

# BATTLETECH™

## MISSIONS



**Callsign:** Blackbelt    **Name:** Jingyi Song    **Faction:** Capellan Confederation

**Mech:** Vindicator VND-1R                      **Pilot Skill:** 4                      **Gunnery Skill:** 3

### Pilot Special Abilities:

**For the Chancellor!** You may take a pilot hit to add 1 to an attack roll after it is rolled.

**After You, I Insist!** At any time before you move for a turn, you may take a pilot hit to move at the end of initiative, after all other units have moved. In effect, this moves you out of the initiative order (requiring recalculation of which friendly units must move in each phase).



**Background:** Jingyi Song (Blackbelt) left the Capellan Confederation under somewhat questionable circumstances, with a brand new, prototype 'mech in tow. Some people say that he is clearly a spy, planted by Maximilian Liao, although others point out that it's very unlikely that the Capellan Chancellor would care at all about a small mercenary outfit. Others suggest that, since his 'mech was stripped of its experimental communications equipment, it's most likely that his 'mech was simply stolen before construction had been completed. Either way, he has demonstrated that he is a very capable – and loyal – mechwarrior.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Vindicator VND-1R

Movement Points: Tonnage: 45  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 (Intro)  
 Jumping: 4 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

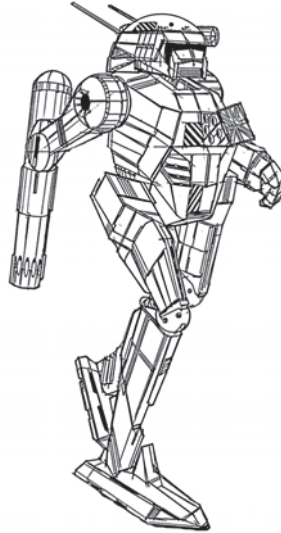
| Qty | Type         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Laser | HD  | 3  | 5 [DE]        | -   | 3   | 6   | 9   |
| 1   | LRM 5        | LT  | 2  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | PPC          | RA  | 10 | 10 [DE,X]     | 3   | 6   | 12  | 18  |
| 1   | Small Laser  | LA  | 1  | 3 [DE]        | -   | 1   | 2   | 3   |

Cost: BV: 1,024 ADJ: 1352

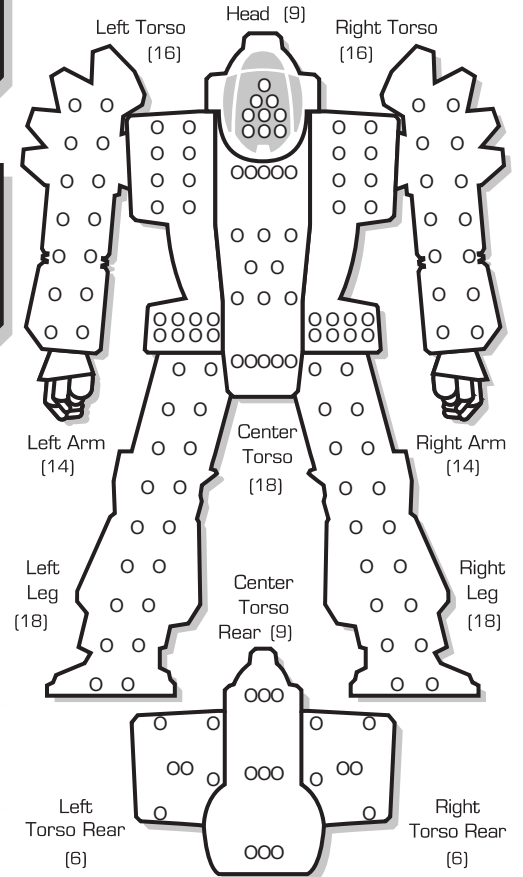
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



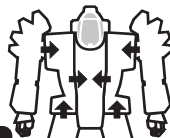
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Small Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - LRM 5
  - Ammo (LRM 5) 24
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Medium Laser
  - Sensors
  - Life Support
- 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
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - Jump Jet
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

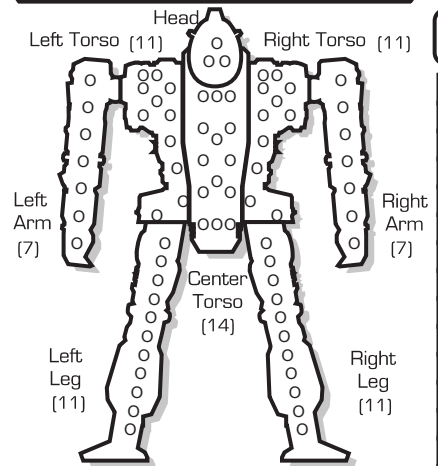
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - PPC
  - PPC
  - PPC
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 (16) |
|-------------|------------------------|---------------------|
| 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*      |
| 22*      |
| 21       |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

