

# BATTLETECH™



## MISSIONS

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

### Mission: 3030-05

#### Capellans Being Capellans

SLDF Castle Brian, Uncharted System, Capellan Confederation

June 15, 3030

#### Mission Results

- PCs control the base by having more BV worth of 'mechs on the raised section of the Leftmost map.
- Turn the turrets to your side before the enemy (+100,000 C-Bills)
- The opposing force has more BV worth of 'mechs inside the base at the end of the mission.
- 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

- Cataphract CTF-1X (5,998,053 C-Bills)
- Catapult CPLT-A1 (5,658,124 C-Bills)
- Chameleon TRC-4B (4,626,000 C-Bills)
- Charger CGR-1A5 (7,756,769 C-Bills)
- Cyclops CP-10-Q (9,149,260 C-Bills)
- Highlander HGN-733P (8,310,980 C-Bills)
- Raven RVN-4X (2,552,625 C-Bills)

#### Additional Rewards

That's a lot of spare parts:

If your mech is damaged or destroyed, cross off one use of this reward to treat the mech as undamaged for mission rewards.

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

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## MISSIONS



**Mission: 3030-05 Debrief**  
**Capellans Being Capellans**  
**SLDF Castle Brian, Uncharted System, Capellan Confederation**  
**June 15, 3030**

With the traitorous Capellans dealt with and the facility under control, it's time to assess the situation. It looked like Sarge was right, and the key from Fort Dunedin seems to have other high clearance levels that let you into the SLDF systems. With the coast clear, Scotty was able to get into the facility and start work on using the key to get the doors open. You're not sure how long it will take, but it seems like you've got time. No one else knows you're here, and from what you've collected from the Capellans communications logs that you snagged from one of their downed mechs, they sent a message for backup through the Castles still functioning HPG station, but it doesn't look like it went through. You're not sure why, but HPG stations have always been strange anyways.

You'll have plenty of time to relax while Scotty tries to work his magic on the Castle. You wish you had more assistance but that ship sailed when you got here.

The facilities in the base are pretty good, and you join the rest of your fellow mechwarriors in one of the lounges for some cards while everyone decompresses. The anticipation in the room is palpable now that the prize is so close, but there's nothing to do other than wait, and so wait everyone will. There shouldn't be anything between you and the contents of the castle...

Right?