

BATTLETECH™

MISSIONS



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

Mech: Grasshopper GHR-5H **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.

Rapid Shot: Each round, you may fire one weapon twice as if it was an ultra autocannon. Use twice the ammo (if applicable) and generate twice as much heat. If the attack roll hits, roll on the cluster table in the 2 column to see how many shots hit the target, rolling separate locations for each. Doing this on consecutive rounds is dangerous, however. On the first turn, if the attack roll is a 2, then the weapon jams/burns out/etc., and is useless for the rest of the scenario. On the second consecutive turn, if the attack roll is a 2, 3 or 4, the weapon jams. On the third turn, it's anything less than a 7. Treat the progression (and cool-down) as the same as for MASC. When used with missile weapons, first roll on the 2 column of the cluster table, and then roll either once or twice (depending on the first cluster roll) on the regular cluster table to see how many missiles hit.

Dodge: Once per turn, if you are standing, you may attempt to “dodge” a single successful melee attack against you. Make a PSR with a penalty of the attacker’s Margin of Success. If you succeed, the attack misses.



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.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Grasshopper GHR-5H**

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere (Intro)
Running: 6 Era: Star League
Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	HD	2	1/MSI [M.C.S]	6	7	14	21
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	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

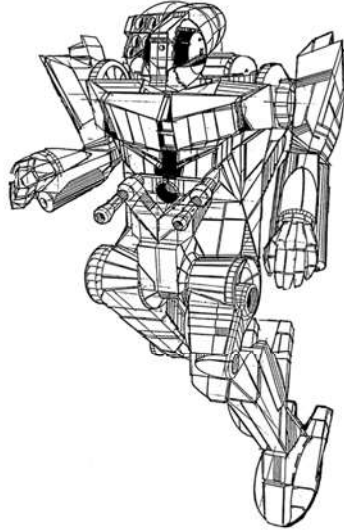
Cost: BV: 1,427 Adj: 1884

WARRIOR DATA

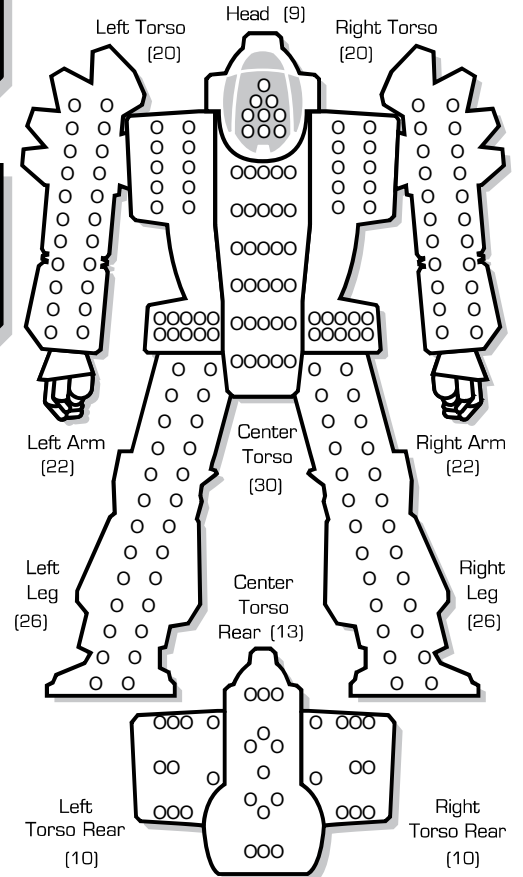
Name: **Dudderman**

Gunnery Skill: **3** Piloting Skill: **4**

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
- Heat Sink
- Medium Laser

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

Left Torso

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

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

Left Leg

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

Head

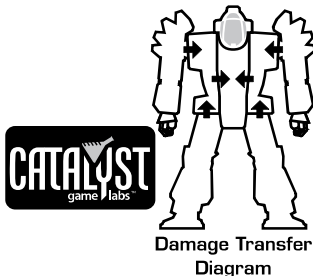
- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

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

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

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



Right Arm

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

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

Right Torso

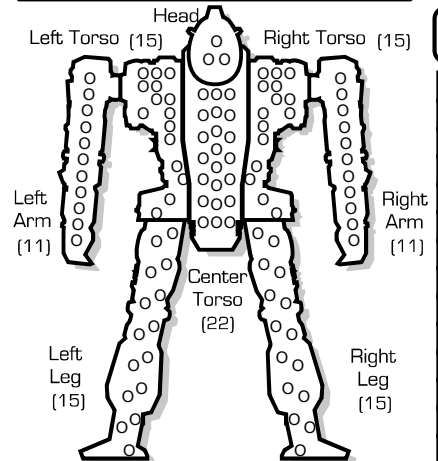
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Ammo (LRM 5) 24

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 (22)
30	Shutdown	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

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	