# BATTLETECH™

## MISSIONS



**Callsign:** Dudderman    **Name:** Bryan Franklin    **Faction:** Periphery

**Mech:** Hunchback HBK-4P    **Pilot Skill:** 4    **Gunnery Skill:** 3

### Pilot Special Abilities:

**Salvage Expert:** At the end of a scenario you may select one enemy Battlemech which was destroyed but unsalvageable due to damage: Unlock that 'mech on your mission cert.

**Frontier Medicine:** Once per game you can apply a -2 bonus to a consciousness roll TN for any one player. You may declare that you are using the bonus after the dice are rolled.



**Background:** Bryan Franklin (“Dudderman”) hails from the world of New Ganymede in the Taurian Concordat. Bryan always has a scheme of some sort going on, including his current “Moonshine-for-parts” campaign that has netted the unit a number of rare replacement components from worlds all over the inner sphere. It is said that his ‘mech was built wholecloth out of parts that he traded for here and there. Bryan is almost as good an astech as he is pilot, although he rarely likes to admit that, lest he find himself on “Greasemonkey” duty.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hunchback HBK-4P

Movement Points: Tonnage: 50  
 Walking: 4 Tech Base: Inner Sphere (Intro)  
 Running: 6 Era: Succession Wars  
 Jumping: 0

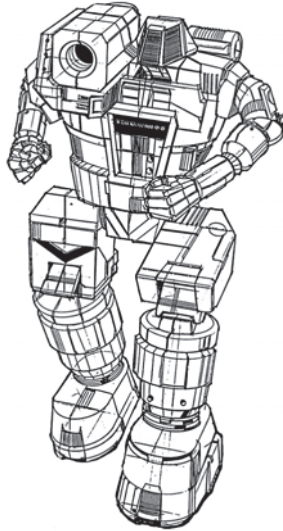
### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Small Laser  | HD  | 1  | 3 [DE] | —   | 1   | 2   | 3   |
| 6   | Medium Laser | RT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | Medium Laser | RA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |

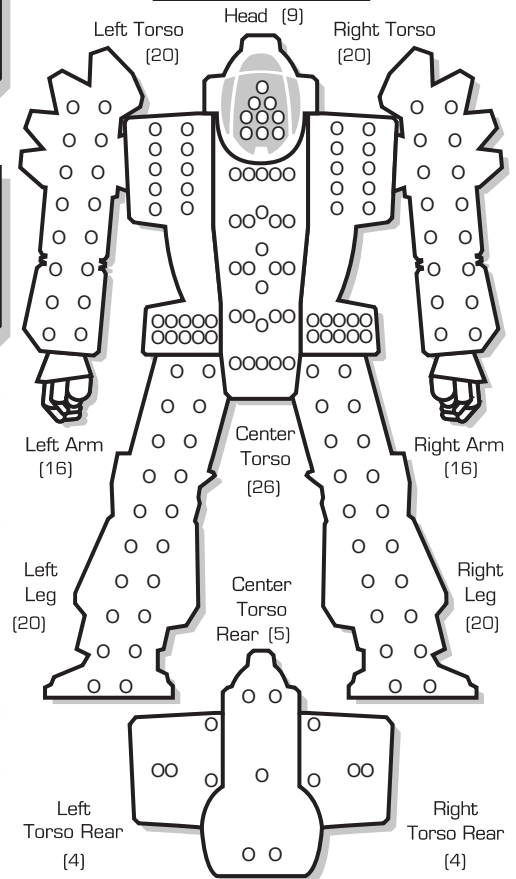
Cost: BV: 1,138 Adj: 1502

### WARRIOR DATA

Name: Dudderman  
 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
- Hand Actuator
- Medium Laser
- Roll Again

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- 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
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

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

#### Right Arm

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

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

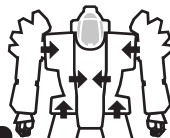
#### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

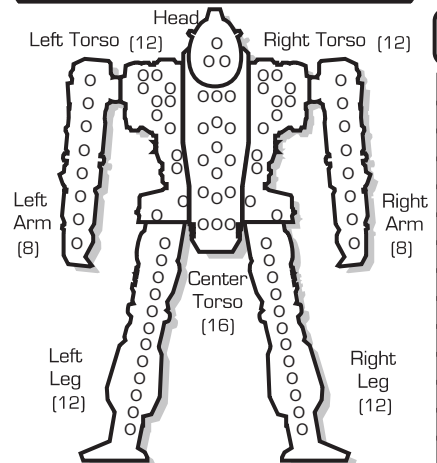
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 23 (23) |
|-------------|------------------------|---------------------|
| 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          |          |

