

Callsign: Dudderman Name: Bryan Franklin Faction: Periphery

Mech: Javelin JVN-10N Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Salvage Expert: At the end of a scenario you may select one enemy Battlemech which was destroyed but unsalvageable due to damage: Unlock that 'mech on your mission cert.



Background: Bryan Franklin ("Dudderman") hails from the world of New Ganymede in the Taurian Concordat. Bryan always has a scheme of some sort going on, including his current "Moonshine-for-parts" campaign that has netted the unit a number of rare replacement components from worlds all over the inner sphere. It is said that his 'mech was built wholecloth out of parts that he traded for here and there. Bryan is almost as good an astech as he is pilot, although he rarely likes to admit that, lest he find himself on "Greasemonkey" duty.

'MECH RECORD SHEET

'MECH DATA'

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: Jumping: Tonnage: 30

Tech Base: Inner Sphere

(Intro) Era: Star League

Weapons & Equipment Inventory (hexes)

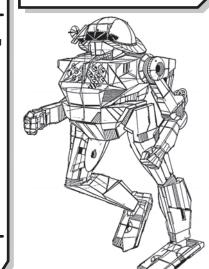
Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 6 4 3 RT 2/Msl [M,C] 6 1 SBM 6 ΙT 3 6 4 2/Msl [M,C]

WARRIOR DATA

Name: Dudderman

Gunnery Skill: 4 Piloting Skill: 5

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



Head (6) Left Torso Right Torso (8) 0 Cente Left Arm Right Arm 0 Torso 0 [6] (6) [8] 0 0 0 0 Left Right Center Leg 0 0 Leg Torso (8) (8) Rear (2) 0 0 Ω 0 ററ 00 0 0 Left Right Torso Rear Torso Rear [2] (2)

ARMOR DIAGRAM

Cost:

CRITICAL HIT TABLE Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. **FSRM** 6 3. LSRM 6
- 1-3
- 4. Ammo (SRM 6) 15
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again

 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Jump Jet
- 6. Jump Jet

Head

BV: 594

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again
- 5. Sensors 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
- 2 **Fusion Engine**
- Fusion Engine 4-6 4. **Fusion Engine**
 - Jump Jet
 - Jump Jet

Engine Hits 000

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

- 1. Heat Sink

- 1-3 3 SRM 6 SRM 6
- - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again

 - 5. Roll Again

 - 2. Upper Leg Actuator
- 6. Jump Jet

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator 3 Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
- - 5. Roll Again
 - 6. Roll Again

Right Torso

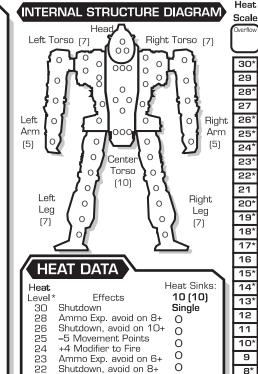
- 2. Heat Sink
- - 5. Ammo (SRM 6) 15
- 4-6 3. Roll Again Roll Again

 - 6. Roll Again

Right Leg

- 3. Lower Leg Actuator

- 1. Hip
- 4. Foot Actuator 5. Jump Jet



-4 Movement Points

18

15 14

13

10

8

Ammo Exp. avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

–3 Movement Points

Shutdown, avoid on 4+

0

0

0

0

0

7

6

5*

4

3

2

1

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Callsign: Dudderman **Name:** Bryan Franklin **Faction:** Periphery

Mech: Hunchback HBK-4P Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Salvage Expert: At the end of a scenario you may select one enemy Battlemech which was destroyed but unsalvageable due to damage: Unlock that 'mech on your mission cert.

Frontier Medicine: Once per game you can apply a -2 bonus to a consciousness roll TN for any one player. You may declare that you are using the bonus after the dice are rolled.



Background: Bryan Franklin ("Dudderman") hails from the world of New Ganymede in the Taurian Concordat. Bryan always has a scheme of some sort going on, including his current "Moonshine-for-parts" campaign that has netted the unit a number of rare replacement components from worlds all over the inner sphere. It is said that his 'mech was built wholecloth out of parts that he traded for here and there. Bryan is almost as good an astech as he is pilot, although he rarely likes to admit that, lest he find himself on "Greasemonkey" duty.

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4P

Movement Points: Tonnage: 50

Walking: 4 Tech Base: Inner Sphere

(Intro) Running: Era: Succession Wars Jumping:

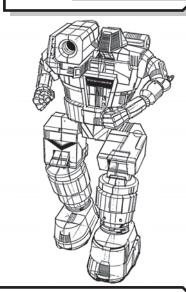
Weapons & Equipment Inventory (hexes)

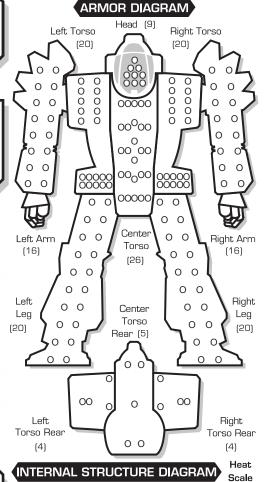
	•				•	•	-	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DĒ]	_	1	2	3
6	Medium Laser	RT	3	5 (DE)	_	3	6	9
1	Medium Laser	RA	3	5 (DE)	_	3	6	9
1	Medium Laser	LA	3	5 [DE]	_	3	6	9

WARRIOR DATA

Name: Dudderman Piloting Skill: 4 Gunnery Skill: <u>3</u>

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





Cost:

Left Arm

CRITICAL HIT TABL

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Hand Actuator
 - 5. Medium Laser 6.
 - Roll Again
 - 1. Roll Again 2.
- Roll Again
- **4-6 3.** Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- Heat Sink
- 1-3 4. Heat Sink
 - Heat Sink
 - 6. Heat Sink

 - Heat Sink
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
- - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Heat Sink
- Heat Sink

Head

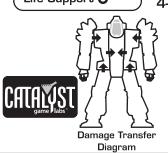
BV: 1,138 Adj: 1502

- 1. Life Support
- Sensors
- 3 Cockpit
- Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
- **Fusion Engine** Fusion Engine
- 4-6 4. **Fusion Engine**
 - Heat Sink
 - Heat Sink

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- 1. Shoulder
- 3 Lower Arm Actuator
- - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- 4-6 3. Roll Again Roll Again

- 2. Heat Sink
- 1-3 3. Medium Laser
- **4-6** 3. Roll Again Roll Again

 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 5. Heat Sink
- 6. Heat Sink

Right Arm

- 2. Upper Arm Actuator
- 1-3 4 Hand Actuator
 - 5. Medium Laser

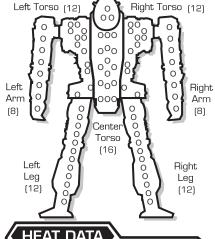
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Heat Sink
- 3. Medium Laser
- 5. Medium Laser
- 6. Medium Laser
- 1. Medium Laser
- 2. Medium Laser
- Roll Again

- Foot Actuator

0



30*

29

28*

27

26

25

24*

23

227

21

20'

19

18*

17*

16

15

14

13'

12

11 10*

9

8* 7

6

5*

4

3

2

1

О

7111-	AI DAIA	$\overline{}$
Heat Level* 30 28 26 25 24 23 22 20	Effects Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+	Heat Sinks: 23 (23) Single 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
19		
18 17	Shutdown, avoid on 6+ +3 Modifier to Fire	00
15 14 13	-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire	00
10 8	-2 Movement Points +1 Modifier to Fire	
5	-1 Movement Points	



Callsign: Steelheart Name: Erika Frost Faction: Lyran Commonwealth

Mech: Commando COM-1B Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Intimidate: Once per game, at any time during the move phase, declare that you are "Standing your ground" for that turn. This ability affects all enemy 'mechs that have line of sight to you and have not moved yet that turn. No affected 'mech can move closer than 8 hexes to you. 'Mechs that start within 8 hexes may not end their move closer than they started, but may otherwise move normally.



