

BATTLETECH™

MISSIONS



Mission 3025-06: Payback
Shelby City, Memphis, Crucis March, Federated Suns
July 9, 3025
Pilot Skill: 4-5

Okay boys, listen up! So if there's one thing I really can't stand, it's getting doublecrossed by my employer. What we know so far is that the Duke hired us to come here, ostensibly to help him with a pirate problem that the First Prince apparently wasn't interested in solving. After fighting off the pirates we followed them to their hideout, where we were able to put together that they weren't actually pirates, but instead another mercenary company hired by the duke to raid his own planet!

From what we can tell, it seems that the Duke is making some sort of power play. It's a bit of an open secret that the more remote provinces of the Federated Suns have long held to the notion that they're not held in particularly high regard by New Avalon. Our guess is that Duke Stephenson is hoping to put together a coalition of other disgruntled backwater worlds. His first step is to make the First Prince look ineffectual at defending them while making his (and presumably neighboring) worlds look endangered. Then he makes it look like he's got what he needs to defend them. Only problem is that he hired the wrong Mercs...

Speaking of which - Because he tried to kill us last night, we're no longer bound by our contract. Also, because he tried to kill us last night, we've got a score to settle. I want you guys to go get him to prove that double crossing us is a bad idea. The duke is in Shelby City, roughly here at grid point Beta. Go get him! We're fairly confident that if you can bring him in alive there will be a big reward from the First Prince - he's not known for being terribly friendly towards traitors.

Map: This mission takes place in a city. If possible, use the four "City" maps to the left, but any City will do.



Recommended Maps:

- 1: City Downtown
- 2: City Skyscraper
- 3: City Suburbs
- 4: City Residential

Setup: The Duke and his bodyguards are in the city, waiting for our heroes to arrive. The Duke and his bodyguards set up anywhere on the “Skyscraper” map. The Players’ “Home Edge” is the bottom side of the “Suburbs” map (Bottom Left). Player units enter on their “Home Edge” on turn 1.

Special Rules

GMs Note: Unlike most scenarios, the players are not made aware of the scenario rules at the beginning.

Get Him! The Duke is piloting the Warhammer. If the Duke’s mech is destroyed or surrenders, then the Duke’s companions will all surrender. The Duke is fundamentally a coward, and will surrender if his 'mech has lost a leg or both arms.

Taking the Hit: Each non-Warhammer 'mech among the Duke’s forces has the ability to force a single enemy 'mech to shoot at them instead of the Duke’s 'mech. This ability can only be used if the companion 'mech is a valid target (with a To-Hit number of 12 or less) and is at least as close to the shooter as the Duke’s 'mech. Each non-warhammer unit may only use this ability once during the scenario.

Shhhh! All infantry bases use Hidden Initial Placement rules. The players should not be aware of them until they reveal themselves.

OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Warhammer	1	WHM-6D	3039 pg 490	1471	5,945,183
Enforcer	1	ENF-4R	3039 pg 206	1032	3,536,874
Blackjack	1	BJ-1	3039 pg 193	949	3,147,225
Valkyrie	1	VLK-QA	3039 pg 453	723	2,205,320
Hornet	1	HNT-152	3039 pg 407	475	1,281,100
Wasp	1	WSP-1D	3039 pg 449	403	1,638,240
Ballistic Rifle Infantry	4		3085TCE pg 331	81	N/A

BVs are for regular (4/5) Pilots. Force bands BVs are adjusted for pilot skill

2000-2500 (2153 Total)

Warhammer WHM-6D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/8) (x3)

2500-3000 (2735 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x2), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5)

3000-3500 (3350 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x3), Valkyrie VLK-QA (4/5), Blackjack BJ-1 (4/5)

3500-4000 (3753 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x3), Valkyrie VLK-QA (4/5), Blackjack BJ-1 (4/5), Wasp WSP-1D (4/5)

4000-4500 (4297 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Blackjack BJ-1 (4/5)

4500-5000 (4730 Total)

Warhammer WHM-6D (4/5), Ballistic Rifle Infantry (4/8) (x4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (4/5), Blackjack BJ-1 (3/4)

5000-5500 (5377 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (4/5), Blackjack BJ-1 (4/5), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

