

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-02b (Capellan)

The Sound of Silence

Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation

June 9, 3029

Mission Results

- Destroy the Long Tom (Partial Success) (100,000 C-Bills)
- Capture the Long Tom (Complete Success)
- Long Tom Escapes (Mission Unsuccessful)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Capture the Long Tom with the Long Tom and all carriages Undamaged (+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

- Wolfhound WLF-1 (2,925,180 C-Bills)
- JagerMech JM6-A (5,514,574 C-Bills)
- Rifleman RFL-3C (4,808,000 C-Bills)
- Zeus ZEU-6A (7,856,399 C-Bills)
- Thunderbolt TDR-5D (5,323,009 C-Bills)
- Battlemaster BLR-1G (8,501,243 C-Bills)
- Marauder MAD-3D (6,597,500 C-Bills)

Additional Rewards

Long Tom Shot (only unlocked if Long Tom is captured)

The Crew assigned to the Long Tom you captured is in your debt. Check off one of the boxes above to make use of the Long Tom Artillery Battlefield Support (Battlemech Manual, Pg 77/78). Once you've used this three times, cross it off.

GM Signature _____ Game Date _____

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Mission: 3029-02b (Capellan) Debrief

The Sound of Silence

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June 9, 3029

Surprisingly enough, at the end of the day, you find yourselves in a regular, run-of-the-mill bar in the (still!) Capellan town of Baktal. Sure, after the time you spent in Lyran space, the beer here is definitely subpar, but on the other hand, you find your C-Bills go a lot farther. Before you can get too hammered, however, you get called back to the Grover's Folly for a debrief, to quote the Major, "Away from Prying Eyes and Ears".

"Okay Boys, listen up!" says the major from his usual lectern at the front of the briefing room. "Good job with the Artillery piece today. I think our new employers in the Big MAC are a little suspicious of us, but this should go a ways in convincing them that we're legit.

"So here's the situation. We know that the FedSuns invasion of Sarna has gone pear shaped from the outset, for two reasons. First: The Feds had seriously out of date intel on the defenses of the planet, believing that the MAC was elsewhere, and Second: the fifth Fusiliers RCT really wanted to get here first to prove to the First Prince that they were excited to be here, so they rushed ahead and got hammered."

This is news to nobody.

"Here's the key takeaway for you guys. We have a clause in our previous contract stating that we would not, for the period of a year, reveal any information that we have about troop locations or concentrations to any powers hostile to the Federated Suns. It's a pretty common clause that rarely comes up, but it has come up in spades right now. We happen to know that the remaining Fed mercenaries are badly outnumbered by the Cappie- Sorry - 'the Capellans', but if we tell them that we'll be in violation of that clause. So you are not, under any circumstances, to reveal that information. If we do, we'd face censure from the MRB, and as a small, relatively new unit, it's unclear that we could survive that. Is that understood?"

There's a general murmur of assent.

"So with that - I know you guys like your little informal post-mission debriefs from Henrik and Sarge. For now, those sessions will have to take place here on this ship, where we can be certain that nothing leaks to the Cappies - at least not until they figure out for themselves what troops the Feds have remaining."

"I've arranged with Captain Archer to have local beer brought in actual bottles to be stored in refrigerated storage in bay C to make the whole process a little more palatable.

"Any questions?"

About half a dozen hands shoot up. Well, this is about to get interesting. And not in a good way, but in that Capellan curse kind of way. Well, it's not like you signed up to be a Mercenary to live an 'uninteresting' life...