

BATTLETECH™

MISSIONS



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

Mech: Firefly FFL-4A **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)

Melee Specialist: Gain a -1 to hit bonus and apply 1 additional damage to physical attacks. The Damage modifier is applied after all multipliers (for TSM, for example)

Melee Master: Once per scenario, during the melee phase, you may make an additional melee attack (Punch, Kick or Weapon) with a +2 to hit penalty. This would potentially allow for 2 kicks, 3 punches, or 2 punches and a kick. However, you are still restricted from making melee weapons with limbs that fired weapons that round.



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: Firefly FFL-4A

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 4
 Tonnage: 30
 Tech Base: Inner Sphere (Intro)
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

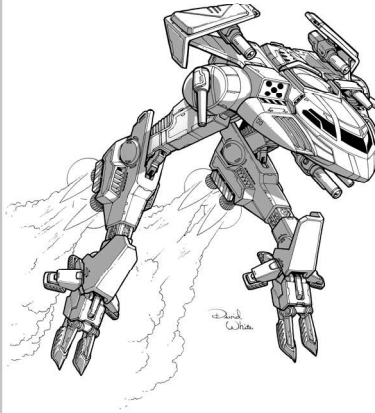
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LRM 5	RT	2	1 [Msl] [M.C.S]	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: BV:831 Adj: 1097

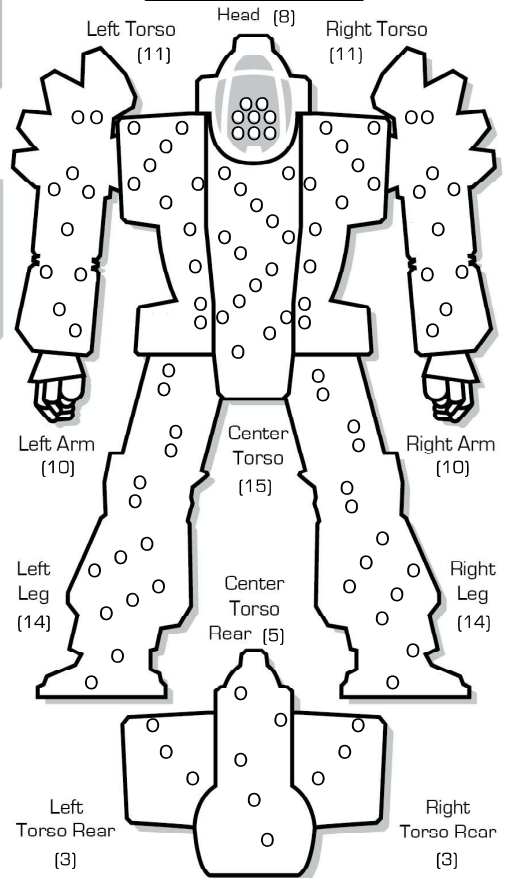
WARRIOR DATA

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
 - Small Laser
- 1-3
- Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Small Laser
- 1-3
- Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Heat Sink
 - Heat Sink
 - Medium Laser
 - Small Laser
 - Roll Again
 - Roll Again
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Small Laser
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Medium Laser
 - LRM 5
 - Ammo (LRM 5) 24
 - Roll Again
- 1-3

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

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

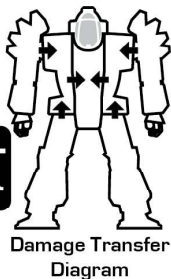
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

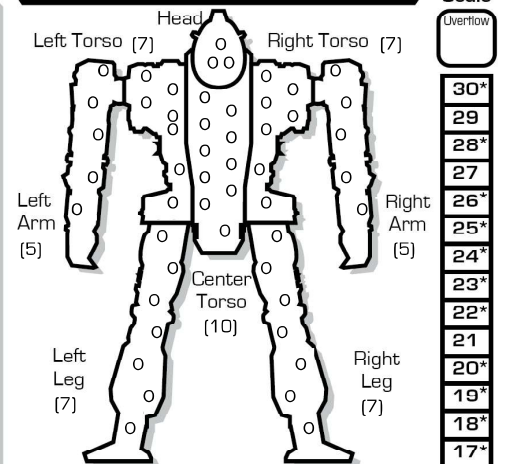
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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: 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	