5500-6000 (5707 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (3/4), Blackjack BJ-1 (4/5), Valkyrie VLK-QA (4/5), Wasp WSP-1D (4/5), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

6000-6500 (6140 Total)

Warhammer WHM-6D (4/5), Enforcer ENF-4R (3/4), Blackjack BJ-1 (3/4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (4/5), Ballistic Rifle Infantry (4/5) (x4)

6500-7000 (6715 Total)

Warhammer WHM-6D (3/4), Enforcer ENF-4R (3/4), Blackjack BJ-1 (3/4), Valkyrie VLK-QA (4/5), Wasp WSP-1D (3/4), Hornet HNT-152 (3/4), Ballistic Rifle Infantry (4/8) (x4)

7000-7500 (7287 Total)

Warhammer WHM-6D (3/4), Enforcer ENF-4R (3/4), Blackjack BJ-1 (2/3), Valkyrie VLK-QA (3/4), Wasp WSP-1D (3/4), Hornet HNT-152 (3/4), Ballistic Rifle Infantry (4/8) (x4)

Mission Objectives: Dead or Alive, you're coming with us: The players really want to bring the Duke in alive so that the First Prince can ask him some very pointed questions. If that's not possible, then killing the duke is acceptable. The Duke is captured if he surrenders or if he survives ejecting from his 'mech. Additionally, if the Duke is unconscious at the end of the scenario then he is considered to have been captured as well. The Duke is considered killed if his cockpit is destroyed or if his center torso is reduced to zero structure.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Defeat the Duke (Players Win)	350,000	250,000	100,000
Capture the Duke Alive (Bonus Condition)	+100,000	+100,000	+100,000
The Duke remains Standing (Players Lose)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Defeat the Duke (Players Win)	15	5
The Duke remains Standing (Players Lose)	8	3
Opposing 'Mech/Combat Vehicle destroyed by party	+1	+1

Additional Rewards

First Prince's Favor:

You may purchase a single 'mech off of the Federated Suns' 'mech list as if you were a member of that faction. If you are already a member of the Federated Suns' faction, you may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns

having a lot of their salvage)

You may only use this reward once. Once you have used it, cross it off.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Star League

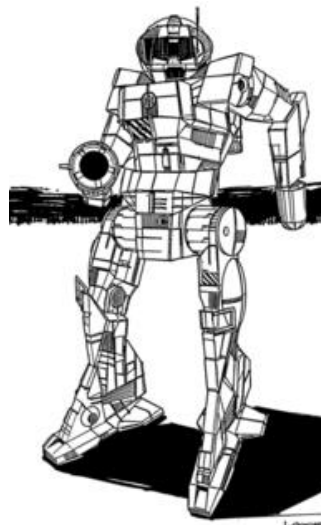
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



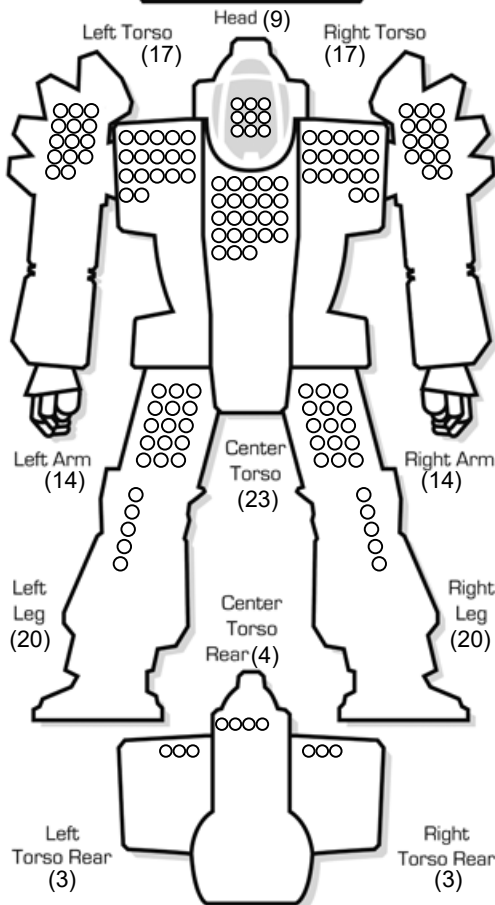
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	LT	1	3 [DE]	-	1	2	3