# BATTLETECH™

## MISSIONS



**Callsign:** El Guapo    **Name:** Sam Evergreen    **Faction:** Mercenary

**Mech:** Wyvern WVE-6N    **Pilot Skill:** 4    **Gunnery Skill:** 3

### Pilot Special Abilities:

**Payday:** Bonus 50,000 C-Bills for successful missions, 10,000 C-Bills for unsuccessful ones.

**Doc Wagon Contract:** Once per scenario, remove up to one pilot hit from every other friendly pilot. Any unconscious pilot that removes a point of damage may make an immediate consciousness roll at the new damage total (pilots with no damage automatically wake up)



**Background:** Sam Evergreen (“El Guapo”) is known throughout Galatea for his easy smile and his quick wit. Some people say that Sam has an excellent story for any situation that can make the entire room laugh. Others say that you can’t trust anything he says, and that for the most part he’s completely full of it. Both groups are probably right.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wyvern WVE-6N

Movement Points: Tonnage: 45  
 Walking: 4 Tech Base: Inner Sphere (Intro)  
 Running: 6 Era: Succession Wars  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | LRM 10      | CT  | 4  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | SRM 6       | RT  | 4  | 2/Msl [M.C]   | —   | 3   | 6   | 9   |
| 1   | Large Laser | RA  | 8  | 8 [DE]        | —   | 5   | 10  | 15  |
| 2   | Small Laser | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |

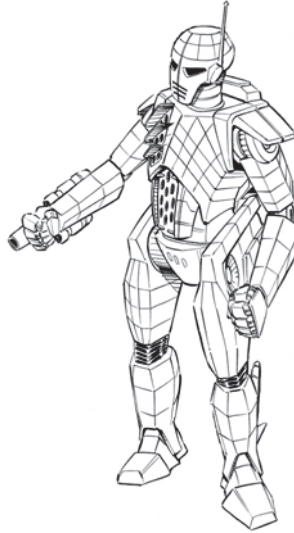
Cost: BV: 1,005 ADJ: 1327

### WARRIOR DATA

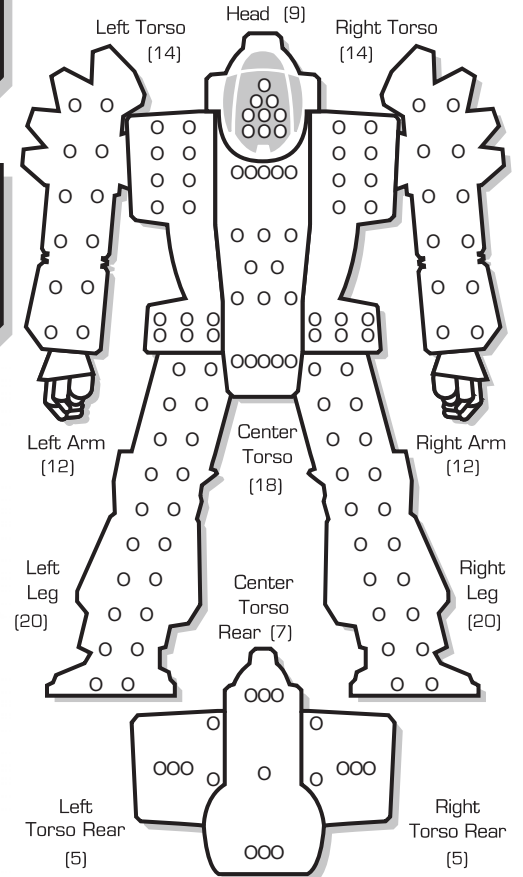
Name: El Guapo

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
- Hand Actuator
- Roll Again
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### 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
  - LRM 10
  - LRM 10

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- 1-3
- Small Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

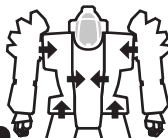
#### Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

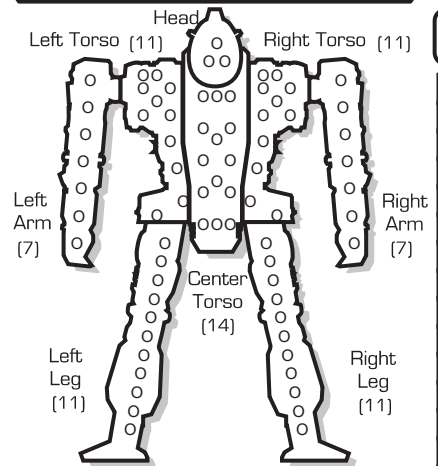
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (12) |
|-------------|------------------------|---------------------|
| 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          |          |