Background: Erika Frost (Steelheart) is the daughter of General Stephen "Lefty" Frost. Erika was a fine, if not exceptional, member of the class of 3022 of the Nagelring. She was immediately posted to the 10th Lyran Guards despite her lackluster performance. Many members of the guards assumed that her position was due to her father's position in the LCAF. After one too many fistfights caused by another member of the 10th questioning her position, Erika was "other than honorably" discharged. She left the commonwealth and went to prove herself on the mercenary world of Galatea.

'MECH RECORD SHEET

'MECH DATA

Type: Commando COM-1B

Tonnage: 25 Movement Points:

Walking: 6 Tech Base: Inner Sphere

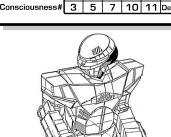
(Intro) Running: Era: Succession Wars Jumping:

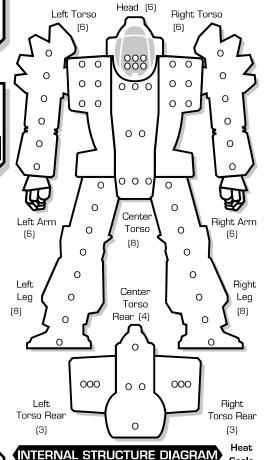
Weapons & Equipment Inventory (hexes)

	•				•	-		
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	CT	2	2/Msl [M,C,S]		3	6	9
1	Large Laser Medium Laser	RA LA	8	8 [DE] 5 [DE]		5 3	10 6	15 9
	Wicalaiti Lasci		_			0	0	_

WARRIOR DATA Name: Steelheart

Piloting Skill: 5 Gunnery Skill: 4 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM

BV:616 Cost:

CRITICAL HIT TABL

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4
- Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
 - 1. Roll Again 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (SRM 2) 50
- 1-3 4.
- Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Roll Again
- Roll Again

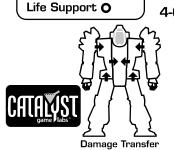
Head

- 1. Life Support
- Sensors
- 3. Cockpit 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine Fusion Engine
- 1-3 ₄ **Fusion Engine**
 - Gyro 5.
 - Gyro 6.
 - Gyro
 - Gyro 1.
- 2. **Fusion Engine**
- 3. Fusion Engine 4-6 4 Fusion Engine
 - SRM 2
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Diagram

1. Roll Again 2. Roll Again

3. Lower Arm Actuator

Hand Actuator

5. Large Laser

6. L Large Laser

3. Roll Again

1-3 ₄

- **4-6** 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

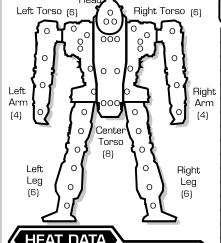
- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. Roll Again 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- **4-6** 3. Roll Again Roll Again

 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5. Roll Again Roll Again 6.

Right Arm 1. Shoulder 2. Upper Arm Actuator



Scale

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

+1 Modifier to Fire

-1 Movement Points

8

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Callsign: Steelheart Name: Erika Frost Faction: Lyran Commonwealth

Mech: Griffin GRF-1N Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Intimidate: Once per game, at any time during the move phase, declare that you are "Standing your ground" for that turn. This ability affects all enemy 'mechs that have line of sight to you and have not moved yet that turn. No affected 'mech can move closer than 8 hexes to you. 'Mechs that start within 8 hexes may not end their move closer than they started, but may otherwise move normally.

Bull Rush: Once per turn, you may attempt to move through an opponent's hex. Attempts to bull rush non-mech units are automatically successful. If the opponent is a 'mech, upon entering the opponent's hex, make a PSR. If successful, you enter their hex but must leave it by the end of the movement phase. If you cannot leave the opponent's hex by the end of the move phase, you are ejected into the hex you moved into the opponent's hex from, and must make a PSR at +2 or be knocked prone (including taking falling damage and potential pilot damage). If the PSR fails, you spend the MPs to enter the enemy's hex, but fail to do so. You may continue to move with remaining MPs, but cannot attempt to bull rush the same opponent this turn.



Background: Erika Frost (Steelheart) is the daughter of General Stephen "Lefty" Frost. Erika was a fine, if not exceptional, member of the class of 3022 of the Nagelring. She was immediately posted to the 10th Lyran Guards despite her lackluster performance. Many members of the guards assumed that her position was due to her father's position in the LCAF. After one too many fistfights caused by another member of the 10th questioning her position, Erika was "other than honorably" discharged. She left the commonwealth and went to prove herself on the mercenary world of Galatea.

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points:

Walking: 5

8 Running:

Jumping:

Tonnage: 55

Tech Base: Inner Sphere

(Intro)

14 21

12 18

Era: Star League

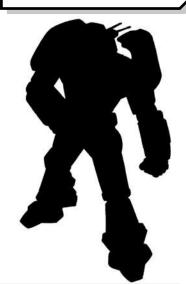
Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 1 LRM 10 1/Msl [M,C,S] 6 4 RA 3 1 PPC 10 10 [DE,X] 6

WAI	RRIOR	DATA
Name:	Steelh	neart

Gunnery Skill: 3 Piloting Skill: 4

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



(20) (20)000 000 000 000 0 0 0 00000 0 0 0 0 0 0 000 0 0 0 0 0 00000 О 0 0 0 0 0 00000 0 0 0 00000 0 0 0 0 0 0 0 Cente Left Arm Right Arm 0 0 0 0 Torso [14][14](20) 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Center Leg Leg 0 0 \cap Ω Torso (18) [18] Rear (7) 0 0 0 0 0 0 0 0 00 00 0 Left Right Torso Rear Torso Rear 000 [6] (6)

INTERNAL STRUCTURE DIAGRAM

000

000

000

000

Center

Torso

(18)

Right Torso (13)

0

0

0

Right

Lea

[13]

Right

Arm

Left Torso (13)

0

0

0

Left.

Leg

13

8

Left

Arm 0

(9)

ARMOR DIAGRAM

Head (9)

Right Torso

Heat

Scale

30*

29

28*

27

26

25'

24

23

227

21

20'

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

Left Torso

Cost:

BV: 1,272 ADJ: 1679

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- 4-6 3. Roll Again 3. Roll Again
- - Roll Again
 - 6. Roll Again

Left Torso

- Jump Jet
- 2. Jump Jet
- Roll Again
- 1-3 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- Roll Again 6.

Head

- 1. Life Support
- Sensors
- 3 Cockpit Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 4
 - Gyro 5.
 - Gyro 6. Gyro
 - 1.
- Gyro 2. **Fusion Engine**
- **Fusion Engine**
- 4-6 4. **Fusion Engine**
 - Heat Sink

 - Jump Jet

Engine Hits 000

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

Right Torso

- 1. Jump Jet
- 2 Jump Jet
- 1-3 4 LRM 10 LRM 10
- - 5. Ammo (LRM 10) 12

 - 5. Roll Again

- 2. Upper Leg Actuator
- 5. Roll Again
- 6. Roll Again

Right Arm

- 1. Shoulder 2. Upper Arm Actuator 3 Lower Arm Actuator
- 1-3 4 **Hand Actuator**
 - 5. PPC
 - PPC 6.
 - 1 LPPC
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again 5. Roll Again

 - 6. Roll Again

- - 6. Ammo (LRM 10) 12
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again

 - 6. Roll Again

- Lower Leg Actuator
- 1. Hip
- Foot Actuator

Right Leg

- **HEAT DATA** Heat Sinks: Heat Level* 12 (12) Effects Shutdown 30 Single Ammo Exp. avoid on 8+ 28 0 0 Shutdown, avoid on 10+ -5 Movement Points 00 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 -3 Movement Points 0 Shutdown, avoid on 4+

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

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Callsign: Blackbelt Name: Jingyi Song Faction: Capellan Confederation

Mech: Raven RVN-2X Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

For the Chancellor!: You may take a pilot hit to add 1 to an attack roll after it is rolled.



