

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3030-01

Digsite Dilemma

Carbonis, Duchy of Orloff, Free Worlds League

May 20, 3030

Mission Results

- ☐ One digsite building is usable
- ☐ Only three or less digsite buildings are considered unusable. (+100,000 C-Bills)
- ☐ Mission Unsuccessful
- ☐ 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

- ☐ Longbow LGB-0W (8,647,670 C-Bills)
- ☐ Orion ON1-K (6,674,500 C-Bills)
- ☐ Stalker STK-3H (7,648,825 C-Bills)
- ☐ Hunchback HBK-4J (3,560,874 C-Bills)
- ☐ Javelin JVN-10N (2,400,840 C-Bills)
- ☐ Warhammer WHM-6R (6,070,983 C-Bills)
- ☐ Banshee BNC-3E (9,530,852 C-Bills)

Additional Rewards

Expert Salvagers: Cross off the cert to turn one destroyed mech into a salvaged mech.

GM Signature _____ **Game Date** _____

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Mission: 3030-01 Debrief

Digsite Dilemma

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With all of the pirates dead, disabled, or dispersed, you stomp your way back over to the digsite just in time to see your dropship coming down to pick you up. After stepping into one of the loading bays, you jump out onto the platform and head down to the digsite. The hot desert air doesn't feel much better than the stuffy inside of your mech's cockpit, but you're nonetheless happy to still be in one piece after a fight like that. You find Sarge exchanging some words with one of the archeologists, but by the time you make it over to him the two have gone their separate ways.

"Okay boys, listen up!" There he goes again...

"Good job dealing with those pirates. After so much experience with people like them in the past I knew you'd make short work of them." Sarge says as he drags the back of his hand across his forehead to wipe away the sweat. "You bought the archeologists enough time so that they could find something useful, and it looks like the Capellans were right." With his other hand, Sarge holds up an archaic data pad. "This is an SLDF shipping manifest, or what's left of it. While it's not much, it could point us towards another location that might have more information."

You hold out your hand, and Sarge gives you the data pad. With the desert sun high overhead, you have to squint to read it, but that doesn't help make sense of the jumbled mess you're looking at. You hand the data pad back to Sarge and marvel at what you just found. A few years ago it would have seemed like a lost cause to chase the Star League, but ever since the Gray Death Legion found that memory core on Helm, things have changed. You look back to Sarge expectantly and he continues.

"If we're going to make heads or tails of this thing, we're going to need more computing power than we have on the dropship. The good news is that according to our radar, there's a communications station nearby that should do the trick. I'd bet those pirates you just wasted used it as a base of operations so it'd likely be empty. The bad news though..." He says, pointing over his shoulder. "...is that the station seems to be that way."

You look behind him and see the massive tangle of footprints leading into the dunes. With the Blades of Death still missing, that could only mean one thing.

"Come on..." Sarge says with a smile, patting you on the back as he walks towards the dropship. "One thing at a time. Besides, look at the bright side, I'll give you a ride."