# BATTLETECH™

## MISSIONS



**Callsign:** Omaha    **Name:** Sachi Fukuda    **Faction:** Draconis Combine

**Mech:** Wolverine WVR-6K    **Pilot Skill:** 4    **Gunnery Skill:** 3

### Pilot Special Abilities:

**Bushido:** Once per scenario you may declare a target for a duel. Attacks against that target are made with a -1 to hit bonus. However, attacks against any other target have a +1 penalty. You may declare your target during any fire declaration phase. These modifiers last until the end phase of the turn the designated target retreats off the map or is otherwise defeated or destroyed. If the target of your duel begins his turn with line of sight and within the longest range of your weapons, but does not end his movement within range and within line of sight, you may choose to ignore this power until the opponent ends his movement within range and line of sight. If you have already declared a dueling target (for example, via FIGHT ME!), Bushido must target the same 'mech.

**FIGHT ME!:** Once per scenario you may challenge a target for a duel. While the target of your challenge can see you and is in short or medium range for his longest range weapon, attacks made by him that target anyone other than you are made at +1. If you have already selected a dueling target (for example, via Bushido), FIGHT ME must target the same 'mech.



**Background:** Sachi Fukuda (“Omaha”) was born into a wealthy and well connected family in the Draconis Combine. After her brother was killed on Murchison in a Davion raid in 3017, Sachi attempted to sign up to the DCMS, but her parents wouldn’t allow it. Rather than quietly accept whatever role her parents wanted for her, she fled the Combine, taking her brother’s mech with her.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Wolverine WVR-6K**

**Movement Points:**      **Tonnage:** 55  
**Walking:** 5              **Tech Base:** Inner Sphere  
**Running:** 8              (Intro)  
**Jumping:** 0              **Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | Medium Laser | HD  | 3  | 5 [DE]           | -   | 3   | 6   | 9   |
| 1   | SRM 6        | LT  | 4  | 2 [Msl<br>(M,C)] | -   | 3   | 6   | 9   |
| 1   | Large Laser  | RA  | 8  | 8 [DE]           | -   | 5   | 10  | 15  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]           | -   | 3   | 6   | 9   |
| 1   | Small Laser  | RA  | 1  | 3 [DE]           | -   | 1   | 2   | 3   |

**Cost:**                              **BV:** 1,248    **ADJ:** 1647

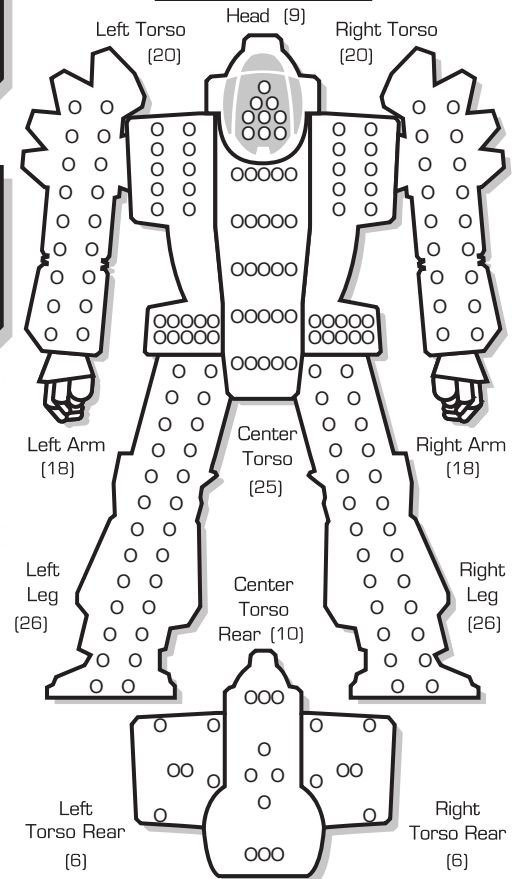
### WARRIOR DATA

Name: **Omaha**  
**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
- Hand Actuator
- Roll Again
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
- 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
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

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

- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heat Sink
  - Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- 1-3
- Medium Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