Cost: 3,536,874 CBills

BV: 1032

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- 3 Small Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Heat Sink
- 3 AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

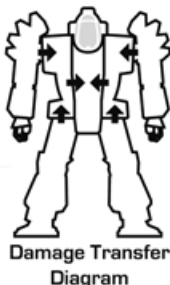
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

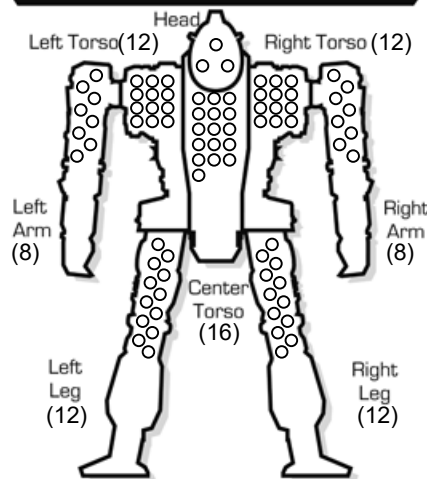
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Hornet HNT-152**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **5**

Tonnage: **20**

Tech Base: **Inner Sphere**
(Intro)

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

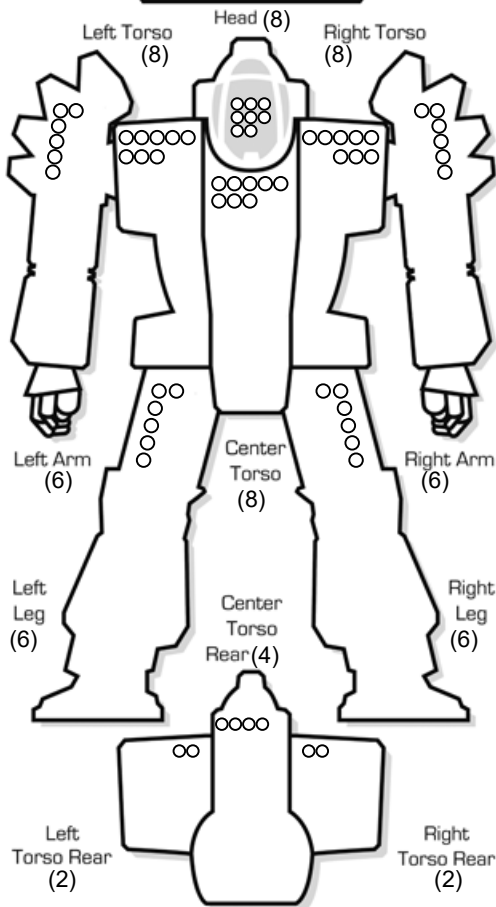
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 4	RT	3	2/Msl,C2/4	-	3	6	9
[M.C.S]								

Cost: 1,281,100 CBills

BV: 475



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Medium Laser
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
- 1-3
- SRM 4 Ammo (25)
 - Roll Again
 - Roll Again

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - JumpJets
 - Roll Again
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - SRM 4
 - Roll Again
 - Roll Again
- 1-3

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

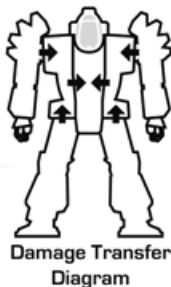
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

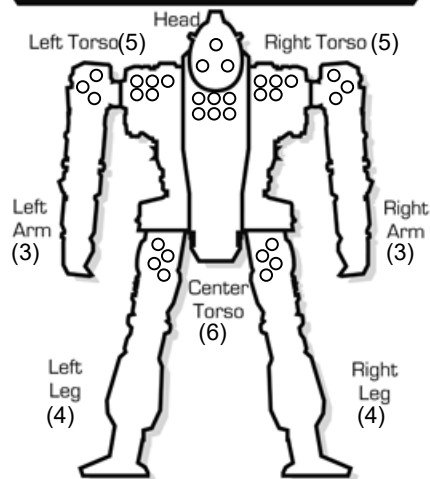
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1D

