

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-03b (Capellan)

A Bump in the Night

Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation

July 17, 3029

Mission Results

- Keep control of the supply base (Mission Successful)
- Destroy or cripple half of the enemy mechs (Bonus Objective) (+100,000 C-Bills)
- Feds gain control (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Destroy or cripple all of the enemy mechs (Attrition) (+100,000 C-Bills)
- New Payout

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Kintaro KTO-18 (4,704,457 C-Bills)
- Zeus ZEU-6S (7,617,899 C-Bills)
- Atlas AS7-RS (9,300,000 C-Bills)
- Phoenix Hawk PHX-1D (4,057,390 C-Bills)
- Blackjack BJ-1DB (3,105,175 C-Bills)
- Bombardier BMB-10D (5,636,509 C-Bills)
- Fire Javelin JVN-10F (2,361,840 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.

Winning the War of Attrition (Secret Objective, Cross off if the PCs don't destroy or capture all attacking Federated Suns Troops): You left no FedSuns mercenaries to rejoin their beleaguered defenses.

GM Signature _____ Game Date _____

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MISSIONS



Mission: 3029-03b (Capellan) Debrief

A Bump in the Night

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July 17, 3029

For the first time in over a month, you find yourself at a bar that is not simply the mess hall on the Grover's Folly. This one is in the main industrial sector of the city of Baktal, called "zagadki" or something like that. It's loud and everything smells of stale vodka, but the drinks are cheap, and you've been invited by your new friends in the McCarron's Armored Cavalry, so who are you to say no?

You're about three shots in when Henrik walks in, shaking his head and chuckling to himself. Probably an inside joke you'd never get anyway.

"I see you guys have taken the Major's lifting of the fraternizing embargo to heart. Good for you." He orders something suspiciously non-alcoholic from the bar and makes his way over to the table you're sharing with some non-coms in the Big Mac. Henrik nods to them, then plops himself down on a chair that someone has hastily dragged over from another table.

"So as you're probably aware, the Big Mac has, after about a month of probing attacks and aerospace flyovers, figured out just what the Feds have in the area, so we no longer really need to worry about spilling the beans. Don't say anything directly, but the Major obviously is no longer concerned that you're going to give away anything that may constitute a violation of our previous contract".

With that, El Guapo raises a toast and gives a "Huzzah!". Everyone except Henrik joins in.

"Given that, the Big Mac is starting to get ready to make a push on the remaining Fed troops - which is still over two regiments of mercenaries, plus survivors from the Fifth Syrtis. They're relatively well supplied, since they captured a weapons factory belonging to Tengo Aerospace at the beginning of the campaign. This means they're pretty flush for expendables, so we aren't going to be able to starve them out.

"Having said that - it looks like it's going to be a little longer before we're called up again. I'm assured that we're going to have a part to play in the final assault, and that it should come soon. The Big Mac is wary of walking into another trap, but at the same time, the Feds are bound to send reinforcements any day now. So drink 'em while you got 'em - but not too much. I don't want to have to bail anyone out of a Capellan jail tomorrow"

At this point, one of the Big Mac pilots - Marcus? Louis? Something like that, returns with a tray of shot glasses. By the time you have all downed round four, you look up and realize that Henrik has completely disappeared.

How *does* he do that?