

BATTLETECH™

MISSIONS

Mission 3030-03: Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030
Pilot Skill: 2-4

Okay boys, listen up! Thanks to the legwork done by the Blades of Death, we've been able to track the remnants of those pirates you cleaned up back at the digsite. They've been hard at work trying to get that 'unopenable' case of keycards they found in the SLDF convoy wreck to yield its reward, and have set up in a base only a few clicks away. Normally, the dropship could put you down nearby for you to approach on foot, but from what we can see from the ship's sensors, the pirates have taken a 'defense in depth' approach, and set up a well guarded perimeter.

Fortunately for us though, Scotty spotted something irregular. I didn't catch much of the technical details, but according to him there's no way the AA turrets they have actually work. Plus, their perimeter is wide, which means you'll have plenty of room to maneuver once we're past it.

If you haven't guessed what's about to happen, then you're in for a treat. We're going to have to take Scotty's word on the AA, and that means you'll be hot dropping right into the middle of the pirate base. For those of you without jump jets, we've got some left over disposable packs from when the Dragoons pulled the same trick on us back in Barlow's End. Scotty's hooking them up now, so get ready.

If we're going to make it into Fort Dunedin, we're going to need those keycards. The pirates are probably hiding them in one of the warehouses, so go in, smash up the place, and get out. They won't make it easy, but if you made short work of them the last time, I'm sure you'll do great. Oh, and one more thing. It looks like the Blades of Death were right about something else. They do indeed have an Atlas, but it's not a normal variant. I haven't the slightest clue where they found this, but it's equipped with 5 SRM 6's, so be careful.

We're almost there, so suit up and get ready.

Map: Deserts map pack "AeroBase #1", "AeroBase #2", "Desert Runway", "Oasis"



Recommended Maps:

- 1: 2019 Desert AeroBase 1
- 2: 2019 Desert AeroBase 2
- 3: 2019 Desert Runway
- 4: 2019 Desert Oasis

Setup: The Players are hot dropping in the middle of the pirate base originating at hex 0109 on "AeroBase #2". The pirates set up in AeroBase #1.

Special Rules

Watch that first step! The players enter the battle via combat drop (See Strategic Operations, pg. 22). Each player may choose to begin the battle at altitude 1 (landing on turn one) or altitude 4 (landing on turn 2). Player battlmechs that scatter off the map are not considered destroyed. Instead, resolve the falling damage to the scattered unit, and set it aside. The player must spend one turn off the board recovering from the fall, and may re-enter the battlefield on the next turn through the same hex they left from. (If that hex is impassable, select the closest available alternative).

Watch that first step! (The Simplified version): If Strategic Ops isn't available, or you have less experienced players, use the following system: Players may choose to enter the map on turn 1 or turn 2. When they enter the map (in initiative order), they place their mini on any hex on the board. That first turn they are "Visible" but cannot be shot at nor can they shoot. The following turn they may move up to their walk speed in any direction as if they jumped. They will have a movement modifier as if they had jumped, but will gain no heat for that movement.

Six Hat Shuffle: The location of the mcguffin is picked by the gm. Then the players can check a hanger by entering the main doors (the indent in the building) on a walk or run using one extra point of movement. You can enter from any adjacent hex using one extra point of movement if you use a charge of the 3030-02 cert. While inside the building the mech cannot be targeted or make attacks. At the beginning of the next turn that hanger will be revealed if it has the mcguffin. The turn after a mech enters the hanger it must leave the hanger though the front entrance, if the entrance is completely obstructed by enemy units then the mech inside the building may bypass one single enemy at one extra movement point. (You may use one charge of the cert from 06-02 to blow open a wall and exit to any hex adjacent to the building, but at the beginning of the next round, the building collapses into rubble)

