

BATTLETECH™



MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-02

The Sharpened Blade

Carbonis, Duchy of Orloff, Free Worlds League

May 21, 3030

Mission Results

- Prevent the communication center from exploding
- Take reinesblatt into custody for breaking his mercenary contract (aka disable the mech without killing the pilot) (+100,000 C-Bills)
- Communication center explodes
- 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

- Banshee BNC-3S (Reinesblatt) (8,345,415 C-Bills)
- Gladiator GLD-3R (4,926,107 C-Bills)
- Centurion CN9-A (3,491,500 C-Bills)
- Javelin JVN-10A (2,389,140 C-Bills)
- Marauder II MAD-4A (9,356,000 C-Bills)
- Thunderbolt TDR-5SE (5,560,609 C-Bills)
- Commando COM-2D (1,891,250 C-Bills)
- Awesome AWS-8Q (6,598,170 C-Bills)

Additional Rewards

Conveniently placed Demo Charges:

During the fire phase, check off one box to destroy (turn into rubble) a single hex of a heavy, medium or light non-objective building within 3 hexes.

GM Signature _____ **Game Date** _____

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Mission: 3030-02 Debrief
The Sharpened Blade
Carbonis, Duchy of Orloff, Free Worlds League
May 21, 3030

The smoke from the brawl hasn't even died down by the time you pull up what data you managed to steal on one of your displays. You fought long and hard for this, and the Blades of Death were adamant about not letting you get it, so it'd better be good.

"What the hell is it?" You hear the voice of one of your lancemates blaring through the open comms in your battlemech. It's the question on everyone's mind after all, so you'd better tell them. After quizzically looking it over, you put all of the pieces together with a smile. What you have here is indeed a Star League shipping manifest. Both you and the Blades of Death found a copy of it at the digsite, and it details the travel route of a secure case of key cards that would have provided high ranking Star League Defense Force members with access to somewhere called Fort Dunedin. You've never heard of an SLDF fort being present on Carbonis, other than what your employers were hoping for, but that's generally how things work with the Star League. As you're explaining what you've uncovered to your lancemates, you spot something else.

Looks like Henrik may have been wrong about The Blades of Death hiring the pirates who attacked us. Instead, it appears they were using this station to track their communications across the planet, hoping to get a lead on where to go next. After the thrashing you gave them, they won't be operating around here anytime soon, but from what you can tell they did a pretty good job of figuring things out. According to the bases records, the other half of those pirates you fought at the digsite found a small, unopenable box in a buried vehicle convoy. If everything you've seen is correct, you'd wager those are the keycards. Scrolling to the bottom of the logistical data, you spot a note that makes your teeth clench.

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It's a good thing the Capellans pay well.