Background: Jingyi Song (Blackbelt) left the Capellan Confederation under somewhat questionable circumstances, with a brand new, prototype 'mech in tow. Some people say that he is clearly a spy, planted by Maximilian Liao, although others point out that it's very unlikely that the Capellan Chancellor would care at all about a small mercenary outfit. Others suggest that, since his 'mech was stripped of its experimental communications equipment, it's most likely that his 'mech was simply stolen before construction had been completed. Either way, he has demonstrated that he is a very capable – and loyal – mechwarrior.

'MECH RECORD SHEET

'MECH DATA

Type: Raven RVN-2X

Movement Points:

Walking: 5

Running: Jumping:

Meďium Laser

Tonnage: 35

Tech Base: Inner Sphere

(Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

				,		,	
Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 SRM 6	RT	4	2/Msl [M,C]	_	3	6	9
1 Large Laser	LT	8	8 [DE]		5	10	15

LT 8 8 [DE] - 5 RA 3 5 [DE] - 3

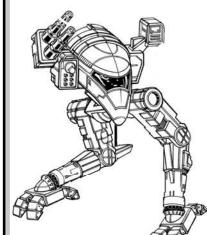
BV: 887 Cost:

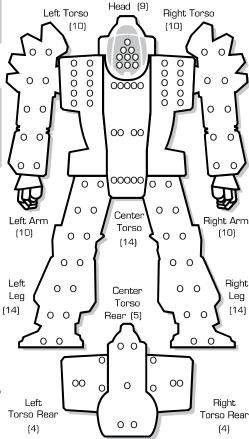
WARRIOR DATA

Name: Blackbelt

Gunnery Skill: 4 Piloting Skill: _5

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





ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 ³ 3. Roll Again
- Roll Again 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 3. Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Large Laser
- 2. Large Laser
- 3. Ammo (SRM 6) 15 1-3
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again
- 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- Heat Sink

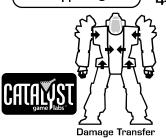
Head

- 1. Life Support
- Sensors
- 3 Cockpit
- **Heat Sink** 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 4 Gyro
 - 5. Gyro 6.
 - Gyro 1.
- Gyro 2. **Fusion Engine**
- Fusion Engine
- 4-6 4
 - **Fusion Engine**
 - Roll Again
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

1. Shoulder

- 2. Upper Arm Actuator
- 1-3 4 Medium Laser

 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - - 5. Roll Again

Right Torso

- 2.Lsrm 6
- 1-3 3. Roll Again 4. Roll Again

 - 5. Roll Again
 - 6. Roll Again

 - 2. Roll Again
- 4-6 4. Roll Again

 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 5. Heat Sink

Right Arm

- 3 Medium Laser

- - 6. Roll Again

- 1 [SRM 6
- - 1. Roll Again

 - 5. Roll Again

- Foot Actuator
- 6. Heat Sink

0 0 0 0 Left Right 0 0 Arm Arm (6) 0 Center 0 Torso [11] 0 Left. Right 0 Leg Leg (8)

INTERNAL STRUCTURE DIAGRAM

Right Torso (8)

0

0

0

0

0

0

Left Torso (8)

0

Heat

Scale

30*

29

28*

27

26

25'

24*

23

227

21

20'

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA Heat Sinks: Heat Level* 12 (12) Effects Shutdown 30 Single Ammo Exp. avoid on 8+ 28 0 0 Shutdown, avoid on 10+ -5 Movement Points 00 0 0

- +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points
- Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire -2 Movement Points
- +1 Modifier to Fire -1 Movement Points



Callsign: Sniper Name: Leonidas Simonides Faction: Free Worlds League

Mech: Locust LCT-3V Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Plays Well with others: Once per scenario, for one turn only, you may declare one other pilot to be your partner and an enemy unit that you can see within 10 hexes as your target. All your and your partner's attacks against the target have a -1 to hit bonus.



Background: Leonidas Simonides ("Sniper") was born on the League world of Tamarind. A third generation 'mechwarrior, Leonidas pilots a Locust granted posthumously to his grandfather, who was killed in action saving the life of a minor League Noble. Leonidas' father piloted the 'mech on the Lyran border and passed it on to his son when he retired. Unwilling (or unable) to live the life of a career soldier, but knowing nothing other than the life of a pilot, Leonidas figured that the mercenary lifestyle would be more his speed.

'MECH RECORD SHEET

'MECH DATA

Type: Locust LCT-3V

Movement Points:

Walking: 8

Running: 12 Jumping:

Tonnage: 20

Tech Base: Inner Sphere

(Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 (DĒ)	_	3	6	9
1	Machine Gun	RA	0	[DB,AI]	_	1	2	3
1	Machine Gun	LA	0	2 .	_	1	2	3

[DĒ,AI]

BV: 490 Cost:

WARRIOR DATA

Name: Sniper

Piloting Skill: 5 Gunnery Skill: 4

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



Head (8) Left Torso Right Torso (6) 0 0 O 0 0 0 0 0 00000 0 0 0 0 0 0 0 0 00000 0 0 Center 0 Left Arm Right Arm Torso [4] (4) (10) 0 0 0 0 Left Right Center Leg Leg Torso (6) 0 0 (6) Rear (2) \cap 00 00 0 0 Left Right Torso Rear Torso Rear [2] (2) Heat

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Machine Gun
- 1-3 ³. Roll Again
 - 5. Roll Again 6.
 - Roll Again
 - 1. Roll Again 2.
- Roll Again
- **4-6 3.** Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 1-3 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again 2. Roll Again
- 4-6 4. Roll Again
 - - Roll Again 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- Heat Sink

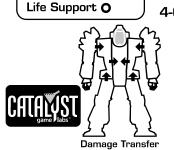
Head

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again
- 5. Sensors Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine Fusion Engine
- 1-3 4 Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
 - 2. **Fusion Engine**
- 3. Fusion Engine
- 4-6 4. **Fusion Engine**
 - Medium Laser
 - Medium Laser
 - Engine Hits OOO

Gyro Hits OO Sensor Hits OO



Diagram

- 1. Shoulder

- 1-3 4. Roll Again
 - 5. Roll Again
- **4-6** 3. Roll Again Roll Again
 - 5. Roll Again

Right Torso

- 1. Ammo (Machine Gun) 100
- 2. Roll Again
- 1-3 3. Roll Again 4. Roll Again
 - - 6. Roll Again
 - 1. Roll Again

 - 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- Foot Actuator

Right Arm

- 2. Upper Arm Actuator
- 3 Machine Gun

 - 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- - 6. Roll Again

- - 5. Roll Again

 - 2. Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again

- 1. Hip
- Lower Leg Actuator
- 5. Heat Sink
- 6. Heat Sink

Left Right Arm Arm (3) Center Torso (6) Left. Right Leg Lea [4] HEAT DATA Heat Sinks: 10 (10) Effects

INTERNAL STRUCTURE DIAGRAM

Right Torso (5)

Left Torso (5)

Scale

30*

29

28*

27

26

25'

24*

23

227

21

20*

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

Level* Shutdown 30 Single Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 0 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 -3 Movement Points 0 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire

-1 Movement Points



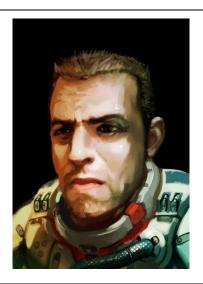
Callsign: Sniper Name: Leonidas Simonides Faction: Free Worlds League

Mech: Trebuchet TBT-5N Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Plays Well with others: Once per scenario, for one turn only, you may declare one other pilot to be your partner and an enemy unit that you can see within 10 hexes as your target. All your and your partner's attacks against the target have a -1 to hit bonus.

Taking the Hit: When one of your teammates is hit by a weapon attack, if you are at least as close to the attacker as you are to your teammate and in the attacker's same firing arc, you can take the damage instead. Must be played after the to-hit roll is made, but before the location is rolled. Usable once per round.



Background: Leonidas Simonides ("Sniper") was born on the League world of Tamarind. A third generation 'mechwarrior, Leonidas pilots a Locust granted posthumously to his grandfather, who was killed in action saving the life of a minor League Noble. Leonidas' father piloted the 'mech on the Lyran border and passed it on to his son when he retired. Unwilling (or unable) to live the life of a career soldier, but knowing nothing other than the life of a pilot, Leonidas figured that the mercenary lifestyle would be more his speed.

