and at least two trucks full of infantry on loan from the LAAF. Taking up the rear are a couple of industrial 'mechs with mining and excavations tools for arms.

As soon as he's dismounted, Lucius gestures for you all to dismount and climb down for an impromptu debrief right there at the feet of your 'mechs.

"Okay boys, listen up! First off, Lyrans Command wants to thank you all for finding these guys and taking out this advance base. It's going to take a while to piece together the intel you've gathered, but unfortunately, we ain't got a while. The Lyrans are currently prepping for a final push on Shaula city, and while they're telegraphing that they need us to capture a Combine fort just southeast of the city. Grab a donut and an energy drink from the commissary trucks while Scotty patches up and rearms your rides. You're heading back out in just over two hours. Dismissed!"