

# BATTLETECH™

## MISSIONS



**Callsign:** PenPal    **Name:** Patrick Kramer    **Faction:** Comstar

**Mech:** Exterminator EXT-4A    **Pilot Skill:** 4    **Gunnery Skill:** 3

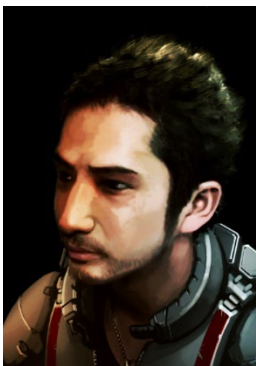
### Pilot Special Abilities:

**I Downloaded Sarna:** Adds +1 to Determining Critical Hits rolls. If there is any “secret” information about a ‘mech’s layout (per scenario rules) you know it as soon as you can see it.

**Portable Scanner:** You are considered to always have “Scanning Equipment” for scenarios that require scanning a target (and that specify modified scanning rules for ‘mechs with “Scanning Equipment”), with a range of 2. If your ‘mech has scanning equipment already (for example, a Beagle Probe), increase its range by 2. Alternatively, you can add 2 to the required range specified in the scenario (i.e. if the scenario specifies that you must be within 5 hexes of the target to scan it, you can scan if you are within 7 hexes).

**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:** Patrick Kramer (“Pen Pal”) is one of the few members of the company actually born on Earth. Patrick was originally trained as an Adept in Comstar, but left the organization when he found that some of the religious order’s “requirements” were not to his liking. He claims that his “ride” was stolen from a museum in Geneva, which would explain how a nearly extinct ‘mech like his existed anywhere. Most of his lancemates, however, believe that that story, like many of Patrick’s colorful tales, was entirely fabricated.

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Exterminator EXT-4A

Movement Points: **Tonnage:** 65  
**Walking:** 5 **Tech Base:** Inner Sphere  
**Running:** 8 **Rules Level:** Introductory  
**Jumping:** 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med Lng	
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Ammo: (LRM 10) 12, (Machine Gun) 200

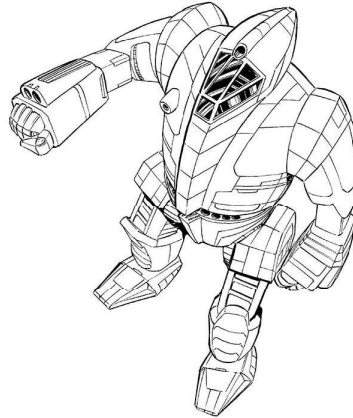
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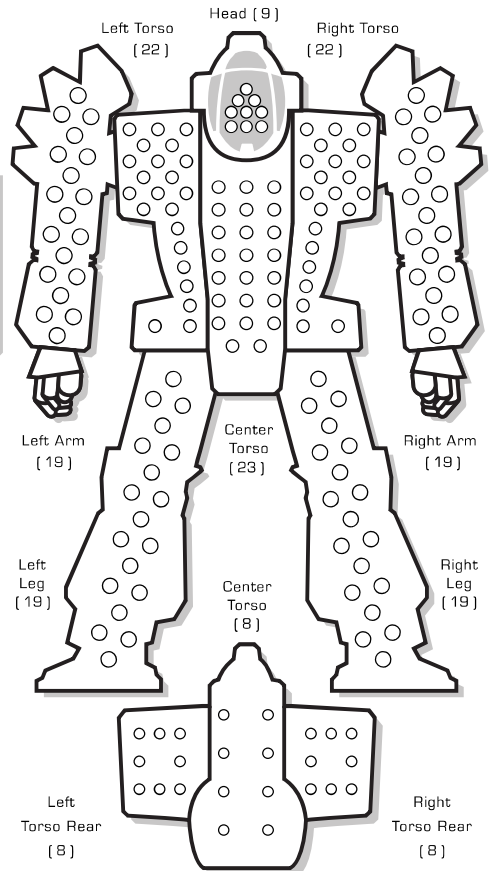
### WARRIOR DATA

Name: **PenPal**  
**Gunnery Skill:** 3 **Piloting Skill:** 4  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



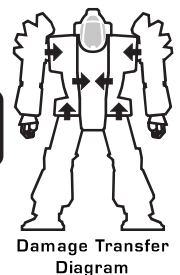
### ARMOR DIAGRAM



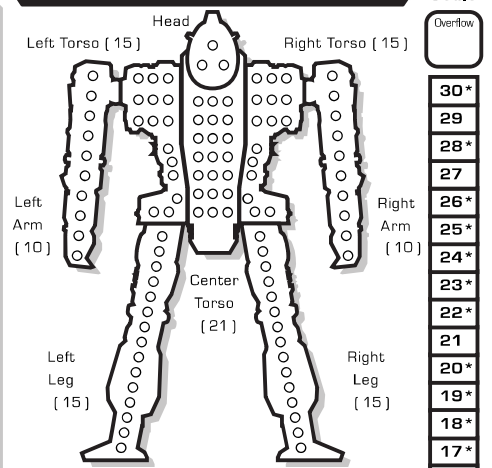
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Jump Jet	2. Jump Jet	3. LRM 10	4. LRM 10	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Jump Jet	2. Jump Jet	3. Machine Gun	4. Ammo (Machine Gun) 200	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	10
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