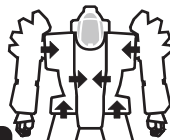
#### Right Torso

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

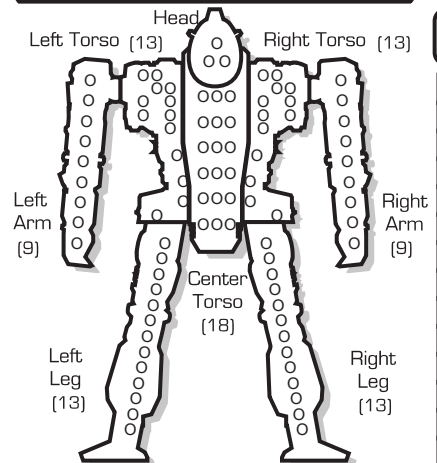
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 14 (14) |
|-------------|------------------------|---------------------|
| 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* |
| 22* |
| 21  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

# BATTLETECH™

## MISSIONS



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

**Mech:** Crab CRB-27    **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.

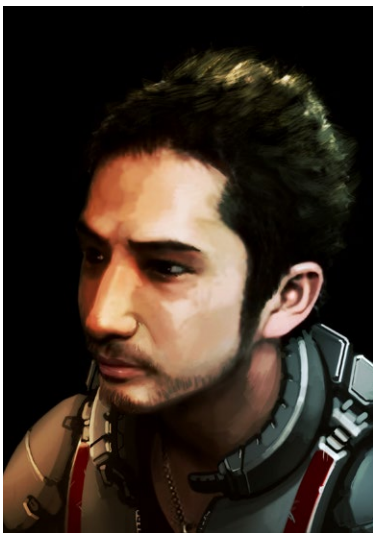
**The Saboteur (x2):** Twice per scenario, you may cause one of the following bad things to happen to an enemy ‘mech:

**Bad Back:** The ‘mech may not torso twist this turn

**Busted Radiator:** The ‘mech gains 5 heat this turn.

**Ha Ha, Missed me!:** Subtract one from an attack roll after the roll has been made.

**Banana Peel:** A single enemy PSR is made at +2. Must be played before the roll is made.



**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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Crab CRB-27**

**Movement Points:**      **Tonnage:** 50  
**Walking:** 5              **Tech Base:** Inner Sphere  
**Running:** 8              **Era:** Star League  
**Jumping:** 0

### Weapons & Equipment Inventory (hexes)

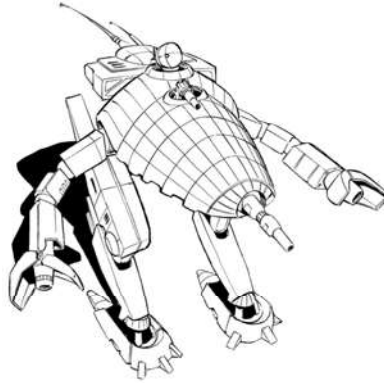
| Qty | Type         | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Small Laser  | HD  | 1  | 3 [DE] | —   | 1   | 2   | 3   |
| 1   | Medium Laser | CT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | Large Laser  | RA  | 8  | 8 [DE] | —   | 5   | 10  | 15  |
| 1   | Large Laser  | LA  | 8  | 8 [DE] | —   | 5   | 10  | 15  |

**Cost:**                              **BV:** 1,198    **ADJ:** 1581

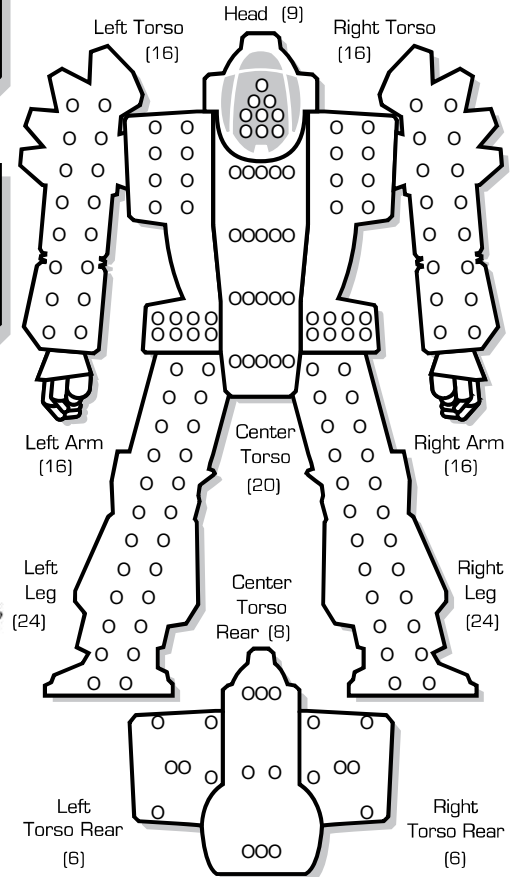
### WARRIOR DATA

**Name:** Penpal  
**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
- Hand Actuator
- Large Laser
- Large Laser

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

#### Left Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

#### Right Arm

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

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

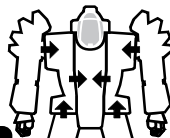
#### Right Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

