

# BATTLETECH™

## MISSIONS



**Callsign:** Tomorrow    **Name:** Melinda Archer    **Faction:** Federated Suns

**Mech:** Valkyrie VLK-QA    **Pilot Skill:** 5    **Gunnery Skill:** 4

### Pilot Special Abilities:

**Tactical Genius:** Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.



**Background:** Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Valkyrie VLK-QA

Movement Points: Tonnage: 30  
 Walking: 5 Tech Base: Inner Sphere (Intro)  
 Running: 8 Era: Succession Wars  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1 [Msl]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

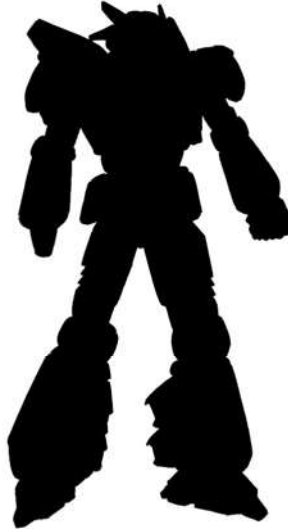
Cost: BV: 723

### WARRIOR DATA

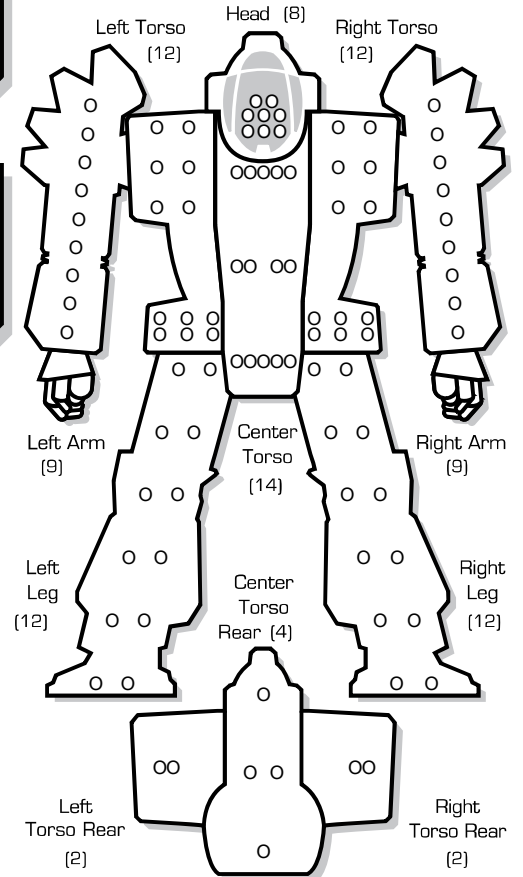
Name: Tomorrow

Gunnery Skill: 5 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
  - Hand Actuator
- 1-3
- Roll Again
  - Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Heat Sink
  - Heat Sink
  - LRM 10
  - LRM 10
  - Roll Again
  - Roll Again
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heat Sink
  - Jump Jet
- 4-6

#### Right Torso

- Heat Sink
  - Heat Sink
  - Ammo [LRM 10] 12
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3

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

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

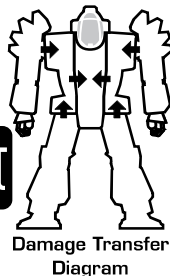
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

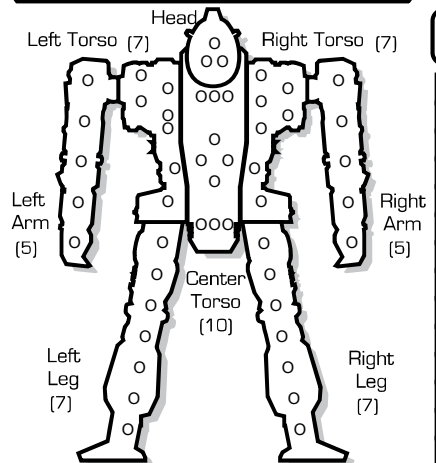
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11)
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*
27
26*
25*
24*
23*
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19*
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16
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3
2
1
0