I GOT IT!...now what?: If the building has the mcguffin then the pilot of the mech picks an arm to hold the mcguffin. The mcguffin can be exchanged between mechs by ending their turn next to each other and not make any physical attacks. The mcguffin is dropped if the mech loses the indicated arm or any actuator is damaged. If the mech is prone then the key card can be picked up by any mech in an adjacent space. If both sides try to pick up the key,

the key goes to the side with the most mechs adjacent to the mcguffin. If there is a tie then the key goes to the side that had has the most functioning actuators. If a mech is destroyed or the key is dropped then the key can be picked up by the mech that ends its turn in that space or any adjacent space.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Atlas	AS7-A	SW pg 278	1787	9,527,000
Centurion	CN9-AH	SW pg 110	945	3,529,749
Urbanmech	UM-R60	3039 pg 165	504	1,471,925
Ostsol	OTL-4D	3039 pg	1277	5,017,600
Trebuchet	TBT-5S	3039 pg 215	984	4,023,500
Grasshopper	GHR-5H	3039 pg 234	1427	6,024,573
Cyclops	CP-10-Z	3039 pg	1317	9,217,660

BVs are for regular (4/5) Pilots. Force bands BVs are adjusted for pilot skill

5000-5500 (5548 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (4/5)

5500-6000 (5974 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (4/5)

6000-6500 (6478 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (4/5)

6500-7000 (7095 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (3/4), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (3/4)

7000-7500 (7496 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (4/5), Trebuchet TBT-5S (4/5), Grasshopper GHR-5H (4/5)

7500-8000 (7953 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (4/5), Trebuchet TBT-5S (4/5), Grasshopper GHR-5H (3/4)

8000-8500 (8523 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (4/5), Grasshopper GHR-5H (3/4)

8500-9000 (8979 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (3/4), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (3/4)

9000-9500 (9585 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (4/5), Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (3/4), Cyclops CP-10-Z (4/5)

9500-10000 (10100 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (4/5), Grasshopper GHR-5H (3/4), Cyclops CP-10-Z (3/4)

10000-10500 (10576 Total)

Atlas AS7-A (3/4), Centurion CN9-AH (4/5), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (3/4), Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (3/4), Cyclops CP-10-Z (3/4)

10500-11000 (11058 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (4/5), Urbanmech UM-R60 (4/5), Ostsol OTL-4D (3/4),
Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (3/4), Cyclops CP-10-Z (3/4)

11000-11500 (11521 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (3/4),
Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (3/4), Cyclops CP-10-Z (3/4)

11500-12000 (12034 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (3/4),
Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (3/4)

12000-12500 (12509 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (3/4),
Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (2/3)

12500-13000 (12968 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (2/3),
Trebuchet TBT-5S (3/4), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (2/3)

13000-13500 (13504 Total)

Atlas AS7-A (2/3), Centurion CN9-AH (3/4), Urbanmech UM-R60 (2/3), Ostsol OTL-4D (2/3),
Trebuchet TBT-5S (2/3), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (2/3)

13500-14000 (13930 Total)

Atlas AS7-A (1/2), Centurion CN9-AH (3/4), Urbanmech UM-R60 (3/4), Ostsol OTL-4D (2/3),
Trebuchet TBT-5S (2/3), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (2/3)

14000-14500 (14453 Total)

Atlas AS7-A (1/2), Centurion CN9-AH (2/3), Urbanmech UM-R60 (2/3), Ostsol OTL-4D (2/3),
Trebuchet TBT-5S (2/3), Grasshopper GHR-5H (2/3), Cyclops CP-10-Z (2/3)

Mission Objectives: Find the hanger that has the access cards and have control of them at the end of the session.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
Control the access cards at the end of the session	350,000	250,000	100,000
Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward)	+100,000	+100,000	+100,000
The access cards are not recovered, left on the ground or an enemy mech steals them back.	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
Control the access cards at the end of the session	15	5
The access cards are not recovered, left on the ground or an enemy mech steals them back.	8	3
Opposing 'Mech/Combat Vehicle destroyed by party (each)	+1	+1

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

This Page Intentionally Left Blank

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Centurion CN9-AH**

Movement Points:

