

BATTLETECH™

MISSIONS



Callsign: Steelheart **Name:** Erika Frost **Faction:** Lyran Commonwealth

Mech: Warhammer WHM-6R **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Intimidate: Once per game, at any time during the move phase, declare that you are “Standing your ground” for that turn. This ability affects all enemy ‘mechs that have line of sight to you and have not moved yet that turn. No affected ‘mech can move closer than 8 hexes to you. ‘Mechs that start within 8 hexes may not end their move closer than they started, but may otherwise move normally.

Bull Rush: Once per turn, you may attempt to move through an opponent’s hex. Attempts to bull rush non-mech units are automatically successful. If the opponent is a ‘mech, upon entering the opponent’s hex, make a PSR. If successful, you enter their hex but must leave it by the end of the movement phase. If you cannot leave the opponent’s hex by the end of the move phase, you are ejected into the hex you moved into the opponent’s hex from, and must make a PSR at +2 or be knocked prone (including taking falling damage and potential pilot damage). If the PSR fails, you spend the MPs to enter the enemy’s hex, but fail to do so. You may continue to move with remaining MPs, but cannot attempt to bull rush the same opponent this turn.

Hot Dog: Reduce by 1 movement penalties for heat.

The Sweat helps me see better: Subtract 2 from positive heat penalties to hit. This means that at 8 heat, you have a -1 to hit bonus, at 13 heat the to-hit modifier becomes +0, at 17 it becomes +1, etc.



Background: Erika Frost (Steelheart) is the daughter of General Stephen “Lefty” Frost. Erika was a fine, if not exceptional, member of the class of 3022 of the Nagelring. She was immediately posted to the 10th Lyran Guards despite her lackluster performance. Many members of the guards assumed that her position was due to her father’s position in the LCAF. After one too many fistfights caused by another member of the 10th questioning her position, Erika was “other than honorably” discharged. She left the commonwealth and went to prove herself on the mercenary world of Galatea.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6R
 Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Intro)
 Jumping: 0 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RT	0	2	—	1	2	3
				[DB,AI]				
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M.C.]	—	3	6	9
1	Machine Gun	LT	0	2	—	1	2	3
				[DB,AI]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	PPC	RA	10	10 [DEX]	—	3	6	12 18
1	PPC	LA	10	10 [DEX]	—	3	6	12 18

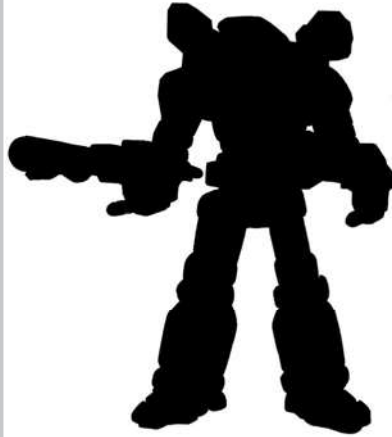
Cost: BV: 1,299 Adj: 1715

WARRIOR DATA

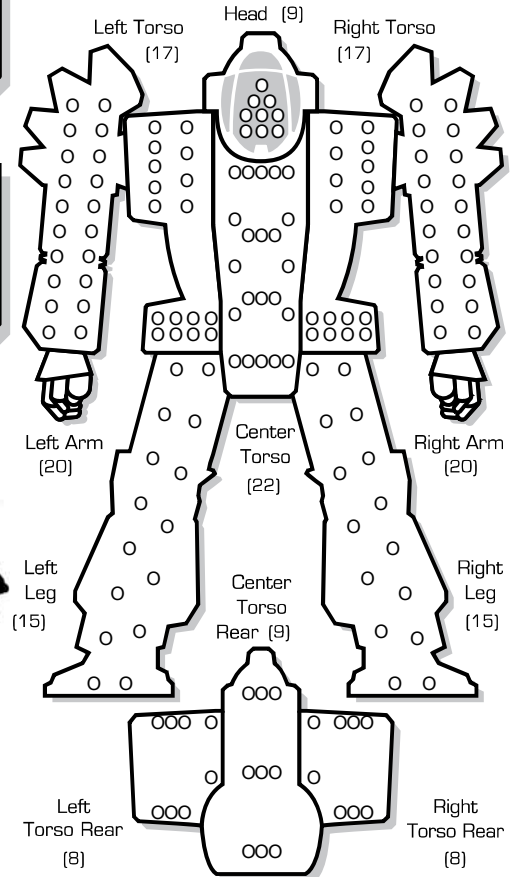
Name: Steelheart
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken:

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

 Consciousness#



ARMOR DIAGRAM

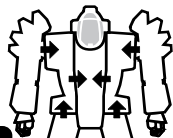


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink
 - PPC
 - PPC
- 1-3
- PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- Medium Laser
 - Small Laser
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo [Machine Gun] 200
 - Roll Again
- 4-6

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

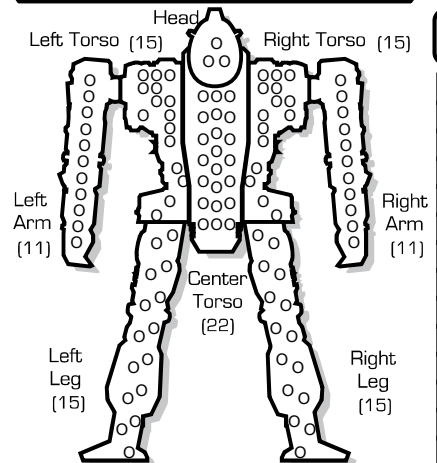


Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink
 - PPC
 - PPC
- 1-3
- PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- SRM 6
 - SRM 6
 - Medium Laser
 - Small Laser
 - Machine Gun
 - Ammo [SRM 6] 15
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (18)
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

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	