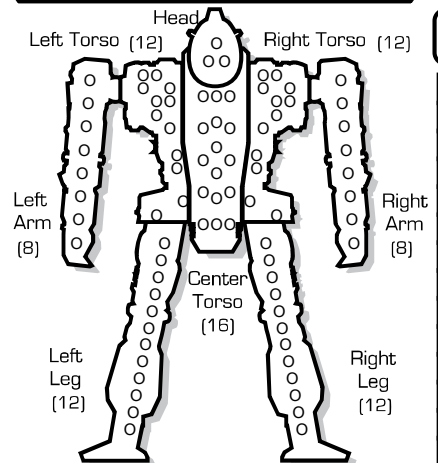
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 (16) |
|-------------|------------------------|---------------------|
| 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          |          |

# BATTLETECH™

## MISSIONS



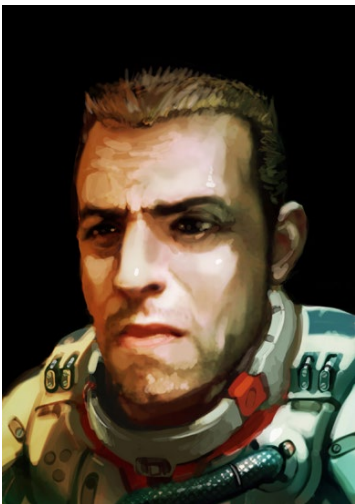
**Callsign:** Skidmark **Name:** Leonidas Simonides **Faction:** Free Worlds League

**Mech:** Trebuchet TBT-5N **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.



**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: Trebuchet TBT-5N

Movement Points: 5  
Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50  
Tech Base: Inner Sphere (Intro)  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

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

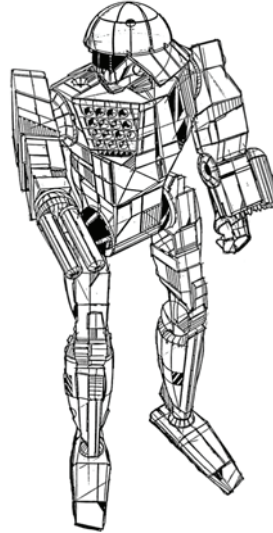
Cost: BV: 1,191

### WARRIOR DATA

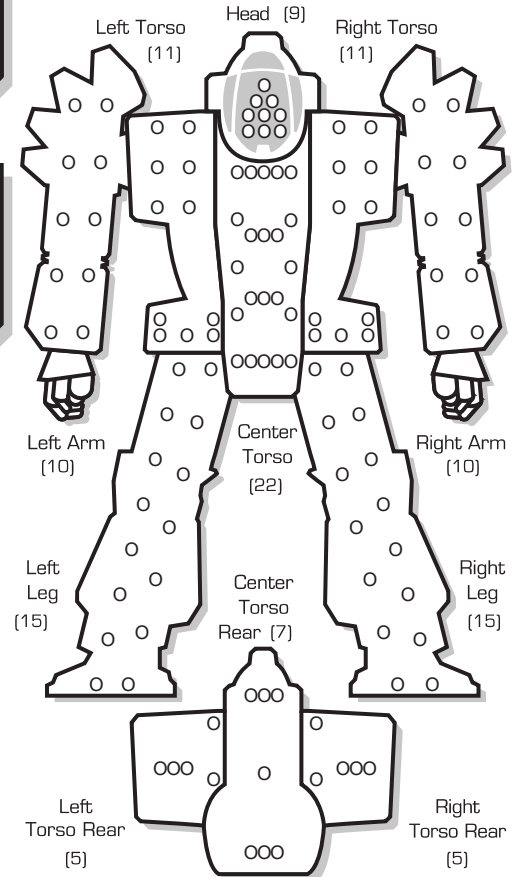
Name: Skidmark

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
  - Hand Actuator
  - LRM 15
  - LRM 15
- 1-3
- LRM 15
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Ammo [LRM 15] 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- 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
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Fusion Engine
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

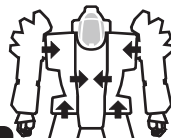
#### Right Torso

- LRM 15
  - LRM 15
  - LRM 15
  - Ammo [LRM 15] 8
  - Roll Again
  - Roll Again
- 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
- Roll Again
- Roll Again

