

BATTLETECH™

MISSIONS



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

Mech: Thunderbolt TDR-5SE **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)

Burst of Speed: You may add one to your walk speed this turn. (recalculate run speed accordingly). You may not run or use burst of speed on the next turn.

Maneuvering Ace: You may make lateral shifts as if you were in a quad. Apply a -1 bonus to avoid skid rolls.



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.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-5SE

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Intro)
 Jumping: 4 Era: Succession Wars

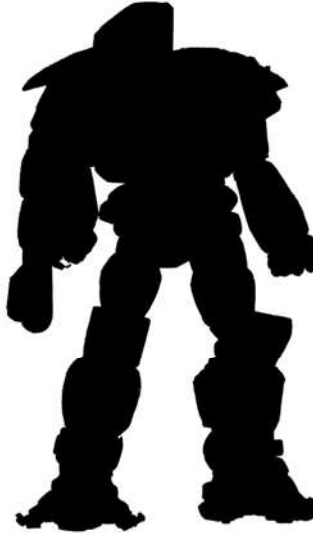
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl	6	7	14	21
[M.C.S.]								
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

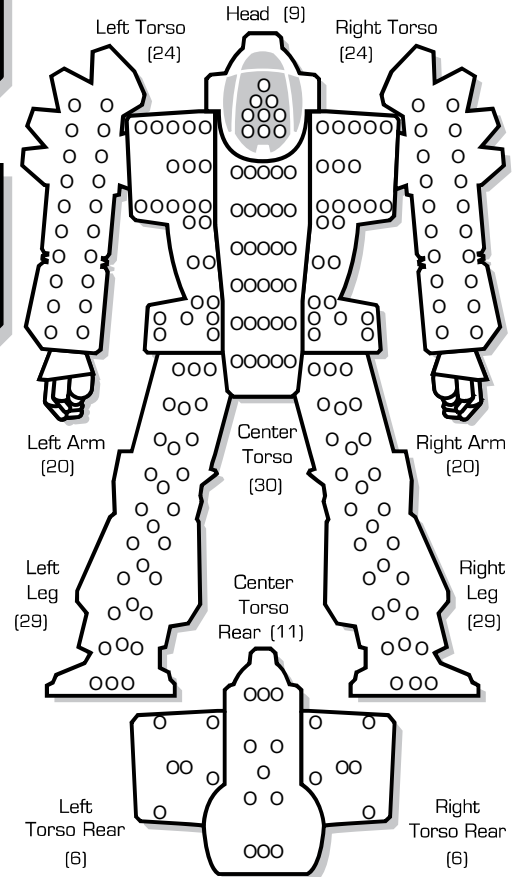
Cost: BV: 1,414 Adj: 1866

WARRIOR DATA

Name: El Guapo
 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
- 1-3
- Hand Actuator
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Jump Jet
 - Jump Jet
 - LRM 10
 - LRM 10
 - Medium Laser
 - Medium Laser
- 1-3
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

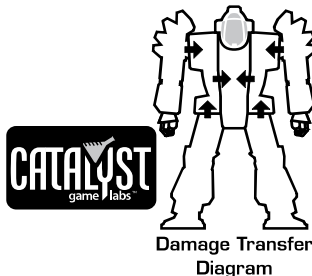
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
- 4-6

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

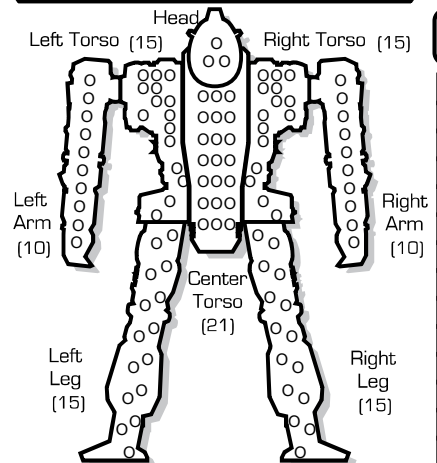
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- Heat Sink
 - Heat Sink
 - Heat Sink
 - Jump Jet
 - Jump Jet
 - Roll Again
- 1-3
- 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
 - Heat Sink

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (17)
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	