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	LL	3	2	-	1	2	3

[DE,H,A]

Cost: 1,638,240 CBills

BV: 403

WARRIOR DATA

Name:

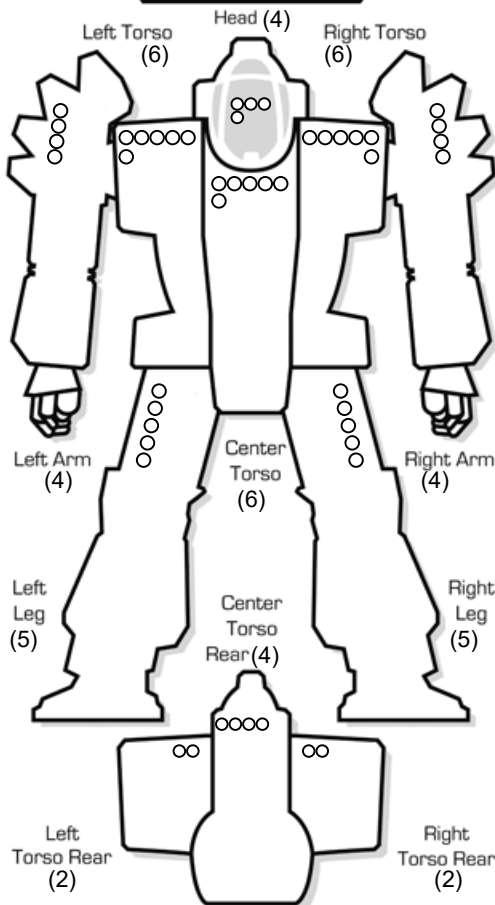
Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Heat Sink
 - JumpJets
 - Small Laser
 - Small Laser
 - Roll Again
 - Roll Again
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - JumpJets
 - JumpJets
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - JumpJets
- 1-3

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

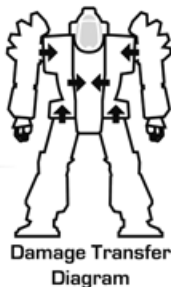
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

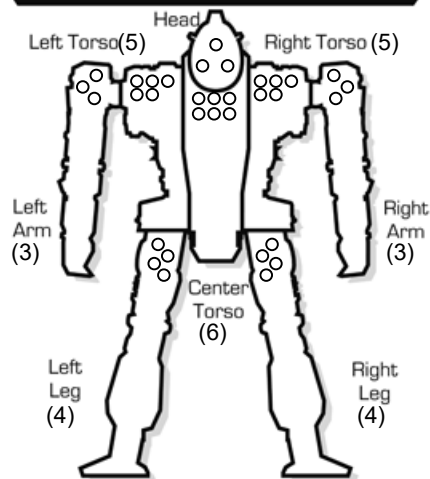
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Flamer

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™



FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

FOOT BALLISTIC RIFLE INFANTRY PLATOON 1

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			
Disposable Weapon:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			

BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot)
 Movement MP: N/A Type: N/A

FOOT BALLISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			
Disposable Weapon:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			

BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot)
 Movement MP: N/A Type: N/A

FOOT BALLISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			
Disposable Weapon:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			

BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot)
 Movement MP: N/A Type: N/A

FOOT BALLISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
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RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			
Disposable Weapon:	N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A			

BV: 81 Transport Wt: 3 tons Movement MP: 1 Type: Ground (Foot)
 Movement MP: N/A Type: N/A



BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3025-06

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

Mission Results

- Defeat the Duke (Players Win)
- Capture the Duke Alive (Bonus Condition) (+100,000 C-Bills)
- The Duke remains Standing (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

- Warhammer WHM-6D (5,945,183 C-Bills)
- Enforcer ENF-4R (3,536,874 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Valkyrie VLK-QA (2,205,320 C-Bills)
- Hornet HNT-152 (1,281,100 C-Bills)
- Wasp WSP-1D (1,638,240 C-Bills)

Additional Rewards

First Prince's Favor:

You may purchase a single 'mech off of the Federated Suns' 'mech list as if you were a member of that faction. If you are already a member of the Federated Suns' faction, you may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns having a lot of their salvage)