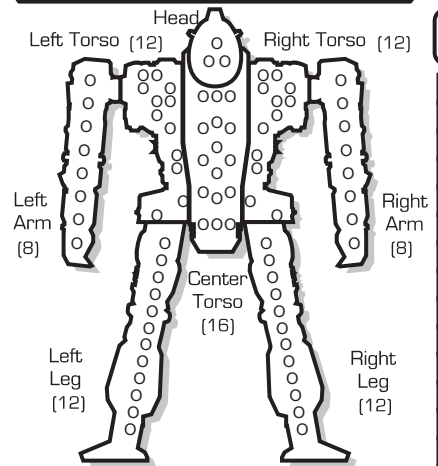
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



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* |
| 23* |
| 22* |
| 21  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

# BATTLETECH™

## MISSIONS



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

**Mech:** Griffin GRF-1N    **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.



**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 10<sup>th</sup> 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 10<sup>th</sup> 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: **Griffin GRF-1N**

Movement Points:      Tonnage: 55

Walking: 5                      Tech Base: Inner Sphere

Running: 8                      (Intro)

Jumping: 5                      Era: Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type   | Loc  | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------|------|----|---------|-----|-----|-----|-----|
| 1   | LRM 10 | RT 4 | 1  | Msl     | 6   | 7   | 14  | 21  |
|     |        |      |    | [M.C.S] |     |     |     |     |
| 1   | PPC    | RA   | 10 | 10      | 3   | 6   | 12  | 18  |
|     |        |      |    | [DEX]   |     |     |     |     |

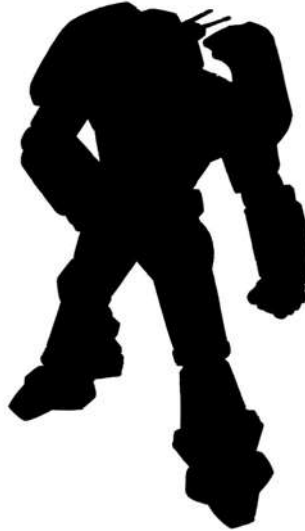
Cost:                      BV: 1,272    ADJ: 1679

### WARRIOR DATA

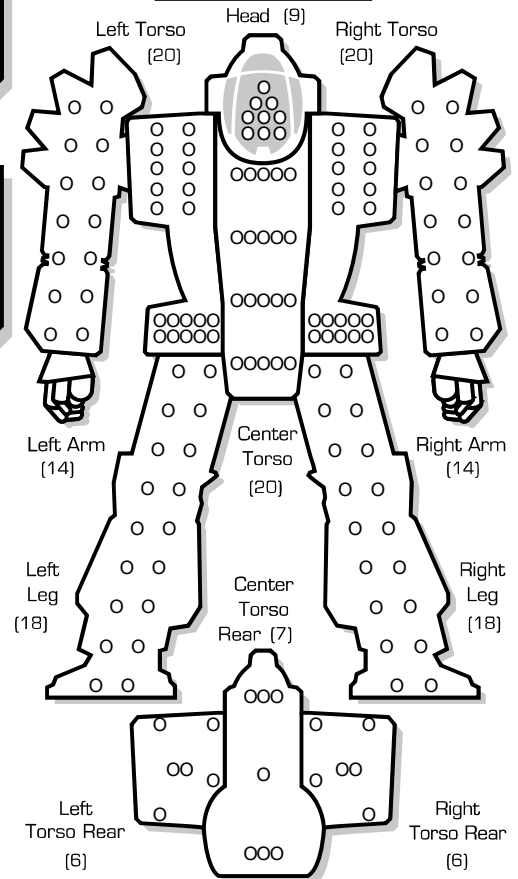
Name: **Steelheart**

Gunnery Skill: **3**    Piloting Skill: **4**

|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM



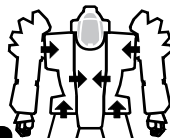
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Jump Jet
  - Jump Jet
  - Roll Again
  - 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
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heat Sink
  - Jump Jet
- 4-6

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - PPC
  - PPC
- 1-3
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- Jump Jet
  - Jump Jet
  - LRM 10
  - LRM 10
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

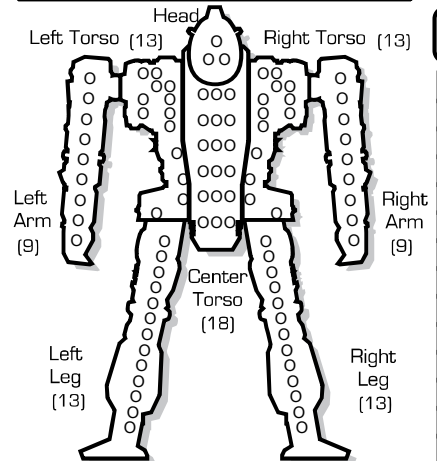
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



