

BATTLETECH™

MISSIONS



Callsign: Skidmark **Name:** Leonidas Simonides **Faction:** Free Worlds League

Mech: Locust LCT-3V **Pilot Skill:** 4 **Gunnery Skill:** 3

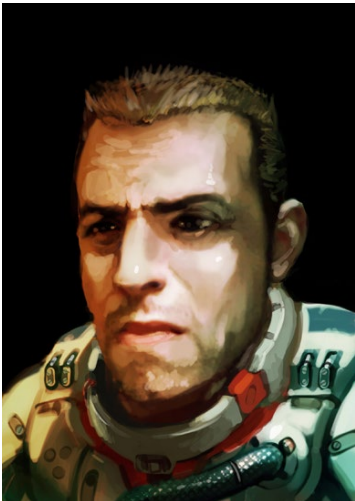
Pilot Special Abilities:

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.

Light 'mech master: While running or jumping in a light 'mech, you may take a +1 to hit penalty to give an additional +2 to hit penalty to all attacks against you. You must declare that you are using this ability when you move.

Sweep the Leg: When making a kick attack, you may declare that you are Sweeping the Leg. If you do and the attack hits, then the pilot has a +2 penalty to remain standing after the attack. However, if the attack misses, then *you* have a +2 penalty to remain standing.



Background: Leonidas Simonides ("Sniper") 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: **Locust LCT-3V**

Movement Points: **8** Tonnage: **20**

Walking: **8** Tech Base: **Inner Sphere**
(Intro)

Running: **12** Era: **Succession Wars**

Jumping: **0**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
				[DB,A]				
1	Machine Gun	LA	0	2	-	1	2	3
				[DB,A]				

Cost: **BV: 490**

WARRIOR DATA

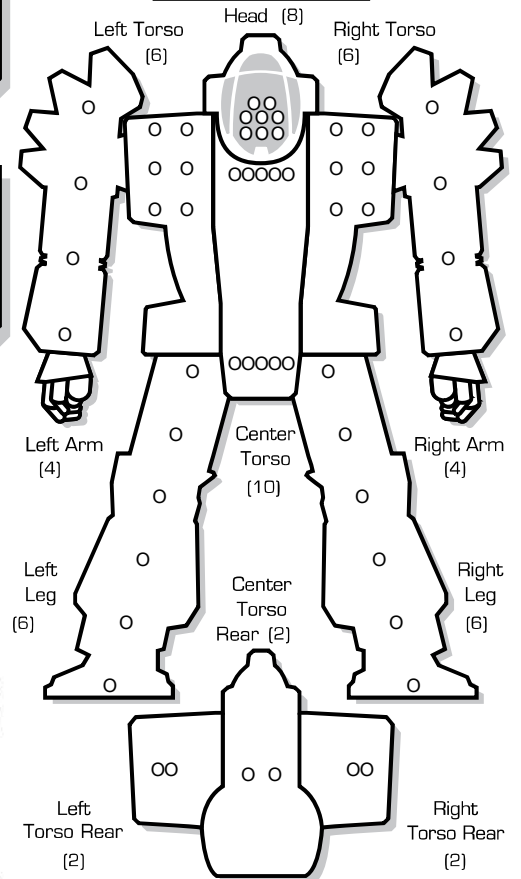
Name: **Skidmark**

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
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

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
- Medium Laser
- Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

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

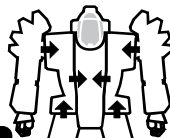
Right Torso

- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

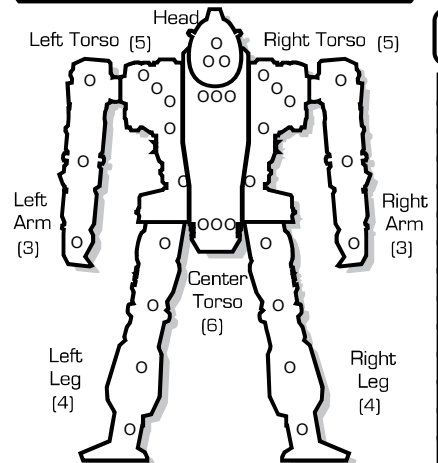
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



CATALYST
game labs

Damage Transfer Diagram

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*
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3
2
1
0