

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3029-05a
Friends under fire
Graves Hallow
September 11, 3029

Mission Results

- Get an uncrippled mech off the left edge of the board and 1/3rd (Round up) of the enemy OPFOR is destroyed or crippled. (Success)
- Get more mechs off the edge of the board than the enemy OPFOR has remaining on the board. (Bonus Objective) (+100,000 C-Bills)
- Less than 1/3rd (Round up) of the enemy OPFOR is destroyed, or no PC 'mechs escape off the left edge of the board (Failure)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Destory or cripple all OPFOR mechs (+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

- Firestarter FS9-H (3,046,950 C-Bills)
- Vindicator VND-1X (3,177,095 C-Bills)
- Cataphract CTF-2X (5,877,353 C-Bills)
- Catapult CPLT-C4 (5,893,249 C-Bills)
- Trebuchet TBT-5N (4,293,500 C-Bills)
- Warhammer WHM-6L (6,077,783 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)

Additional Rewards

Charge!

Allows your mech to move twice during the movement phase but you skip your shooting and melee phase. you keep the higher of the two movement modifiers as your modifier for the turn.

GM Signature _____ Game Date _____

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MISSIONS



Mission: 3029-05a Debrief
Friends under fire
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Disaster.

The Federated Suns camp has now, officially, run out of beer. Apparently, more than half of the beer rations had been with the Fusiliers, and when things went pear shaped, they must have fallen into Capellan hands. You're now limited to filtered water and Scotty's "Heat Sink Hooch", which you wouldn't touch with a ten meter pole.

On the other hand, while supplies are running low and the situation on Sarna is getting more and more desperate, morale remains high in the mercenary camp. So far the Big Mac probing attacks have all been rebuffed, and your position is about as good as could be, considering the situation. Henrik, the unit's intelligence officer, has suggested that the favorable terrain, plus the bloody nose you've been able to deliver to the Capellan mercenaries, combined with the current stock of supplies, means that you can hold out here in Grave's Hollow for at least another three months.

That's where he's a little less optimistic, however.

"The problem is - with the Comstar Interdiction, it's impossible to know what the Feds know about the situation here. From what I've been able to gather, the Fusiliers never reported that they were in trouble before the Jumpships bugged out. The timetable had Sarna falling in a few weeks - but that was before we discovered that four elite regiments of Capellan mercenaries were here. The Feds thought they were at least two jumps away, on Palos. Our best bet right now is for the Feds to notice that we've gone silent and send reinforcements to find out what happened. There's no way the Fox doesn't have reserves for that. The only real question is: Will they get here on time?"