**CATALYST**  
game labs

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (12) |
|-------------|------------------------|---------------------|
| 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* |
| 22* |
| 21  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

# BATTLETECH™

## MISSIONS



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

**Mech:** ENF-4R Enforcer    **Pilot Skill:** 4    **Gunnery Skill:** 3

### 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.

**Call them Out:** At the beginning of any initiative phase, you may force a specific enemy unit that has not already moved to move that phase. Usable three times per scenario, but only once per turn.



**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: Enforcer ENF-4R

Movement Points: Tonnage: 50  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 (Intro)  
 Jumping: 4 Era: Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|-------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Small Laser | LT  | 1  | 3 [DE]    | -   | 1   | 2   | 3   |
| 1   | AC/10       | RA  | 3  | 10 [DB,S] | -   | 5   | 10  | 15  |
| 1   | Large Laser | LA  | 8  | 8 [DE]    | -   | 5   | 10  | 15  |

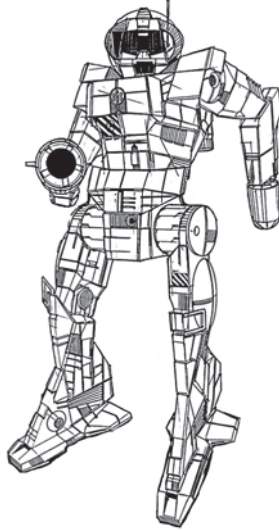
Cost: BV: 1,032 ADJ: 1362

### WARRIOR DATA

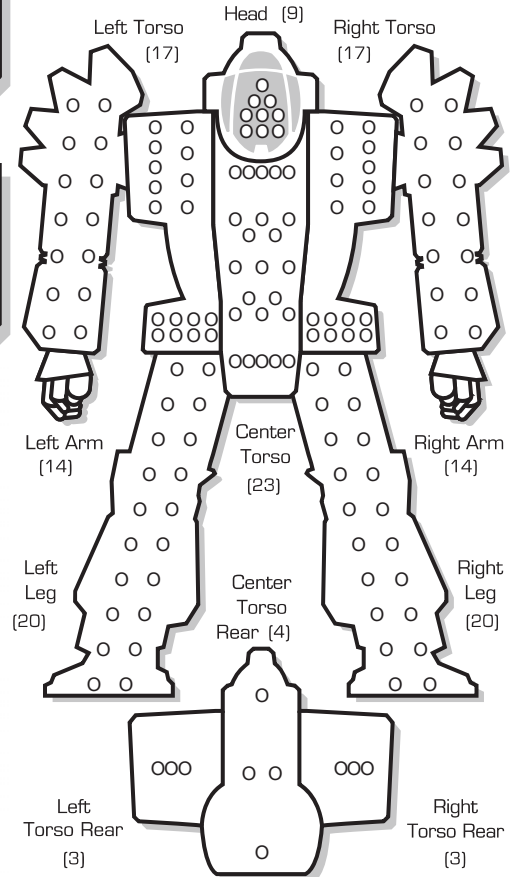
Name: Tomorrow

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
  - Large Laser
  - Large Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Heat Sink
  - Heat Sink
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- 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

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

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

#### Right Arm

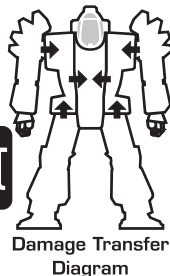
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - AC/10
  - AC/10
  - AC/10
- 1-3
- AC/10
  - AC/10
  - AC/10
  - AC/10
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

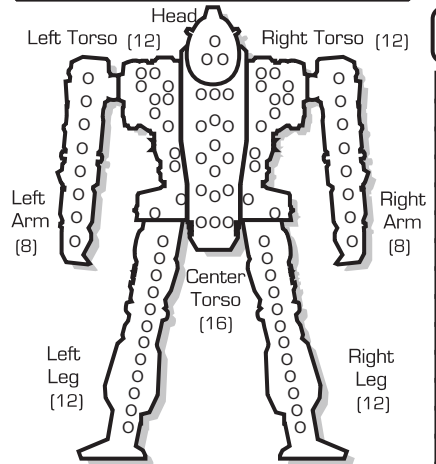
- Heat Sink
  - Heat Sink
  - Ammo (AC/10) 10
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (12) |
|-------------|------------------------|---------------------|
| 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          |          |