

# BATTLETECH™



## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3028-03**

**Take Cover, Hell!**

**Somewhere east of the Were river crossing, Shaula**

**September 11, 3028**

### Mission Results

- At least 4 (or all) artillery vehicles destroyed (Mission Successful)
- At least 3/4ths of artillery spotter 'mechs are destroyed or captured (Bonus Objective) (+100,000 C-Bills)
- Too many artillery vehicles were still alive at the end of the mission (Mission Failed)
- Opposing 'Mech/Combat (Non-Artillery) Vehicle 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

- Cicada CDA-2A (3,705,217 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-F (3,121,425 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)

### Additional Rewards

**Where'd our spotters go?:**

The PCs have destroyed or otherwise delayed information that enemy artillery needs. Cross off a use of this Cert to give all enemy artillery attacks an additional +2 TN penalty. Cross off this reward if the PCs do not get the bonus objective.

GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

# **BATTLETECH™**

## **MISSIONS**



**Mission: 3028-03 Debrief**

**Take Cover, Hell!**

**Somewhere east of the Were river crossing, Shaula**

**September 11, 3028**

Ok boys, that was a hard-fought engagement against a superior the enemy. I'm proud of you all! You showed them Drac's that us Mercs are real soldiers.

Now that we have cleared out their forward artillery, the main Lyran force can resume its advance towards the city.

Our esteemed liaison, Major Reinschadt wants to have a word with us while we are on our way back to base. Major Reinschadt...

Gentlemen, The High command applauds you on your ability to seek out and find the enemy and deal with them appropriately for us. You are gaining quite the repu.... The signal's video feeds is interrupted becoming a garble of static and half frozen and twisted and distorted images as you think you hear explosions in the background just before the sound cuts out. A few seconds later the signal is lost.