

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3026-05

MacGuffin Escape

Under Greater Stubensville High School, Barlow's End, Federated Suns

September 30, 3026

Mission Results

- Truck is destroyed, or neither side controls it (Draw)
- Heroes escape with or control the truck (Success)
- Dragoons escape with or control the truck (Failure)
- 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

- Crusader CRD-3K (5,440,159 C-Bills)
- Rifleman RFL-3N (4,860,000 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)
- Dervish DV-6M (4,989,967 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Spider SDR-5K (2,728,440 C-Bills)
- Shadow Hawk SHD-2H (4,539,382 C-Bills)

Additional Rewards

Hetzer Wheeled Assault Vehicle (AC-10) (Mission Support)

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 Hetzers. 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 Hetzer 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 50,000 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** _____

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Mission: 3026-05 Debrief

MacGuffin Escape

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September 30, 3026

Hunh. The snakes really want whatever that MacGuffin is. This is the second major attack they've made on it, and by all accounts they're going to try at least one more time.

Of course, nobody will tell you what the MacGuffin is, but it's a bit too big to put in a Battlemech, so it's probably not something cool like a new 'mech weapon or heat sink or anything like that. Either way, you probably wouldn't get to keep it anyway.

The Feds have one more job for us. We're to escort the truck and the MacGuffin to the Dropport in the Capital city of Rough Patch. Yup, the capital city of Barlow's End is called "Rough Patch".

What's the worst thing that could happen?