

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3025-04

Have fun stormin' the castle!

Outside of Shelby City, Memphis, Crucis March, Federated Suns

July 8, 3025

Mission Results

- Destroy, cripple, or scare off all Pirate 'mechs and vehicles (Players Win)
- Succeed in <= 16 Turns (Bonus) (+100,000 C-Bills)
- Any intact pirate 'mechs or vehicles remain in the base (Players Lose)
- Opposing 'Mech/Combat Vehicle destroyed by party (+1 XP)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Jagermech JM6-S (5,232,424 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)

Additional Rewards

Mission Support:

GM Note: Cross off if no Scorpions are destroyed/salvaged during this mission

Scorpion Light Tank (std)

Sure, you can borrow one of those tanks. Just make sure you gas it up before you return it!

Scotty was able to salvage one of the Scorpion tanks. He's even willing to loan it to you for later missions. At the beginning of a mission, if you wish to use one of these tanks, check off one of the boxes above. The Scorpion tank is controlled by you, has a 4 gunnery 5 pilot crew, moves when your mech would move, and begins the game adjacent to your 'mech. (In scenarios in which your mech enters, the tank enters from the same hex that you do). At the end of the mission, you must pay maintenance costs for the tank of 32,000 C-Bills. If the tank is destroyed during the mission, or if you've checked off all three checkboxes, cross off this Mission Support.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3025-04 Debrief

Have fun stormin' the castle!

Outside of Shelby City, Memphis, Crucis March, Federated Suns

July 8, 3025

It's frightening how quickly Sarge's commandos arrive on the base. In fact, you're pretty confident they must have been running behind you the whole time - that's the only way they could have gotten here that fast. Within seconds of the last pirate dropping they've blown the locks on maybe three different buildings and have stormed inside. You hear assault rifles barking over your communicators, but only briefly.

Your orders were pretty simple. Take and hold the base. Well, you've taken it, so that part's done.

Now you've got to hold it. Shouldn't be too bad, right? I mean, the pirates are all dead, aren't they?

You get your answer maybe fifteen minutes later. Captain Lucius comes over the radio: "Okay boys, listen up. It looks like things just went from peachy to crappy in less time than it takes a green Jenner pilot to overheat and blow his ammo. These guys weren't pirates - they were some sort of down-on-their-luck mercenaries, which would be fine, except for the fact that it looks like they were hired by the same person that hired us to defend this place, Lord Stephenson. We're still trying to pry exactly why he hired two groups of mercs to fight each other, but it looks like some kind of play designed to make the government back on New Avalon look either unwilling or unable to help defend them."

"Only problem is that, they must know that we've probably figured that out. If we're lucky they'll leave it at that and only claim we've broken contract or something. Far more likely, however, is that they'll need to clean up their mess - which means they'll probably have a contingency force coming here to 'deal' with us. So get ready. It looks like we'll be defending this fort, possibly before sunup"