

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3029-02a (FedSuns)

Honorable Defense

Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation

July 7, 3029

Mission Results

- The Long Tom is in player control (Mission Successful)
- The Long Tom gets off the edge of the map or the Long Tom is undamaged at the end of the mission (Bonus Objective) (+100,000 C-Bills)
- Long Tom is destroyed or Captured (Mission Unsuccessful)
- Opposing Mech/Combat Vehicle destroyed by party (+1 XP each) (x_____)
- (Secret Objective): Destroy 2/3 of the attacking lance (+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

- Crusader CRD-3L (5,722,309 C-Bills)
- Vindicator VND-1R (3,181,083 C-Bills)
- Raven RVN-4X (2,552,625 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Catapult CPLT-A1 (5,658,124 C-Bills)
- Griffin GRF-1N (4,957,107 C-Bills)
- Victor VTR-9A (8,027,219 C-Bills)
- Highlander HGN-733 (8,307,180 C-Bills)

Additional Rewards

Long Tom Shot

The Crew assigned to the Long Tom you saved is in your debt. Check off one of the boxes above to make use of the Long Tom Artillery Battlefield Support (Battlemech Manual, Pg 77/78). Once you've used this, cross it off.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS



Mission: 3029-02a (FedSuns) Debrief

Honorable Defense

Outskirts of Baktal, Sarna, Sarna Commonality, Capellan Confederation

July 7, 3029

At the end of the day you find yourself in a bivouac bar at the edge of the Federated Suns' drop zone. There's a scattering of different troops here, including some survivors from the Fifth Syrtis Lancers. You can tell that something is up long before Henrik, the unit's intelligence officer, joins you at your table. He has this strange habit of speaking as if he expects someone is listening in, but this time he may be on to something.

"So here's the deal", he starts, before he has even ordered his first beer. "I've got some good news, and some bad news. First off, it looks like this whole situation wasn't a trap as we'd suspected, but instead was just bad luck and bad intel. McCarron's Armored cavalry appears to have been here for R&R after getting trashed in the first few waves. It looks like the Cappies weren't actually expecting an assault here, so it's likely that with everything else going on, they may not be getting any reinforcements any time soon."

"Now for the bad news. We're completely cut off. The Comstar Interdiction happened immediately after our friends in the Fifth landed, but before they'd realized they'd walked into a trap. This means that as far as the Feds are concerned, this invasion is going swimmingly. That means that we can't expect reinforcements either. That would be fine if we were on an even footing with the Cappies, but we're not - they've got us outnumbered two to one, and it's only a matter of time before they realize that."

"Oh - one other thing. This whole interdiction thing that happened with Comstar? Yeah - they're claiming that a company of 'mechs from the fifth attacked the Comstar facility in Sarna city. They've even got video to prove it. Problem is, the fifth never got close to the city - at least, that's what all the survivors are saying. I'm still trying to learn more, but for now it seems like something definitely stinks. I'll let you know when I know more."

With that, he finishes off his beer in one long swig, and is gone. What a buzzkill. After leaving the bar you notice just how shell-shocked the few AFFS troops look. You're actually a little worried you're starting to look the same.