

# BATTLETECH™



## MISSIONS

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

**Mission: 3029-01**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

### Mission Results

- Destroy the enemy commander (Mission Successful)
- Keep your commander's 'mech intact (+100,000 C-Bills)
- Enemy Commander survives (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Capture the enemy commander alive while keeping your allied commander alive (+100,000 C-Bills)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

**C-Bill Reward** \_\_\_\_\_ **XP Reward** \_\_\_\_\_

### Salvaged Mechs

- Hunchback HBK-4SP (3,446,874 C-Bills)
- Centurion CN9-AL (3,395,874 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Thunderbolt TDR-5S (5,413,759 C-Bills)
- Grasshopper GHR-5N (6,160,573 C-Bills)
- Goliath GOL-1H (7,651,199 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Kintaro KTO-18 (4,704,457 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)
- Highlander HGN-733 (8,320,860 C-Bills)
- Atlas AS7-D (9,626,000 C-Bills)

### Additional Rewards

Sure Footed:

Check off one use of this cert to automatically succeed at a Pilot Skill roll caused by terrain (i.e. skid rolls, rough terrain, bogged down)

**Friend of the Suns:** You have chosen to side with the Federated Suns on the world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Capellans.

**Friend of the Chancellor:** You have chosen to side with the Capellan Confederation on the

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

world of Sarna during the 3029 campaign. Cross this reward out if you sided with the Federated Suns.

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-01 Debrief**

**Choices**

**Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation**

**June 6, 3029**

Because of the somewhat uncertain condition of your contract, Major Lucius has decided to conduct operations out of the *Grover's Folly* rather than the usual on-planet bases that you're accustomed to. This means that instead of meeting in a briefing room or a friendly Mechwarrior bar, you're in the *Folly's* conference room on deck 3. To make it feel like a usual debrief, Captain Archer has handed out beer to everyone, but unfortunately, that has consisted of beers from the ship's stores, meaning that they come in those bulbs used to drink in zero-G. The beers are flat and warm, but Archer promises that she'll have something better once things settle down a bit. The world of Sarna is densely populated and heavily industrialized, and even the Capellans brew beer, so she's fairly confident that she can find something soon.

When Lucius enters, everyone awkwardly attempts to put down their beers and stands at attention.

"Okay Boys, listen up!"

"The situation on Sarna is getting increasingly complicated, and our interaction with Muerty's Moreadors is really just par for the course. It turns out that the Fed intel on the Cappy defenses on this world were woefully out of date, which is why the Fifth Syrtis got ambushed by the Big Mac. Turns out that the Fifth were mad at the Cappies for executing their previous Duke a few months back. The fact that the Duke was almost certainly up to no good doesn't seem to have entered their thinking much, but the end result is that the Fed's carefully laid plans are all in disarray."

**Friend of the Suns** (Cross this out if the PCs sided with the Capellans):

"Which brings us back to our current contract situation. The Feds promise that they'll make good on the Lyran contract, and extend it for the rest of the year. Our dealings with them so far have been above-board, so we're not too worried about that. It looks like there's going to be plenty of work for us in the coming weeks anyway, as we're currently outnumbered and outclassed in hostile territory, with no way to radio home. So hit your bunks - it's gonna be a long few campaign".

**Friend of the Chancellor** (Cross this out if the PCs sided with the Feds):

"Which brings us to our situation. I realize that siding with the Capellans seems like an iffy proposition, but they're promising to pay extremely well, and they weren't just cut off by the phone company. They really don't want to lose this world, so while we're almost certainly in for tougher missions going forward, the pay should be commensurately better. Scotty and his boys

are currently bringing your 'mechs up to fighting trim, so catch some rack time while you can. Things are definitely about to get a lot more interesting"