

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3029-06b

Get to the Boat!

West of Moncona, Sarna

December 17, 3029

Mission Results

- Get your personal 'mech off of the map
- Each teammate's 'mech that escapes (+20,000 C-Bills, +1 XP each) (x_____)
- Your 'mech is unable to escape.
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ **XP Reward** _____

Salvaged Mechs

- Enforcer ENF-4R (3,536,874 C-Bills)
- Wolverine WVR-6D (4,786,607 C-Bills)
- Quickdraw QKD-5A (5,447,360 C-Bills)
- Victor VTR-9B (8,044,319 C-Bills)
- Guillotine GLT-4L (6,062,483 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Crockett CRK-5003-0 (7,481,585 C-Bills)

Additional Rewards

Friends in high places

You may cross off one use of this Cert to get one Heavy Air Cover mission in response to the OPFOR declaring an Aerospace attack (Strike, Bombing or Strafe). You must roll as normal in the Battlefield Support table (BMM, pg 78)

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3029-06b Debrief
Get to the Boat!
West of Moncona, Sarna
December 17, 3029

The ride out of Sarna was a little more exciting than you'd like. The few of you that escaped the Fed's noose were battered and lucky to be alive. Definitely a lot luckier than the ones that didn't make it. Still, you've lived to fight another day. Having said that, you weren't all sure you *were* going to make it out of the Sarna system alive. The Feds hounded the assembled dropships with aerospace and the *folly* took some serious hits. Still, once you'd managed to link up with the rest of the Big Mac's dropships, plus their remaining aerospace cover, the collection of you presented a prickly enough target that the Feds, content with their capture of the regional capital. There's little doubt that the rest of the Sarna Commonality will fall soon, despite Comstar's lockout of the Federated Suns.

For the Lancers', things are a little less certain. The Capellans *may* want to rehire you, or you may be able to subcontract with the Big Mac for a while. Or, it might just make more sense to make your way to the Free World's League to lay low for a while and let the Feds forget about this little incident while basking in the glory of their newfound real estate. Only time will tell.