'MECH RECORD SHEET

50

'MECH DATA

Type: Trebuchet TBT-5N

Movement Points: Tonnage:

Walking: 5 Tech Base: Inner Sphere (Intro)

Running: Era: Succession Wars Jumping:

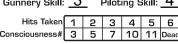
Weapons & Equipment Inventory (hexes)

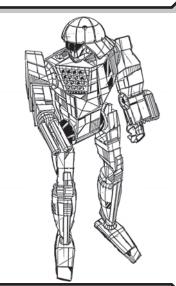
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]		7	14	21
2	Medium Laser	RA		5 [DE]		3	6	9
1	LRM 15	LA	5	1 / Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	_	3	6	9

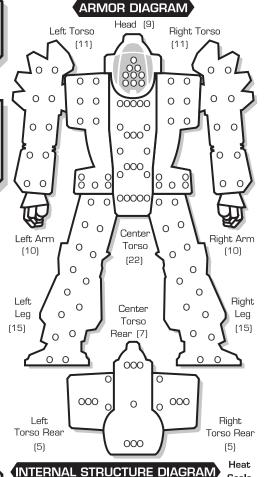
BV: 1,191 ADJ: 1,572

WARRIOR DATA

Name: Sniper Gunnery Skill: _3 Piloting Skill: 4







CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ₄ **Hand Actuator**
 - 5. [LRM 15
 - 6. **LRM 15**
 - 1. LLRM 15
 - 2. Medium Laser Roll Again
- 3. 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Ammo (LRM 15) 8
- 2. Roll Again
- Roll Again 1-3
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Roll Again
- Roll Again

Head

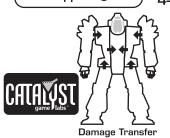
- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 4 Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
- **Fusion Engine** Fusion Engine
- 4 Fusion Engine
 - Roll Again
 - Roll Again

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator 3. Lower Arm Actuator
 - 1-3 4 Medium Laser
 - 5. Medium Laser
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
 - 4-6 3. Roll Again Roll Again
 - - 5. Roll Again
 - 6. Roll Again

Right Torso

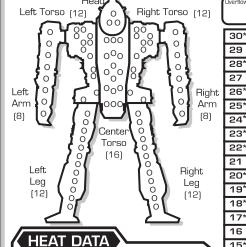
- 1. LRM 15
- 2. **LRM 15**
- 1-3 3. LRM 15 4. Ammo (LRM 15) 8
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again

 - Roll Again 6. Roll Again

- 2. Upper Leg Actuator
 - Lower Leg Actuator
- Foot Actuator
- Right Leg

1. Hip

- 5. Roll Again 6. Roll Again



Scale

24*

23

227

21

20*

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

О

Heat Sinks: Heat Level* 10 (10) **Effects** Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points Ω 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 15 14 –3 Movement Points 0 Shutdown, avoid on 4+ +2 Modifier to Fire 13 10 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

8

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Callsign: Blackbelt Name: Jingyi Song Faction: Capellan Confederation

Mech: Vindicator VND-1R Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

For the Chancellor!: You may take a pilot hit to add 1 to an attack roll after it is rolled.

After You, I Insist!: At any time before you move for a turn, you may take a pilot hit to move at the end of initiative, after all other units have moved. In effect, this moves you out of the initiative order (requiring recalculation of which friendly units must move in each phase).



Background: Jingyi Song (Blackbelt) left the Capellan Confederation under somewhat questionable circumstances, with a brand new, prototype 'mech in tow. Some people say that he is clearly a spy, planted by Maximilian Liao, although others point out that it's very unlikely that the Capellan Chancellor would care at all about a small mercenary outfit. Others suggest that, since his 'mech was stripped of its experimental communications equipment, it's most likely that his 'mech was simply stolen before construction had been completed. Either way, he has demonstrated that he is a very capable – and loyal – mechwarrior.

'MECH RECORD SHEET

'MECH DATA

Type: Vindicator VND-1R

Movement Points:

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: Jumping:

Era: Succession Wars

45

Tonnage:

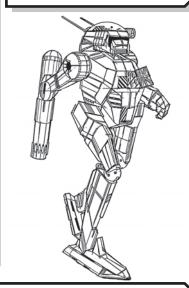
Weapons & Equipment Inventory (hexes)

		•				-	-	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DĒ]	_	3	6	9
1	LRM 5			1/Msl [M,C,S]				21
1	PPC	RA	10	10 [DE,X]	3	6	12	18
1	Small Laser	LA	1	3 (DE)	_	1	2	3

Name: Blackbelt

WARRIOR DATA

Piloting Skill: 4 Gunnery Skill: _3 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead Consciousness# 3 5



Head (9) Left Torso Right Torso [16][16]0 0 0 0 0 0 0 0 0 0 0 0 00000 O 0 0 0 0 0 0 0 0 0 0000 0 0 Ω 0 00000 0 0 0 0 0 0 0 Cente Left Arm Right Arm 0 0 0 Torso [14][14][18] 0 0 0 0 0 0 0 0 0 0 0 Left Right Center Leg Leg 0 Ω \cap 0 Torso (18) [18]Rear (9) 0 0 0 0 0 Ω \cap 0 000 00 00 000 Left Right Torso Rear Torso Rear 000 [6] (6)

ARMOR DIAGRAM

CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. Small Laser
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6 3.** Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- Heat Sink
- 1-3 4. Heat Sink
 - LRM 5
 - 6. Ammo (LRM 5) 24
 - 1. Roll Again
 - Roll Again 2.
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator

Jump Jet 6. Roll Again

Head

BV: 1,024 ADJ: 1352

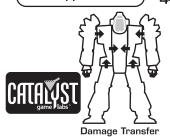
- 1. Life Support
- Sensors
- Cockpit 3 Medium Laser
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro
 - 6. Gyro
 - 1.
 - Gyro 2 **Fusion Engine**
- Fusion Engine
- 4-6 4. Fusion Engine
 - Jump Jet
 - Jump Jet

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



Diagram

- Upper Arm Actuator
- 1-3

 - 6. PPC
 - 1. Roll Again
- 2. Roll Again
- 3. Roll Again

- 2. Heat Sink
- 3. Heat Sink
- 5. Heat Sink
- 6. Roll Again
- 2. Roll Again

- 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- 4. Foot Actuator 5. Jump Jet
- 6. Roll Again

Right Arm

- 1. Shoulder
- Lower Arm Actuator
- 4. ГРРС 5. PPC
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

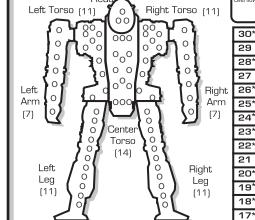
Right Torso

- 1. Heat Sink

- 1-3 4. Heat Sink

 - 1. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again

- 1. Hip
- Lower Leg Actuator



INTERNAL STRUCTURE DIAGRAM

Heat

Scale

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

О

HEAT DATA Heat Sinks: Heat Level* 16 (16) **Effects** Shutdown 30 Single Ammo Exp. avoid on 8+ 28 0 0 Shutdown, avoid on 10+ -5 Movement Points 00 00 +4 Modifier to Fire 00 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ -4 Movement Points 00 Ammo Exp. avoid on 4+ 0 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 15 14 –3 Movement Points 0 Shutdown, avoid on 4+

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

13

10

8

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Callsign: Tomorrow Name: Melinda Archer Faction: Federated Suns

Mech: Valkyrie VLK-QA Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Tactical Genius: Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.



