

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-01

Cover our Landing

Landing Site Beta, Shaula

September 3, 3028

Mission Results

- No more than one enemy 'mech advances off of the Players' home edge (Success)
- No Enemy 'mechs advance off the Players' home edge (Bonus Objective) (+100,000 C-Bills)
- More than one enemy 'mechs escape off of the Players' home edge (Failure)
- Opposing 'Mech/Combat Vehicle destroyed by party (Max 5) (+1 XP each) (x_____)
- Prevent the artillery spotters from advancing off of the players' home edge (Bonus Objective) (+100,000 C-Bills)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Grand Dragon DRG-1G (5,212,800 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-D (3,198,375 C-Bills)
- Ostscout OTT-7J (3,416,760 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Shadow Hawk SHD-2K (4,544,807 C-Bills)
- Wolverine WVR-6K (4,514,194 C-Bills)

Additional Rewards

Missing Spotters

Hey boss? I just stepped on some guys with binoculars and a radio hiding in the bushes. I hope they weren't important...

Cross off this reward to add a +2 penalty to an enemy Artillery attack roll. May be used after the roll is made.

GM Note: Cross off this reward if at least half of the jump infantry advance off of the players' home edge.

GM Signature _____ Game Date _____

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Mission: 3028-01 Debrief
Cover our Landing
Landing Site Beta, Shaula
September 3, 3028

Sarge greets you in the briefing room on the *Grover's Folly* after the mission. Boy, this whole "At War" thing is weird. You're much more used to meeting up after a mission over beers, but this is much more formal. Hopefully the Cappies cave quickly so the Lyrans can stop invading the Combine so they won't invade the Feds while their pants are down because they're invading the Cappies, and you can go back to business as usual. Wow. Who knew wars could be some complicated?

Of course, when in the history of succession wars has a war gone quickly and according to the plans of whoever started it? The third war lasted roughly a hundred and sixty years, so it seems unlikely that the fourth one will be done any time before 3040 or so...Anyway, despite the formal environment, Sarge seems as frank as ever.

"Good job boys, driving off the Snake's reconnaissance efforts. Keeping them at bay has allowed us to complete our landing operations and establish our beachhead here on Shaula. Now that the rest of the invasion force is off loaded we can press on to our next objective. Go grab some shut eye while we patch up your mechs, as this might be the only rest you get for a while. From what the Lyrans tell us, it looks like the next mission is going to be a tough one."