Tonnage: 50

Walking: 4

Era: Succession Wars

Running: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
1	Autocannon/20	RA	7	20	-	3	6	9
				[M,C,S]				
				[DB,S]				

Cost: 3,529,749 CBills

BV: 945

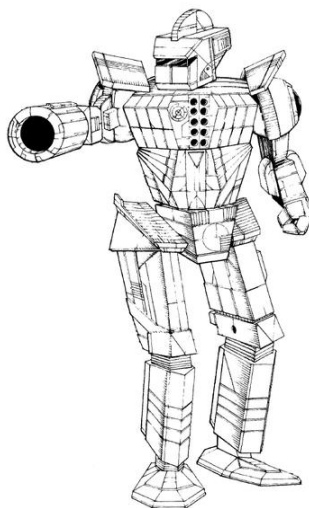
WARRIOR DATA

Name:

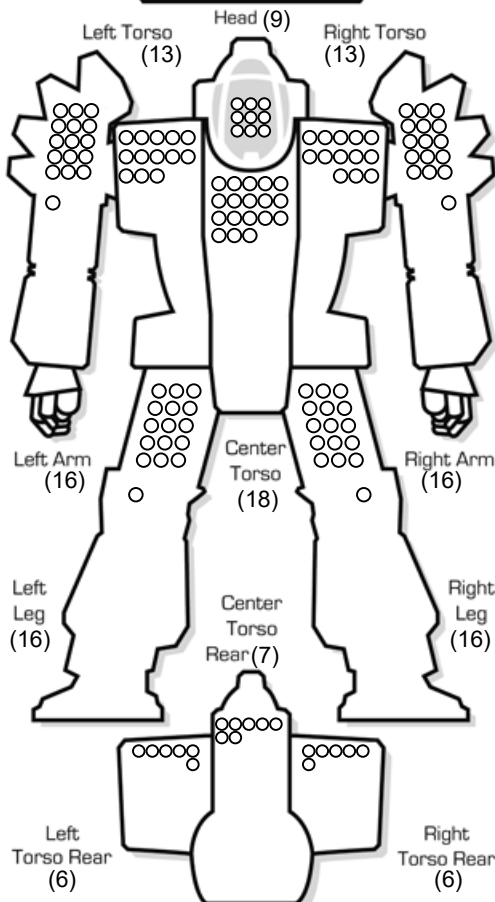
Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso

- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

Right Torso

- AC/20 Ammo (5)
- AC/20 Ammo (5)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

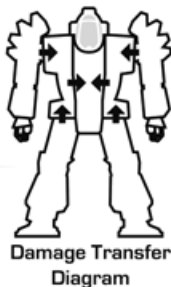
4-6

Left Leg

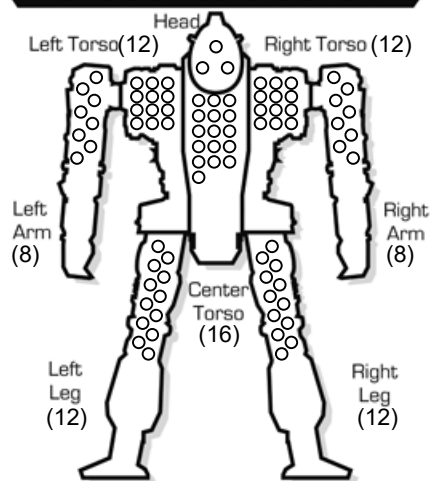
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (10) Single
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