Background: Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

'MECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-QA

Movement Points:

Walking: 5

Jumping:

Running:

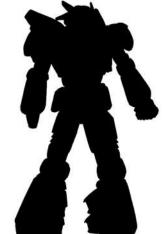
Tonnage: 30 Tech Base: Inner Sphere

(Intro) Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 1 LRM 10 1/Msl 6 7 [M,C,S] LT 4 14 21 1 Medium Laser

5 [DE] — 3 RA 3 6

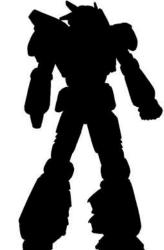


WARRIOR DATA

Name: Tomorrow

Piloting Skill: 5 Gunnery Skill: 4

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



[12][12]0 0 0 O 0 0 0 0 0 0 0 0 0 00000 0 0 0 0 0 0 0 0 0 0 00 00 0 0 0 0 0 0 00000 0 0 0 0 Center 0 0 Left Arm Right Arm Torso (9) (9) [14] 0 0 0 0 0 0 0 0 Left Right Center Leg Leg Torso [12]0 0 0 0 [12]Rear (4) 0 0 0 0 0000 0 0 Left Right Torso Rear Torso Rear 0 (2) (2)

ARMOR DIAGRAM

Head (8)

Right Torso

Heat

Scale

30*

29

28*

27

26

25'

24*

23

227

21

20*

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

Left Torso

CRITICAL HIT TABLE

Cost:

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink 2.
- Heat Sink 3. [LRM 10
- 1-3 4. LRM 10
 - **5.** Roll Again

 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet 6. Jump Jet

Head

BV:723

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again

- 1-3 4 Gyro
 - 6.

 - Gyro 1.
 - 2. **Fusion Engine**
- 3. Fusion Engine 4-6
 - 4. **Fusion Engine**
 - Heat Sink

Engine Hits 000

Sensor Hits OO

Life Support O



- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
- **Fusion Engine**
 - 5.
 - Gyro Gyro
- - - Jump Jet

Gyro Hits OO

Damage Transfer

Diagram

Right Arm

- 1. Shoulder
- 5. Roll Again
- 6. Roll Again
- 2. Roll Again
- - 6. Roll Again

Right Torso

- 1 Heat Sink

- 2. Roll Again

- 5. Roll Again 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- Lower Leg Actuator
- 5. Jump Jet

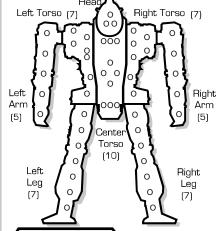
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 Medium Laser

 - 1. Roll Again
- **4-6** 3. Roll Again Roll Again
 - 5. Roll Again

- 2. Heat Sink
- 1-3 3. Ammo (LRM 10) 12 4. Roll Again
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again
- 4-6 4. Roll Again

- 1. Hip
- 4. Foot Actuator
- 6. Jump Jet

INTERNAL STRUCTURE DIAGRAM Left Torso (7) Right Torso (7)



HEAT DATA Heat Sinks: Level* 11 [11] Effects Shutdown 30 Single Ammo Exp. avoid on 8+ 28 00 Shutdown, avoid on 10+ -5 Movement Points 0 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 -3 Movement Points 0 Shutdown, avoid on 4+

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

13

8

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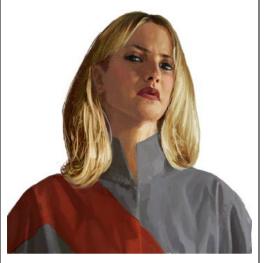
Callsign: Tomorrow Name: Melinda Archer Faction: Federated Suns

Mech: ENF-4R Enforcer Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Tactical Genius: Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.

Call them Out: At the beginning of any initiative phase, you may force a specific enemy unit that has not already moved to move that phase. Usable three times per scenario, but only once per turn.



Background: Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: Jumping: Tonnage: 50 Tech Base: Inner Sphere (Intro) Era: Star League

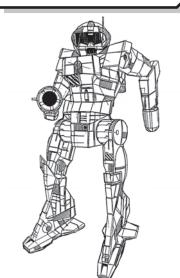
Weapons & Equipment Inventory (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng Small Laser AC/10 3 [DE] з 10 15 RA [DB,S] LA 8 5 10 15 Large Laser 8 [DE]

WARRIOR DATA

Name: Tomorrow Gunnery Skill: _3 Piloting Skill: _4

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



Head (9) Left Torso Right Torso [17] [17]0 0 0 0 000 0 0 0 0 Õ 00000 0 0 0 0 0 0 0 0 0 0 0 0 000 0 0 0 0 O 0 0 0 0 0 0 0 000 0000 0 0 0 Ω 00000 0 O 0 0 0 0 Cente 0 0 0 0 Left Arm Right Arm Torso [14][14] 0 0 0 0 (23) 0 0 0 0 0 0 0 0 Left Right 0 0 0 0 Center Leg Leg Torso 0 0 0 0 (20) (20) Rear (4) 0 0 0 0 0 0 0 0 000 റററ 0 0 Left Right Torso Rear Torso Rear [3] (3)

ARMOR DIAGRAM

Cost:

BV: 1,032 ADJ: 1362

CRITICAL HIT TABL

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4. Large Laser
- 5. Large Laser

 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- **4-6 3.** Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- Small Laser
- 1-3 4. Roll Again
 - 5. Roll Again
 - 6.
 - Roll Again
 - 1. Roll Again
- 2. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Jump Jet 6.
 - Jump Jet

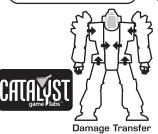
Head

- 1. Life Support
- Roll Again
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 1-3 4
 - 5.
 - 6.
- Fusion Engine
- 4-6
 - 4. Fusion Engine

- Life Support O



- Sensors
- 3 Cockpit

- Fusion Engine
- **Fusion Engine**
- Gyro
 - Gyro
 - Gyro
 - Gyro 1.
- **Fusion Engine**
- - Roll Again
 - Roll Again

Engine Hits OOO Gyro Hits OO

Sensor Hits OO

Diagram

- Lower Arm Actuator
- AC/10
 - 6. AC/10
 - AC/10 1. 2.
- 4-6 4 LAC/10 3. AC/10
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 2. Heat Sink
- - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again

 - Roll Again 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator

Right Arm

- 1. Shoulder Upper Arm Actuator
- 1-3
 - 5. AC/10
- AC/10

- 1. Heat Sink
- 1-3 3. Animo . 4. Roll Again 3. Ammo (AC/10) 10
 - 5. Roll Again
- 4-6 3. Roll Again Roll Again

- 1. Hip

- 5. Jump Jet 6. Jump Jet

Scale Left Torso (12) Right Torso (12) 00 0 30* 000 0 0 29 0 0 28* 0 0 27 0 0 0 0 Right Left 26' 0 Arm Arm 25 (8) 24* Center 23 Torso 227 [16] 21 Left. Right 20* Leg Leg [12]

INTERNAL STRUCTURE DIAGRAM

Heat

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

О

HEAT DATA Heat Sinks: Heat Level* 12 (12) **Effects** Shutdown 30 Single Ammo Exp. avoid on 8+ 28 0 0 Shutdown, avoid on 10+ -5 Movement Points 00 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 15 14 –3 Movement Points 0 Shutdown, avoid on 4+ +2 Modifier to Fire 13

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

10

8

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Callsign: PenPal Name: Patrick Kramer Faction: Comstar

Mech: Mongoose MON-67 Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

I Downloaded Sarna: Adds +1 to Determining Critical Hits rolls. If there is any "secret" information about a 'mech's layout (per scenario rules) you know it as soon as you can see it.



Background: Patrick Kramer ("Pen Pal") is one of the few members of the company actually born on Earth. Patrick was originally trained as an Adept in Comstar, but left the organization when he found that some of the religious order's "requirements" were not to his liking. He claims that his "ride" was stolen from a museum in Geneva, which would explain how a nearly extinct 'mech like his existed anywhwere. Most of his lancemates, however, believe that that story, like many of Patrick's colorful tales, was entirely fabricated.

