

BATTLETECH™

MISSIONS



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

Mech: Javelin JVN-10N **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.

I am a leaf on the wind: Jumping generates half as much heat, rounded down, for a minimum of 1 for jumps up to three hexes.

Jumping Jack: Jumping applies a +2 to hit penalty rather than a +3 penalty



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: Javelin JVN-10N

Movement Points: Tonnage: 30
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 6

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	SRM 6	LT	4	2/Msl [M,C]	-	3	6	9

Cost: BV: 594 Adj: 784

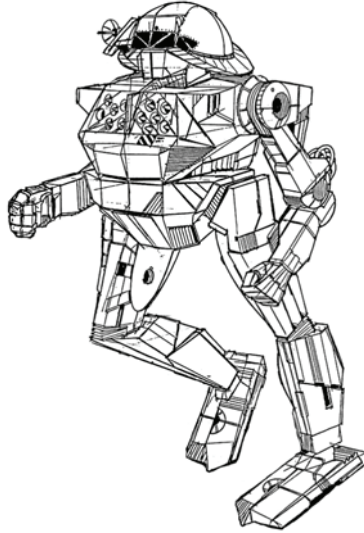
WARRIOR DATA

Name: Dudderman
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken:

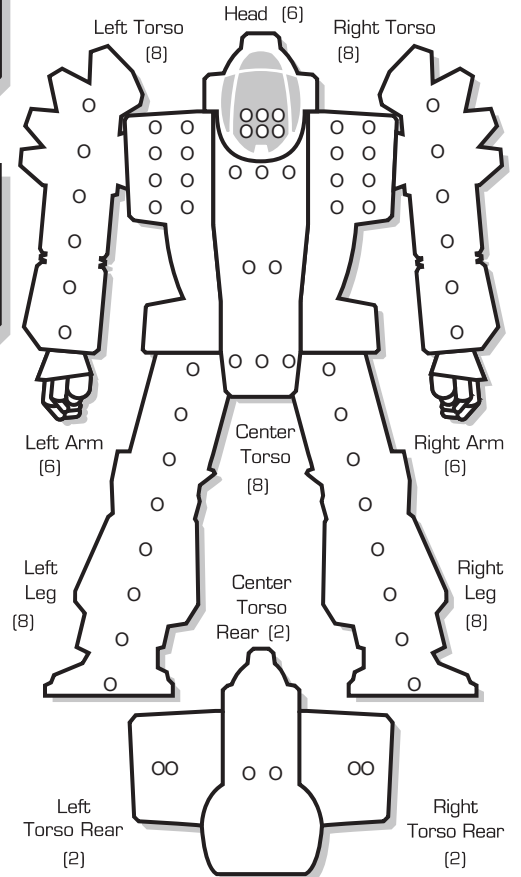
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#:

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

- 1-3
 4-6
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 1-3
 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet

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

Right Arm

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

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

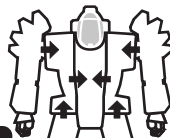
Right Torso

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

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

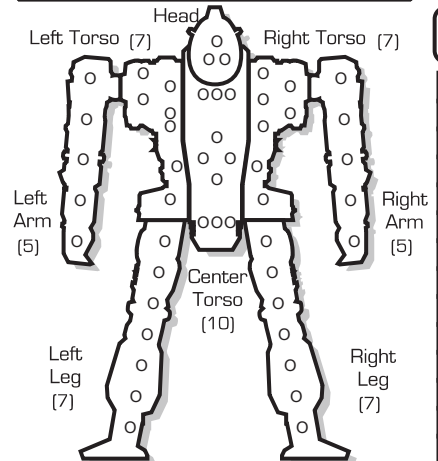
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) 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