

# BATTLETECH™



## MISSIONS

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

**Mission: 3028-06**

**Cutting the head off the snake**

**DCMS Outpost Copperhead, East of Shaula City, Shaula**

**September 16, 3028**

### Mission Results

- More than half of the base buildings are controlled by the PCs at the end of the scenario (Success)
- No enemy 'mechs remain in the base at the end of the scenario. (Bonus) (+100,000 C-Bills)
- At least half of the base buildings remain in OPFOR hands at the end of the scenario (Failure)
- Opposing 'Mech/Combat 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

- Awesome AWS-8T (6,598,170 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Crab CRB-20 (3,921,875 C-Bills)
- Dragon DRG-1N (5,036,800 C-Bills)
- Firestarter FS9-K (3,069,225 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Hunchback HBK-4H (3,425,874 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-F (3,121,425 C-Bills)
- Phoenix Hawk PHX-1D (4,057,390 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Wolverine WVR-6R (4,827,682 C-Bills)

### Additional Rewards

Unlock any one *additional* 'mech from the OPFOR list regardless of whether or not it appeared or was salvagable.

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

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## MISSIONS



**Mission: 3028-06 Debrief**

**Cutting the head off the snake**

**DCMS Outpost Copperhead, East of Shaula City, Shaula**

**September 16, 3028**

Less than an hour after the fall of the last enemy 'mech, you hear the telltale whine of the company's command hoverjeep bearing Major Lucius and your contact in the LCAF. Hauptman Heinz Berger is short and stocky, with a strong Tharkad accent. He positively beams as you take him on a tour of the newly conquered forward base, and passes on the "Warmest Complements of the Archon" - whatever that means. That plus two C-Bills will buy you a cup of coffee on most worlds.

Within a day an entire battallion of Lyran conventional forces has moved into the base to prepare for the final assault on Shaula city. While the initial invasion featured a series of rapid strikes, the final assault on Shaula City turned out to be a slow, bloody, street-to-street slog. For reasons that you never fully understand, the Lancers are kept in reserve for the majority of the remainder of the fighting on planet. Twice, the Lancers are used to prevent an outbreak from the city, but in both cases their mere presence forced the Combine units to retreat before a shot was fired. By the end of September roughly half of the city had fallen, but it wasn't until mid-October that the last of the Combine Militia units laid down arms and surrendered.

Interestingly enough, the Lancers are one of the few 'Mech forces that make up the Lyran TO&E on Shaula, as the majority of the Lyran troops are conventional units of Infantry and Combat Vehicles. This means that several additional salvage opportunities present themselves before you lift off planet. While perhaps not as nice as the eternal gratitude of the Archon, it does give you a few opportunities to upgrade your rides.