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose MON-67

Movement Points: Tonnage:

Walking: 8 Tech Base: Inner Sphere

(Intro) Running: 12 Era: Succession Wars Jumping:

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Medium Laser	CT	3	5 (DE)	_	3	6	9
1	Medium Laser	RA	3	5 (DE)	_	3	6	9
1	Medium Laser	LA	3	5 (DE)	_	3	6	9

25

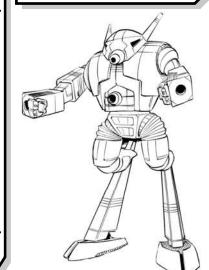
BV: 741 Cost:

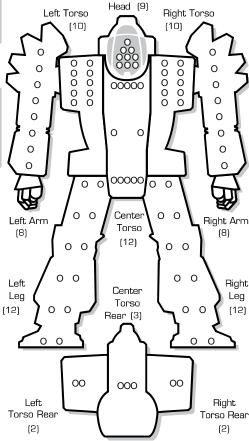
WARRIOR DATA

Name: Penpal Gunnery Skill: 4

Piloting Skill: 5

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





ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 _{4.} Hand Actuator
 - 5. Medium Laser 6.
 - Roll Again
 - 1. Roll Again 2. Roll Again
- **4-6 3.** Roll Again Roll Again
- - Roll Again
 - 6. Roll Again

Left Torso

- 1. Roll Again
- 2. Roll Again
- Roll Again
- 1-3 4. Roll Again
 - 5. Roll Again
 - 6.
 - Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Roll Again

Head

- 1. Life Support
- Sensors
- 3 Cockpit
- Small Laser
- Sensors 5. Life Support
- Center Torso
- 1. Fusion Engine
- Fusion Engine Fusion Engine
- 1-3 4 Gyro
 - 5.
 - Gyro 6. Gyro
 - 1.
 - Gyro 2. **Fusion Engine**
- Fusion Engine 4-6
 - 4. **Fusion Engine**
 - Medium Laser
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O

Damage Transfer

Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - - 5. Roll Again
 - 6. Roll Again

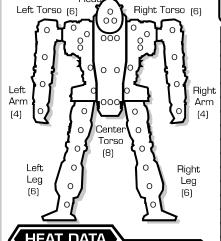
Right Torso

- 1. Roll Again 2. Roll Again
- 1-3 3. Roll Again 4. Roll Again
 - 5. Roll Again

 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Heat Sink
- 6. Roll Again



INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28*

27

26

25'

24*

23

227

21

20'

19

18*

17*

16

15*

14

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA Heat Sinks: Heat Level* 10 (10) Effects Shutdown 30 Single Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 0 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 -3 Movement Points 0 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire

-1 Movement Points



Callsign: PenPal Name: Patrick Kramer Faction: Comstar

Mech: Crab CRB-27 Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

I Downloaded Sarna: Adds +1 to Determining Critical Hits rolls. If there is any "secret" information about a 'mech's layout (per scenario rules) you know it as soon as you can see it.

The Saboteur (x2): Twice per scenario, you may cause one of the following bad things to happen to an enemy 'mech:

Bad Back: The 'mech may not torso twist this turn **Busted Radiator:** The 'mech gains 5 heat this turn.

Ha Ha, Missed me!: Subtract one from an attack roll after the roll has

been made.

Banana Peel: A single enemy PSR is made at +2. Must be played before the roll is made.



Background: Patrick Kramer ("Pen Pal") is one of the few members of the company actually born on Earth. Patrick was originally trained as an Adept in Comstar, but left the organization when he found that some of the religious order's "requirements" were not to his liking. He claims that his "ride" was stolen from a museum in Geneva, which would explain how a nearly extinct 'mech like his existed anywhwere. Most of his lancemates, however, believe that that story, like many of Patrick's colorful tales, was entirely fabricated.

'MECH RECORD SHEET

'MECH DATA

Type: Crab CRB-27

Movement Points:

Walking: 5 Tech Base: Inner Sphere Era: Star League 8 Running:

Tonnage:

50

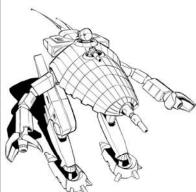
Jumping:

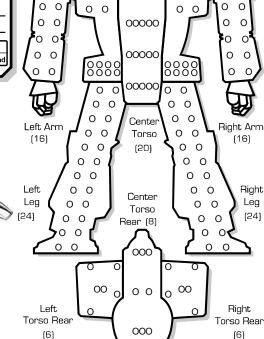
Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Medium Laser	CT	3	5 (DE)	_	3	6	9
1	Large Laser	RA	8	8 (DE)	_	5	10	15
1	Large Laser	LΑ	8	8 [DE]	_	5	10	15

WARRIOR DATA

Name: Penpal Gunnery Skill: _3 Piloting Skill: 4 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead Consciousness# 3 5





INTERNAL STRUCTURE DIAGRAM

Right Torso (12)

Left Torso (12)

ARMOR DIAGRAM

Head (9)

00000

Right Torso

0

0 0

Heat

Scale

2

1

0

[16]

0 0

0 0

0 0

Left Torso

0 0

0 0

0 0 [16]

0 0

0 0

0 0

CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4 **Hand Actuator**
 - 5. Large Laser
 - 6. Large Laser
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Ferro-Fibrous
- Ferro-Fibrous 1-3 4. Ferro-Fibrous
 - Ferro-Fibrous
 - 6. Ferro-Fibrous

 - Ferro-Fibrous 2. Ferro-Fibrous
- 4-6 3. Roll Again Roll Again
 - - Roll Again 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

Head

BV: 1,198 ADJ: 1581

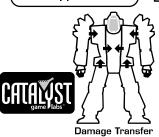
- 1. Life Support
- Sensors
- 3 Cockpit
- Life Support

- 1. Fusion Engine
- 1-3 ₄
 - 6. Gyro

 - 2.
- 4-6

 - Medium Laser
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Diagram

- Small Laser
- Sensors 5.

Center Torso

- Fusion Engine **Fusion Engine**
- Gyro
 - 5. Gyro
- Gyro 1.
- **Fusion Engine**
- Fusion Engine
- 4. **Fusion Engine**

Life Support O

Right Torso

- 1. Heat Sink
- 5. Ferro-Fibrous

- 2. Ferro-Fibrous
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Foot Actuator

Right Arm

- 1. Shoulder 2. Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 4 | Large Laser 5. Large Laser
 - 6. Roll Again
- 1. Roll Again 2. Roll Again
- **4-6** 4. Roll Again 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

- 2. Ferro-Fibrous
- 1-3 3. Ferro-Fibrous 3. Ferro-Fibrous
 - - 6. Ferro-Fibrous
 - 1. Ferro-Fibrous
- **4-6** 3. Roll Again Roll Again
 - Roll Again

- Lower Leg Actuator
- 5. Heat Sink
- 6. Heat Sink

30* 000 0 0 29 0 0 28* 0 27 0 0 0 0 Left 26 Right 0 Arm Arm 25' (8) 24 Center 23 Torso 22, (16)21 Left. Right 20' Leg Lea 19 [12] 18* 17* 16 HEAT DATA 15* Heat Sinks: Heat 14 Level* 16 (16) Effects 13* Shutdown 30 Single 12 Ammo Exp. avoid on 8+ 00 28 Shutdown, avoid on 10+ -5 Movement Points 11 00 10* 00 +4 Modifier to Fire 00 9 Ammo Exp. avoid on 6+ 0.0 Shutdown, avoid on 8+ 8* -4 Movement Points 00 7 Ammo Exp. avoid on 4+ 0 6 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 5* 0 -3 Movement Points 4 0 Shutdown, avoid on 4+ +2 Modifier to Fire 3 13

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

8



Callsign: Omaha Name: Sachi Fukuda Faction: Draconis Combine

Mech: Panther PNT-9R Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Bushido: Once per scenario you may declare a target for a duel. Attacks against that target are made with a -1 to hit bonus. However, attacks against any other target have a +1 penalty. You may declare your target during any fire declaration phase. These modifiers last until the end phase of the turn the designated target retreats off the map or is otherwise defeated or destroyed. If the target of your duel begins his turn with line of sight and within the longest range of your weapons, but does not end his movement within range and within line of sight, you may choose to ignore this power until the opponent ends his movement within range and line of sight. If you have already declared a dueling target (for example, via FIGHT ME!), Bushido must target the same 'mech.