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GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3025-06 Debrief

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

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MISSIONS



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MISSIONS

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MISSIONS



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BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3025-06

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

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C-Bill Reward _____ **XP Reward** _____

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MISSIONS



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- Wasp WSP-1D (1,638,240 C-Bills)

Additional Rewards

First Prince's Favor:

You may purchase a single 'mech off of the Federated Suns' 'mech list as if you were a member of that faction. If you are already a member of the Federated Suns' faction, you may purchase a 'mech off of the Lyran Commonwealth 'mech list (due to the pending alliance between the two powers), or off of the Draconis Combine or Capellan Confederation lists (due to the FedSuns having a lot of their salvage)

You may only use this reward once. Once you have used it, cross it off.

GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



Mission: 3025-06 Debrief

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

You half expected that the folks of Memphis would be downright angry with you for attacking their “Beloved” Duke, but apparently loyalty only goes so far when staring down the muzzle of ‘mech weapons. The people of Shelby City pretty much scattered when you approached, but within minutes of the dust clearing they were all back to their regular day-to-day activities. After a couple of days, who but the Captain should show up and find you at the Greasy Myomer bar. He normally doesn’t actually come down to talk to you – that’s usually Henrik’s job, but there he was.

“Hey look, men, I’d like to thank you guys for your handling of this mission here on Memphis. I know this isn’t quite protocol, but I think you deserve to know what’s going on after the job you did taking out the Duke.

“Anyway, between some creative use of interrogation techniques I’d rather not think about, and unfettered access to the Duke’s records, we were able to put together a fascinating story. Our theory from before was correct - he was attempting to put together a small little kingdom out of a few worlds on this end of the Federated Suns. His plan was to get popular support from his own people in part by convincing them that the First Prince had lost interest in them (which, frankly, probably isn’t far from the truth).

“Where things get interesting is that the Duke was bankrolled by the Draconis Combine. They were providing a number of the weapons we saw, and had even sent a unit of “Advisors” to make sure that their investment wasn’t wasted. That was the group that attacked us in that old abandoned Star League base to make sure that their presence wasn’t revealed to the Fed’s hierarchy.

“Stephenson’s plan all centered on his ability to prove to his own people and to the people of neighboring planets that the government on New Avalon didn’t care about them - hence the hiring of mercenaries. Unfortunately for him, we were a little bit more effective than he’d been expecting, and while intricate, his plan wasn’t, you know, all that good.

“From here we’ll return to Outreach via New Avalon, drop off the Duke for what we expect to be a significant bounty, and find ourselves a new gig. Congratulations men, on a job well done!” With that you finish your last beers and take one last look around at the Greasy Myomer. After one last nod to Tim the barman you head back to the dropship to begin stowing your ‘mechs for the long trip to the mercenary hiring planet of Outreach.

“Man, I am *not* going to miss this dump” you hear someone say.

BATTLETECH™

MISSIONS



Character _____ Player _____ Cert _____

Mission: 3025-06

Payback

Shelby City, Memphis, Crucis March, Federated Suns

July 9, 3025

Mission Results

- Defeat the Duke (Players Win)
- Capture the Duke Alive (Bonus Condition) (+100,000 C-Bills)
- The Duke remains Standing (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

- Warhammer WHM-6D (5,945,183 C-Bills)
- Enforcer ENF-4R (3,536,874 C-Bills)
- Blackjack BJ-1 (3,147,225 C-Bills)
- Valkyrie VLK-QA (2,205,320 C-Bills)
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GM Signature _____ **Game Date** _____

BATTLETECH™

MISSIONS



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GM Report
Mission 3025-06 - Payback

Date: _____

GM: _____

Venue _____

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

Salvaged Mechs

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- Enforcer ENF-4R (3,536,874 C-Bills)
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GUNNERY	PILOTING/DRIVING/ANTI-'MECH								
	0	1	2	3	4	5	6	7	8
0	2.42	2.31	2.21	2.10	1.93	1.75	1.68	1.59	1.50
1	2.21	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
2	1.93	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
3	1.66	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
4	1.38	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
5	1.31	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.17	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
8	1.10	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64