This Page Intentionally Left Blank

This Page Intentionally Left Blank

This Page Intentionally Left Blank

This Page Intentionally Left Blank

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grasshopper GHR-5H

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

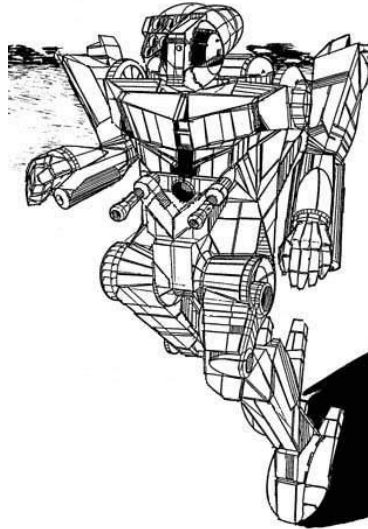
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

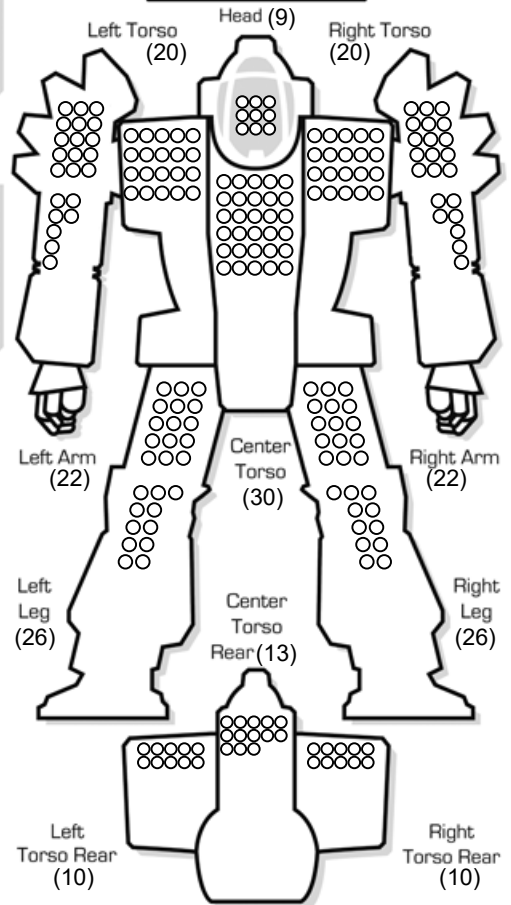
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM 5	H	2	1[Msl,C5/5	6	7	14	21
				[M.C.S]				

Cost: 6,024,573 CBills

BV: 1427



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- LRM 5 Ammo (24)

1-3

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

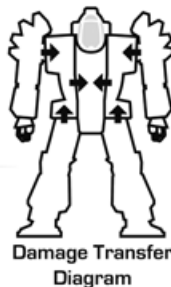
4-6

Left Leg

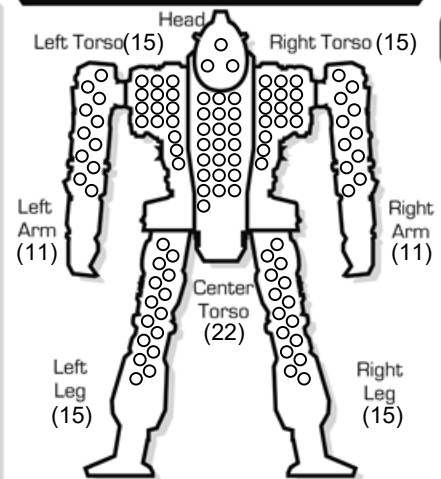
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 (22) Single
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

This Page Intentionally Left Blank

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cyclops CP-10-Z

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere
(Intro)

Era: Star League

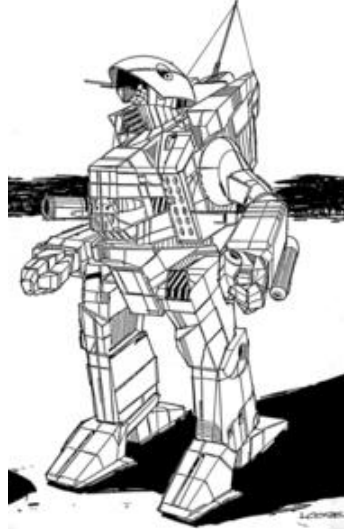
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