Background: Sachi Fukuda ("Omaha") was born into a wealthy and well connected family in the Draconis Combine. After her brother was killed on Murchison in a Davion raid in 3017, Sachi attempted to sign up to the DCMS, but her parents wouldn't allow it. Rather than quietly accept whatever role her parents wanted for her, she fled the Combine, taking her brother's mech with her.

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: Tech Base: Inner Sphere (Intro)

Running: Jumping: Era: Star League

35

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 4 3 2/Msl [M,C] **—** 3 6 1 PPC RA 12 18

10 3 6

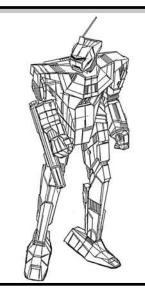
Tonnage:

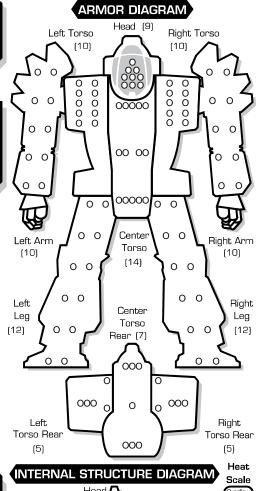
10 [DE,X]

WARRIOR DATA Name: Omaha

Piloting Skill: _5 Gunnery Skill: 4

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





CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- Heat Sink
- 1-3 4. Heat Sink
 - 5. Ammo (SRM 4) 25
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again

 - Roll Again
 - 6. Roll Again

Left Leg

- Lower Leg Actuator
- 4.

1. Hip

- Upper Leg Actuator
- Foot Actuator
- 5. Jump Jet
 - Jump Jet

Head

BV: 769

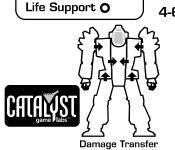
- 1. Life Support
- Sensors
- Cockpit 3
- Roll Again 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 4 Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
- **Fusion Engine**
- Fusion Engine 4-6
 - 4 **Fusion Engine**
 - SRM 4
 - Roll Again

Engine Hits OOO

Gyro Hits OO Sensor Hits OO



Diagram

Right Arm

- 1. Shoulder
- 3 Lower Arm Actuator
- 1-3 4 **Hand Actuator**
 - 5. PPC

 - 6. PPC
 - 1 LPPC
- 2. Roll Again
- **4-6** 3. Roll Again 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

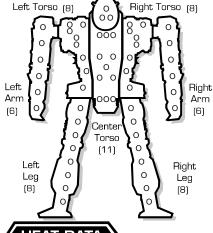
Right Torso

- 1 Heat Sink
- 2. Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator 5. Jump Jet
- 6. Jump Jet

2. Upper Arm Actuator 0



30*

29

28*

27

26

25'

24*

23

227

21

20'

19

18*

17*

16

15*

14

13'

12

11 10*

> 9 8* 7

6

5*

4

3

2

1

0

TIPE	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	13 (13)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	0 0
26	Shutdown, avoid on 10+	. 00
25	–5 Movement Points	0.0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	-
22	Shutdown, avoid on 8+	0
20	–4 Movement Points	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	Ö
17	+3 Modifier to Fire	Ö
15	–3 Movement Points	-
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

10

8



Callsign: Omaha Name: Sachi Fukuda Faction: Draconis Combine

Mech: Wolverine WVR-6K Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Bushido: Once per scenario you may declare a target for a duel. Attacks against that target are made with a -1 to hit bonus. However, attacks against any other target have a +1 penalty. You may declare your target during any fire declaration phase. These modifiers last until the end phase of the turn the designated target retreats off the map or is otherwise defeated or destroyed. If the target of your duel begins his turn with line of sight and within the longest range of your weapons, but does not end his movement within range and within line of sight, you may choose to ignore this power until the opponent ends his movement within range and line of sight. If you have already declared a dueling target (for example, via FIGHT ME!), Bushido must target the same 'mech.

FIGHT ME!: Once per scenario you may challenge a target for a duel. While the target of your challenge can see you and is in short or medium range for his longest range weapon, attacks made by him that target anyone other than you are made at +1. If you have already selected a dueling target (for example, via Bushido), FIGHT ME must target the same 'mech.



Background: Sachi Fukuda ("Omaha") was born into a wealthy and well connected family in the Draconis Combine. After her brother was killed on Murchison in a Davion raid in 3017, Sachi attempted to sign up to the DCMS, but her parents wouldn't allow it. Rather than quietly accept whatever role her parents wanted for her, she fled the Combine, taking her brother's mech with her.

\TTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere (Intro)

Running: Era: Star League Jumping:

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DĒ]	_	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	_	3	6	9
1	Large Laser	RA	8	8 [DE]	_	5	10	15
1	Meďium Laser	RA	3	5 (DE)	_	3	6	9
1	Small Laser	RΑ	1	3 ÎDFÎ	_	1	2	3

WARRIOR DATA Name: Omaha

Gunnery Skill: _3 Piloting Skill: _4

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



Left Torso Right Torso (20)(20)0 0 000 00 000 000 0 0 0 0 0 0 0 0 Õ 00000 Ō Ō Ō 0 0 0 0 Ω 0 0 0 0 00000 0 0 0 0 0 0 00000 0 o 0 0 0 0 0 0 00000 0 0 0 0 00000 0 0 0 0 0 0 0 0 0 0 0 0 Cente Right Arm Left Arm 0 0 0 0 Torso [18][18] 0 0 0 0 (25) 0 0 0 0 0 0 0 0 0 0 0 0 Left Right 0 0 0 0 Center Leg Leg О 0 0 0 Torso (26)[26]0 0 Rear (10) 0 0 0 0 0 0 0 0 0 000 0 00 00 0 0 0 Left Right Torso Rear Torso Rear 000 (6) (6) Heat INTERNAL STRUCTURE DIAGRAM

Scale

30*

29

2

1

О

Right Torso (13)

0

ARMOR DIAGRAM

Head (9)

Cost:

BV: 1,248 ADJ: 1647

CRITICAL HIT TABL

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6** 3. Roll Again Roll Again
 - Roll Again 6. Roll Again

Left Torso

- 1. [SRM 6
- 2. LSRM 6
- 3. Roll Again 1-3
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again
- - Roll Again 6. Roll Again
 - Left Leg 1. Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - 4. Foot Actuator
 - Heat Sink
 - 6. Roll Again

Head

- 1. Life Support
- Sensors

- 1-3 ₄
 - 5.
 - 6. Gyro
- Gyro 1.
- 4-6 4.
 - - Heat Sink
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O

Damage Transfer

Diagram

- Cockpit 3
- Medium Laser
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- Gyro
 - Gyro
- 2 **Fusion Engine**
- Fusion Engine
- - Fusion Engine

- - 4-6 3. Roll Again Roll Again
 - 5. Roll Again 6. Roll Again
 - Right Leg
 - 1. Hip
 - 2. Upper Leg Actuator

 - Foot Actuator
 - 6. Roll Again

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 ₄ Hand Actuator
 - 5. Large Laser

 - 6. Large Laser
 - 1. Medium Laser
- 2. Small Laser
- 4-6 3. Roll Again 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 1-3 3. Roll Again 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again

- Lower Leg Actuator
- 5. Heat Sink
- 0 000 0 0 28* 000 0 0 27 000 0 Right Left 26' 0 0 Arm 0 Arm 25 (9) 0 24* Center 23 Torso 227 [18] 21 Left. Right 20* Leg Leg 19 [13] 18* 17* 16 **HEAT DATA** 15* Heat Sinks: Heat 14 Level* 14 (14) **Effects** 13* Shutdown 30 Single 12 Ammo Exp. avoid on 8+ 00 28 Shutdown, avoid on 10+ -5 Movement Points 11 00 10* 00 +4 Modifier to Fire 00 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ \cap 8* -4 Movement Points 0 7 Ammo Exp. avoid on 4+ 0 6 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 5* 0 15 14 –3 Movement Points 4 0 Shutdown, avoid on 4+ +2 Modifier to Fire 3 13

00

000

Left Torso (13)

0

10

8

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire



Callsign: El Guapo **Name:** Sam Evergreen **Faction:** Mercenary

Mech: Firefly FFL-4A Pilot Skill: 5 Gunnery Skill: 4

Pilot Special Abilities:

Payday: Bonus 50,000 C-Bills for successful missions, 10,000 C-Bills for

unsuccessful ones.



