

BATTLETECH™

MISSIONS



Callsign: Omaha **Name:** Sachi Fukuda **Faction:** Draconis Combine

Mech: Panther PNT-9R **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.

Sniper: While stationary and firing up to three identical weapons, halve all range penalties. For the purposes of this rule, "Identical" includes missile weapon sizes (i.e. LRM-15s and LRM-10s are not considered identical weapons). You may not fire any other weapons while using this ability.

Marksman: While stationary, may make aimed shots with a single weapon as if you had a targeting computer, with a total penalty of +2 (rather than the standard +4). May not target the head.



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.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9R

Movement Points: Tonnage: 35
 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	SRM 4	CT 3	2	Msl [M,C]	-	3	6	9
1	PPC	RA	10	10 [DEX]	3	6	12	18

Cost: BV: 769 Adj: 1015

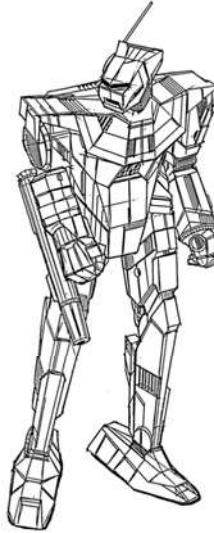
WARRIOR DATA

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

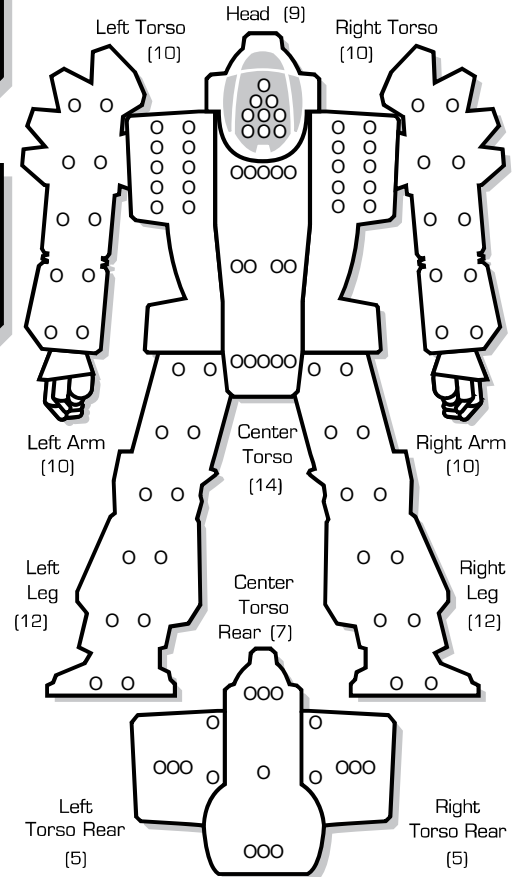
1	2	3	4	5	6
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 Consciousness#:

3	5	7	10	11	Dead
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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
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- 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
 - SRM 4
 - Roll Again
 - Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

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

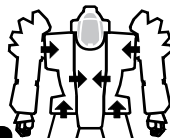
Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

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

Right Leg

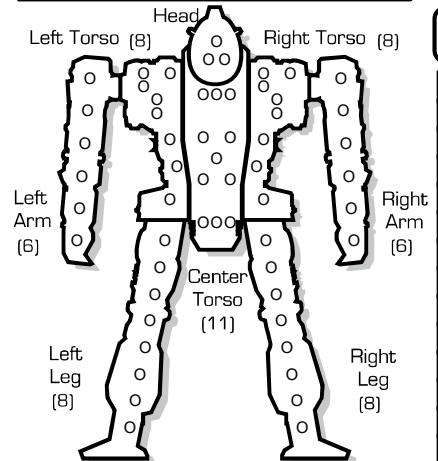
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13)
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
 Overflow

30*
29
28*
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