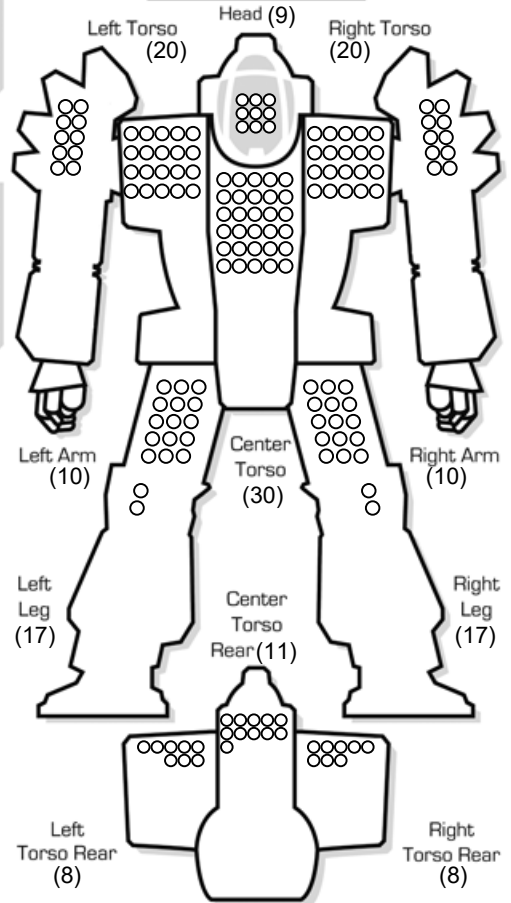
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/Msl,C2/4	-	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
				[DB,S]				
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				

Cost: 9,217,660 CBills

BV: 1317

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 AC/20 Ammo (5)
- AC/20 Ammo (5)
- LRM 10
- LRM 10
- LRM 10 Ammo (12)
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Fusion Engine
- Fusion Engine
- SRM 4
- SRM 4 Ammo (25)

Right Torso

- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 4-6 AC/20 Ammo (5)
- AC/20 Ammo (5)

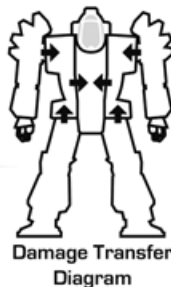
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

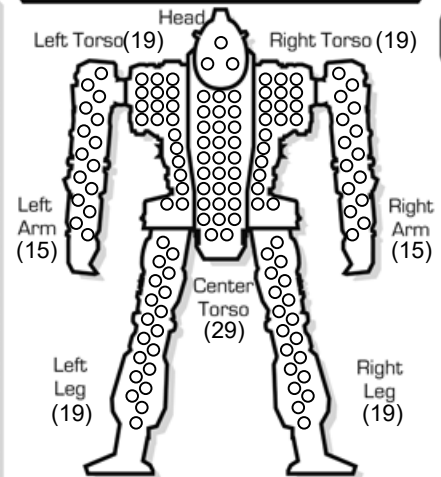
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3030-03

Drop It Like It's Hot

Carbonis, Duchy of Orloff, Free Worlds League

May 23, 3030

Mission Results

- Control the access cards at the end of the session
- Get the access cards off the bottom or side edges of the map and/or Kill the atlas pilot. (Can complete both for double reward) (+100,000 C-Bills)
- The access cards are not recovered, left on the ground or an enemy mech steals them back.
- 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

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)

Additional Rewards

I Know a guy: Cross off this cert to purchase any 'mech off of the Free World's League 'mech list that can be used by any Pilot in your stable. Alternatively: Any you may cross this cert off to give a FWL pilot permanent access to any 'mech in your stable that he would not normally have access to - such as a faction 'mech for any other faction.