Background: Sam Evergreen ("El Guapo") is known throughout Galatea for his easy smile and his quick wit. Some people say that Sam has an excellent story for any situation that can make the entire room laugh. Others say that you can't trust anything he says, and that for the most part he's completely full of it. Both groups are probably right.

'MECH RECORD SHEET

'MECH DATA

Type: Firefly FFL-4A

Movement Points:

Walking:

Running: 8 Jumping:

Tonnage: 30

Tech Base: Inner Sphere

(Intro) Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Small Laser	CT	1	3 [DE]	_	1	2	3
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	_	3	6	9
1	Medium Laser	LT	3	5 (DE)	_	3	6	9
1	Small Laser	LT	1	3 ÎDEÎ	_	1	2	3
1	Small Laser	RA	1	3 ÎDEÎ	_	1	2	3
1	Cmall Lagan	ΙΛ	1	വ്ഥല്		1	0	0

BV:831 Cost

WARRIOR DATA

Name: El Guapo

Piloting Skill: 5 Gunnery Skill: 4

Hits Taken 1 2 3 4 5 onsciousness# 3 5 7 10 11 Deac



Head (8) Left Torso Right Torso 0 00 0 0 0 o ົດ 0 o 0 0 0 o o° 0 0 0 0 00 0 Center Left Arm Right Arm Torso (10) (10)0 (15) 0 0 0 0 0 Left Right Center Leg 0 0 Leg Torso 0 0 [14] [14]Rear (5) 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (3) [3]

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator Small Laser
- 1-3 3.
- Roll Again Roll Again
 - 6. Roll Again

 - Roll Again 2. Roll Again
- 3. Roll Again
- 4-6 ^{3.} Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2 Heat Sink
- 1-3 ^{3.} Medium Laser
- Small Laser
 - 5. Roll Again 6. Roll Again

 - Roll Again Roll Again
- Roll Again
- 4-6 3.
 - Roll Again
 - Roll Again 6.
 - Roll Again

Left Leg

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet Jump Jet

Head

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again
- 5. Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** Fusion Engine
- 1-3 ^{3.} Gyro
 - 5. Gyro 6. Gyro
 - 1. Gyro
 - **Fusion Engine**
 - 3. Fusion Engine
- 4-6 4. **Fusion Engine**
 - 5. Medium Laser
 - Small Laser

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Small Laser
- **1-3** 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again
- 4. Roll Again 5. Roll Again

 - 6. Roll Again

Right Torso

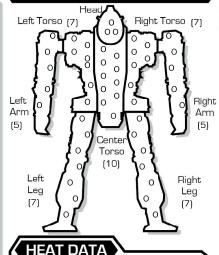
- 1. Heat Sink
- 2. Heat Sink
- 1-3 4. LRM 5 3. Medium Laser
- Ammo (LRM 5) 24

 - 6. Roll Again
 - Roll Again 2. Roll Again
- 3. Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- Jump Jet 6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat

Scale

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

TITLE		,
Heat		Heat Sinks
Level*	Effects	10 (10)
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	0
26	Shutdown, avoid on 10+	0
25	-5 Movement Points	Ö
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	4 Movement Points	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	Ö
17	+3 Modifier to Fire	Ö
15	3 Movement Points	
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	
10	2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	



Callsign: El Guapo **Name:** Sam Evergreen **Faction:** Mercenary

Mech: Wyvern WVE-6N Pilot Skill: 4 Gunnery Skill: 3

Pilot Special Abilities:

Payday: Bonus 50,000 C-Bills for successful missions, 10,000 C-Bills for unsuccessful ones.

Doc Wagon Contract: Once per scenario, remove up to one pilot hit from every other friendly pilot. Any unconscious pilot that removes a point of damage may make an immediate consciousness roll at the new damage total (pilots with no damage automatically wake up)



Background: Sam Evergreen ("El Guapo") is known throughout Galatea for his easy smile and his quick wit. Some people say that Sam has an excellent story for any situation that can make the entire room laugh. Others say that you can't trust anything he says, and that for the most part he's completely full of it. Both groups are probably right.

'MECH RECORD SHEET

'MECH DATA

Type: Wyvern WVE-6N

Movement Points:

Walking: 4 Running:

Tonnage: 45

Tech Base: Inner Sphere (Intro)

Era: Succession Wars Jumping:

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	RT	4	2/Msl [M,C]	_	3	6	9
	Large Laser	RA RA		8 [DE]		5	10	15

WARRIOR DATA Name: El Guapo

Gunnery Skill: 3 Piloting Skill: _4

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



Head (9) Left Torso Right Torso [14][14]0 0 0 0 0 0 0 0 0 0 0 0 00000 00 0 0 0 00000 0 0 0 0 0 0 Cente 0 0 0 0 Right Arm Left Arm Torso [12][12]0 0 0 0 **f**181 0 0 0 0 0 0 0 0 Left Right 0 0 0 0 Center Leg Leg Torso 0 0 Ω 0 (20) (20) Rear (7) \cap 0 0 0 0 0 0 0 000 000 000 0 Left Right Torso Rear Torso Rear 000 (5) (5) Heat

INTERNAL STRUCTURE DIAGRAM

000

Right Torso (11)

0

0

0

Ω

Left Torso (11)

0

0

0

0

0

Left

Arm

Scale

30*

29

28*

27

26'

25

7

6

4

3

1

О

Right

Arm

ARMOR DIAGRAM

CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6 3.** Roll Again Roll Again
 - Roll Again 6. Roll Again
 - Left Torso

- 1. Heat Sink 2. Heat Sink
- Jump Jet 1-3
- 4. Ammo (LRM 10) 12
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6 3. Roll Again Roll Again

 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Jump Jet
- 6. Roll Again

Head

BV: 1,005 ADJ: 1327

- 1. Life Support
- Sensors
- 3 Cockpit
- Heat Sink
- 5. Sensors Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro
 - 6. Gyro
 - 1.
 - Gyro 2
- **Fusion Engine**
- Fusion Engine 4-6 4
 - **Fusion Engine**
 - 5. FLRM 10
 - 6. LRM 10

Engine Hits OOO

Gyro Hits OO

Damage Transfer

Diagram

Sensor Hits OO

Life Support O

- 1. Heat Sink

- 5.LSRM 6
- - 2. Roll Again

 - 6. Roll Again

- 5. Jump Jet
- 6.

Right Arm

- 1. Shoulder 2. Upper Arm Actuator 3 Lower Arm Actuator
- 1-3 ₄ Hand Actuator
 - 5. Large Laser
 - 6. Large Laser
 - 1. Small Laser
 - 2. Small Laser
- 4-6 3. Roll Again 3. Roll Again
 - 5. Roll Again

 - 6. Roll Again

- 2. Heat Sink

Right Leg

- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator

Right Torso

- 1-3 3. Jump Jet 4. SRM 6
 - 6. Ammo (SRM 6) 15
 - 1. Roll Again
- 4-6 3. Roll Again Roll Again
 - Roll Again

- 1. Hip

- Roll Again
- [7] 24* Center 0 23 0 Torso 227 [14] 21 Left. 0 Right 20* Leg Leg 19 18* 17* 16 **HEAT DATA** 15* Heat Sinks: Heat 14 Level* 12 (12) **Effects** 13* Shutdown 30 Single 12 Ammo Exp. avoid on 8+ 28 0 0 Shutdown, avoid on 10+ -5 Movement Points 11 00 10* 0 +4 Modifier to Fire 0 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 8* -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 18 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 5* 0 15 14 –3 Movement Points 0 Shutdown, avoid on 4+ +2 Modifier to Fire 13 10 -2 Movement Points 2 8 +1 Modifier to Fire -1 Movement Points