

# BATTLETECH™



## MISSIONS

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

**Mission: 3029-05b**

**Burn out the Invaders**

**Graves Hallow**

**September 11, 3029**

### Mission Results

- Prevent 2 mechs from escaping off the opposing edge of the board.
- Prevent any mechs from escaping off the opposing edge of the board. (Bonus Objective) (+100,000 C-Bills)
- Half the Players must be severely damaged or destroyed (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)
- (Secret Objective): Destroy 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

- Zeus ZEU-6T (7,751,999 C-Bills)
- Ostsol OTL-4F (5,081,600 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)
- Hatchetman HCT-3F (3,107,640 C-Bills)
- Blackjack BJ-1DC (2,973,950 C-Bills)
- Battlemaster BLR-1D (8,146,043 C-Bills)
- Warhammer WHM-6D (5,945,183 C-Bills)

### Additional Rewards

Inferno SRMs: (Optional Equipment)

*I love the smell of Napalm in the morning!*

At the beginning of a scenario, you may declare one ton of SRM ammo to be loaded with inferno missiles (See TW: pg. 141 for details). If, at the end of the scenario, you have used more than one SRM salvo, have dumped the ammo, or the ammo bin containing the inferno missiles has been destroyed, check off one of the boxes above, or pay 27,000 C-Bills.

During any scenario you may only select at most one piece of "Optional Equipment".

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

# BATTLETECH™

## MISSIONS



**Mission: 3029-05b Debrief**  
**Burn out the Invaders**  
**Graves Hallow**  
**September 11, 3029**

After successfully routing the FedSuns infantry with your help, the Big Mac has a bit of a celebration using several crates of beer they "liberated" when they defeated the Fifth Syrtis Fusiliers on their initial, poorly coordinated landing on Sarna. As you're helping yourselves, you run into Colonel Linda Chandrasekar, the commander of the 3rd Big Mac regiment.

"You 'mechwarriors handled yourselves well out there today." After an awkward moment while the Colonel fumbles with a bottle opener, she continues. "I wish I could say the rest of the day went as well. We encountered heavy resistance from Black Cobras conventional forces. I say "Conventional" in that they were tracked, but I promise you, you do *not* want to be on the receiving end of an angry Demolisher attack. Still, I think we've got the Feds on their heels right now. Rest up! We're going to have more work for you soon, once we figure out how to crack that forest open.