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3030-03 Debrief
Drop It Like It's Hot
Carbonis, Duchy of Orloff, Free Worlds League
May 23, 3030

With no more sign of the pirates behind you, you breathe a sigh of relief and stretch your arm. You've never had to so carefully manage your arm actuators, and your carpels are aching. Bringing your mech's arm around to right below the cockpit, you engage the motion locks and flip the release for your windshield. You expect a wash of desert heat, but the weather is strangely comfortable as you step out onto your mech's oversized arm, a hand on your cockpit to steady you. Looking out over the horizon, you watch as your fellow mechwarriors begin to coalesce around you as the sun sets behind them.

A glance down confirms that the keycards are safe, somehow making it through all of this. You reach down to pick them up and give a surely hard to spot thumbs up to the rest of your lancemates. With one last deep breath, you step back into your cockpit and place the keycards down next to your seat. After closing everything up and re-engaging your mech, you radio in confirmation before setting off towards the rendezvous point. The pirates' defenses should be easy to navigate through now that you're coming from the other side, and you doubt there are any more of them hidden in the dunes.

After shifting up the KPH of your speed, you recline back and watch as the rises and dips of the sand blend into each other. The open comms between your lancemates is filled with excited chatter and wishful musing. While you keep mostly quiet, you can't help but glance over to the keycard case next to your seat. After an exhale and a shrug you reach over and pick it up, laying it on your lap while you check to make sure you didn't knock anything on your dashboard. The pirates somehow got through whatever encryption was protecting that case, and you only have to undo a couple of clasps to see what's inside. Whatever you thought this would be, this isn't it. Inside the case is a solid metal rectangle. It's shiny as all hell, and you're left to see your own reflection even inside of your cockpit. You close the case and shake your head, you're sure Scotty will have the time of his life with this when you get back to the drop ship.

After a not so distant journey, you and the rest of the lance reach the extraction point. It's nighttime by now and you're left unaccosted as you load up into the dropship. After a clean entry, and a quick shower, it's off to the debrief, which is being held in the mess hall tonight. Everyone's tired, and fried chicken is being served for dinner, which means no one's leaving anytime soon.

There's no better sound than happy mechwarriors after a successful mission, but Sarge interrupts the cheery conversation and the crunching of food to finish business for the night.

"Okay boys, listen up! Good haul on the keycard tonight. If you've noticed Scotty's absence, it's because he's a little busy with his new toy." After a little chuckle from the room, he continues.

"The Capellans are more than pleased with the progress we've made. They're still hurting

after what the Feds did to them, so they're looking forward to our next update. Luckily for us, we're not too far off from that. The keycard isn't just a door opener, it's also a map. According to the preliminary data on it, there's a mountain range not too far from here that supposedly contains Fort Dunedin. The weather has always been strange around the area, which would explain why no one's ever found it. It's not all mountains up there apparently, so we're going to be heading up to check it out."

"Now for the bad news. While we've got a keycard, there were more than the one that we just took. I was hoping all of them were in that case, but I guess not. That means there's more floating around there. On top of that, Scotty doesn't think those guys you just fought are pirates at all. I mean, an Atlas AS7-A isn't something you just stumble into. Unfortunately, we've got no one to confirm that theory with, but it does mean I'm expecting trouble when we get to the next mission."

"That, though, is a problem to be solved later. You were all great today, enjoy your well earned meal and get some sleep." With that, Sarge pats the nearest mechwarrior on the back and stands up, leaving the rest of you to the meal. Normally, all this talk of keycards, SLDF forts, and strange pirates would have you up all night, but after a day like today, you know you'll sleep like a baby.

This Page Intentionally Left Blank

GM Report
Mission 3030-03 - Drop It Like It's Hot

Date: _____

GM: _____

Venue _____

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

Salvaged Mechs

- Atlas AS7-A (9,527,000 C-Bills)
- Centurion CN9-AH (3,529,749 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)
- Ostsol OTL-4D (5,017,600 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Grasshopper GHR-5H (6,024,573 C-Bills)
- Cyclops CP-10-Z (9,217,660 C-Bills)