

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-01

Pirates!

Shelby City Drop Port, Memphis, Crucis March, Federated Suns

June 27, 3025

Mission Results

- Prevent Pirates from getting loot (Players Win)
- Capture Pirate Mechwarrior (Bonus) (+100,000 C-Bills)
- At least 30% of pirate Motorcycles escape with loot (Players Lose)
- Opposing 'Mech 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

- Firestarter FS9-H (3,046,950 C-Bills)
- Panther PNT-8Z (2,366,910 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)
- Assassin ASN-21 (3,765,813 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)

Additional Rewards

Makeshift Anti-Infantry Pod: (Optional Equipment)

What do you mean, you didn't bring any anti-infantry weapons?

At the beginning of a scenario, you may choose to have your 'techs attach a makeshift anti-infantry pod to the legs of your 'mech. During the firing phase of any turn you can detonate the makeshift anti-infantry pod. This will damage any infantry in your hex, dealing 1d6 damage (doubled if the infantry is in the open). After you damage any opposing infantry, you must make a piloting skill roll with a -1 bonus to remain standing. Additionally if, before you use the anti-infantry pod, you take damage to either leg, after the damage is resolved, roll 2d6. On a roll of 10+, the Makeshift Anti-Infantry pod is destroyed. If, at the end of the scenario, the Makeshift Anti-Infantry pod has been either detonated or destroyed, mark off one of the boxes above. If all three boxes have been marked off, cross off this equipment.

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

GM Signature _____ **Game Date** _____

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**Mission: 3025-01 Debrief
Pirates!**

**Shelby City Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Mission 3025-01: Pirate Defense Debrief

The Greasy Myomer Bar

**Shelby Drop Port, Memphis, Crucis March, Federated Suns
June 27, 3025**

Debrief:

The Greasy Myomer is a pretty standard spacer bar for this end of space. There are bottles of booze that nobody has touched in decades behind the bar, and a bartender to match. Still, the beer is basically cold and frankly quite cheap, even if it is the local swill. This is where you go to meet your unit's intelligence chief, a craggly-faced fellow in his forties (maybe? You're really never sure) named "Henrik", although you're fairly certain that's not his real name. No matter what, he's made no attempts to contradict any of the stories told about him - and there are a lot. Most of them involve him being a former member of this intelligence agency or that. There's no doubt the man knows how to get information out of people. Sometimes they even survive the experience.

The thing is - and this is the reason why you've never bought any of the stories about him being former intelligence, is that when you get a few beers into him he usually starts talkin'. And since you know the Captain isn't going to tell you anything about what they got out of that pirate you captured, you figured you'd get it straight from the horse's mouth. The funny thing about Henrik is that you'd assume, by lookin' at him, that he'd be one of those low-grumbly voiced sardonic fellows, but he's really not. Once he sees you've got a chair and a beer for him he gives you a big (admittedly somewhat scary) smile and sits down. Heck, it doesn't even take long before he starts talking about the Pirates. It's likely that he knows why people buy him beer.

"So, you know that pirate you guys caught? Well, you know I hate "interviewing" pirates - they usually have anything to say that doesn't have four letters. Well, this guy wasn't like your standard issue pirate. I'm not saying that he was one of those snooty Sandhurst kids, but he had a kind of military bearing to him. You know, like you guys maybe. Anyway, it's pretty clear that he was not at all expecting any kind of resistance beyond maybe a rusty ol' tank and some farmers with rifles, so when a lance of 'mechs show up, they were real confused. So I start to ask him some more serious questions about where he came from and that sort of thing and his story starts to fall apart."

"Turns out, the kid's a legit merc - as were all of his friends. Not exactly Wolf's Dragoons, but he and his buddies were hired by some local pirate. He gave us the name of one of Lady Tremain's underlings. But what I really want to know is: What kind of pirate has money to hire mercs? They're usually pretty poor. So where'd she get the money?"