

BATTLETECH™

MISSIONS



Callsign: Skidmark **Name:** Leonidas Simonides **Faction:** Free World's League

Mech: Orion ON1-K **Pilot Skill:** 4 **Gunnery Skill:** 3

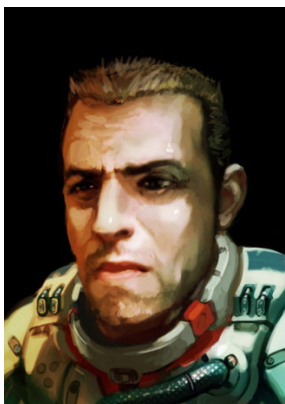
Pilot Special Abilities:

Plays Well with others: Three times per mission, for one turn only, you may declare one other pilot to be your partner and an enemy unit that you can see within 10 hexes as your target. All your and your partner's attacks against the target have a -1 to hit bonus.

Taking the Hit: When one of your teammates is hit by a weapon attack, if you are at least as close to the attacker as you are to your teammate and in the attacker's same firing arc, you can take the damage instead. Must be played after the to-hit roll is made, but before the location is rolled. Usable once per round.

Edge (1 Use): Force an opponent to re-roll one roll.

Field Repair Kit (1 Use): Once per scenario, during the end phase, you may repair 15 armor damage to your 'mech



Background: Leonidas Simonides ("Skidmark") was born on the League world of Tamarind. A third generation 'mechwarrior, Leonidas pilots a Locust granted posthumously to his grandfather, who was killed in action saving the life of a minor League Noble. Leonidas' father piloted the 'mech on the Lyran border and passed it on to his son when he retired. Unwilling (or unable) to live the life of a career soldier, but knowing nothing other than the life of a pilot, Leonidas figured that the mercenary lifestyle would be more his speed.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-K

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere (Intro)
 Running: 6 Era: Star League
 Jumping: 0

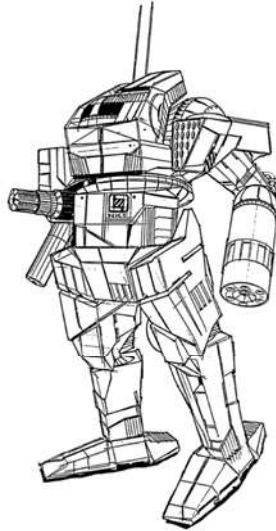
Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|------|---------|-----|-----|-----|-----|-----|
| 1 | AC/10 | RT 3 | 10 | — | 5 | 10 | 15 | |
| | | | [DB,S] | | | | | |
| 1 | LRM 15 | LT 5 | 1/Msl | 6 | 7 | 14 | 21 | |
| | | | [M,C,S] | | | | | |
| 1 | SRM 4 | LT 3 | 2/Msl | — | 3 | 6 | 9 | |
| | | | [M,C] | | | | | |
| 1 | Medium Laser | RA 3 | 5 [DE] | — | 3 | 6 | 9 | |
| 1 | Medium Laser | LA 3 | 5 [DE] | — | 3 | 6 | 9 | |

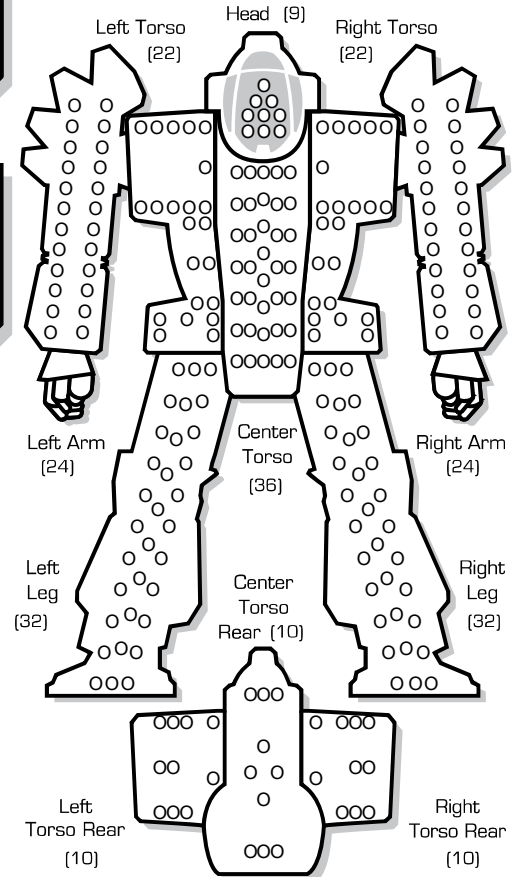
Cost: BV: 1,429 Adj: 1886

WARRIOR DATA

Name: Skidmark
 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
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 4
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

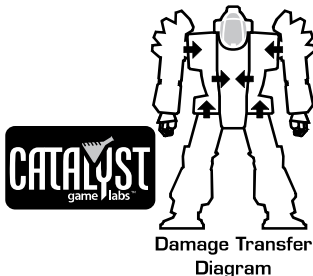
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

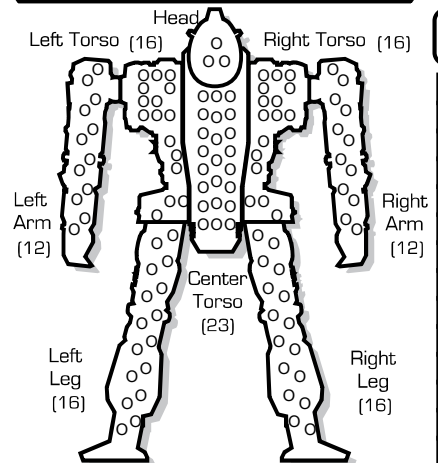
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

- AC/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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 |