

# BATTLETECH™

## MISSIONS



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

**Mission: 3028-05**

**Follow the Leader**

**Abandoned Mining Site, Mandala foothills, Shaula**

**September 12, 3028**

### Mission Results

- ☐ Mission Successful: Complete at least one primary objective
- ☐ Bonus Objective: Complete both primary objectives (+100,000 C-Bills)
- ☐ Mission Unsuccessful: Neither primary objective is fulfilled
- ☐ 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

- ☐ Archer ARC-2K (6,170,773 C-Bills)
- ☐ Assassin ASN-21 (3,765,813 C-Bills)
- ☐ Awesome AWS-8T (6,598,170 C-Bills)
- ☐ Blackjack BJ-1 (3,147,225 C-Bills)
- ☐ Centurion CN9-A (3,491,500 C-Bills)
- ☐ Hunchback HBK-5SP (3,446,874 C-Bills)
- ☐ Orion ON1-V (6,774,250 C-Bills)
- ☐ Panther PNT-9R (2,485,710 C-Bills)
- ☐ Ostroc OSR-2C (5,040,960 C-Bills)
- ☐ Clint CLNT-2-3T (3,572,380 C-Bills)

### Additional Rewards

**Scanning Whiz** ☐☐☐☐☐ You have gotten really good at working your 'mechs scanners to gain intel on the enemy. You may check off one or more boxes to add that many to a scanning roll. You may do this *after* the roll is made. This should start with a number of unchecked boxes equal to the number of buildings #1-5 that were successfully scanned during this mission.

**Where does this lead?:** On a mission where the PCs start the first turn by entering the map through a specific mapsheet, you may cross off this reward to enter from any mapsheet edge. Cross off this reward if you did not successfully scan building #6 during this mission.

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

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## MISSIONS



**Mission: 3028-05 Debrief**

**Follow the Leader**

**Abandoned Mining Site, Mandala foothills, Shaula**

**September 12, 3028**

Before the dust has finished settling on your assault on the Combine camp, a convoy of vehicles rolls up. This includes a hoverjeep with Lucius, Scotty, and Henrik, who immediately goes to work picking through piles of rubble and running this strange little scanner over them. Behind them are the usual assortments of field repair vehicles, including the mobile gantry and the usual J-27 ammo trucks, and at least two trucks full of infantry on loan from the LAAF. Taking up the rear are a couple of industrial 'mechs with mining and excavations tools for arms.

As soon as he's dismounted, Lucius gestures for you all to dismount and climb down for an impromptu debrief right there at the feet of your 'mechs.

"Okay boys, listen up! First off, Lyrans Command wants to thank you all for finding these guys and taking out this advance base. It's going to take a while to piece together the intel you've gathered, but unfortunately, we ain't got a while. The Lyrans are currently prepping for a final push on Shaula city, and while they're telegraphing that they need us to capture a Combine fort just southeast of the city. Grab a donut and an energy drink from the commissary trucks while Scotty patches up and rearms your rides. You're heading back out in just over two hours. Dismissed!"