

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-03a (Federated Suns)

Night Raid

Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation

July 17, 3029

Mission Results

- Capture the supply base.
- Destroy or cripple half of the enemy mechs (Bonus Objective) (+100,000 C-Bills)
- Base remains in Capellan control at the end of the mission (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Destroy or cripple all of the enemy mechs (no witnesses) (+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

- Vindicator VND-1X (3,177,095 C-Bills)
- Raven RVN-2X (2,429,775 C-Bills)
- Cataphract CTF-1X (5,998,053 C-Bills)
- Cicada CDA-3C (3,306,333 C-Bills)
- Marauder MAD-3L (6,467,125 C-Bills)
- Catapult CPLT-C1 (5,790,124 C-Bills)
- Highlander HGN-733C (8,395,530 C-Bills)

Additional Rewards

Pontoon Bridge

Before the mission starts you can have your dropship airdrop a pontoon bridge on a single water hex on the map. Consider that hex an asphalt hex with the same level as the surface of the water. Cross off this reward when you have used it.

No Witnesses (Secret Objective. Cross off if the PCs do not succeed in destroying or crippling all Capellan forces)

You left no Capellans at the supply base on the Tapi river to report back.

GM Signature _____ Game Date _____

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MISSIONS



Mission: 3029-03a (Federated Suns) Debrief

Night Raid

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July 17, 3029

Once again you find yourself at that temporary bar set up in a tent at the Screaming Eagles camp. Things are clearly getting a little tense, as the various mercenary units there are feeling the pressure of nearly two months of trying not to get pinned down by superior numbers. However, things could definitely be worse, as for the most part the assembled units are in good order, and losses haven't been terrible - yet.

That's when things get weird. Lucius walks in. Sure, Henrik, Sarge, and even Scotty have all been known to join you guys for beers at the end of a mission, but this is the first time anyone can remember the Major showing up.

"Good job, boys! The facility here makes rather unsexy stuff - lubricants, spare parts, that sort of thing. Not even stuff that goes 'boom', but it's stuff that if you don't got it, you're stuck. Right now we're trying to avoid getting pinned down by a force that's twice our size. For those of you who didn't attend a fancy military academy, that's pretty much number one on the list of things they teach you to not do. What they tell you to do in that situation is to play a game of hit and run, but to do that we've got to keep the 'mechs in good running order, which means we're going to have to keep stealing supplies like this."

"All I can tell you for now the Screaming Eagles are calling the shots, and they say we gotta keep moving. So that's what we're gonna do. Anyway, we've got a few hours before our next sortie, wherever that is, so enjoy your beers, but not too much".

With that he pops open his own beer and attempts to make small talk. Things get pretty awkward for the fifteen minutes it takes him to drink it, at which point he politely makes an excuse and leaves.

Now you know why he doesn't join you on these things.