

# BATTLETECH™

## MISSIONS



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

**Mech:** Commando COM-1B    **Pilot Skill:** 5    **Gunnery Skill:** 4

### 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.



**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: **Commando COM-1B**

Movement Points: **Tonnage: 25**

Walking: 6 Tech Base: **Inner Sphere**  
(Intro)

Running: 9 Era: **Succession Wars**

Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	CT	2	2 [M.C.S.]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

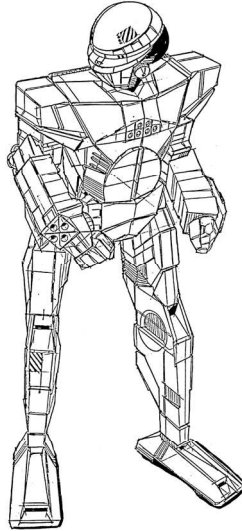
Cost: **BV: 616**

### WARRIOR DATA

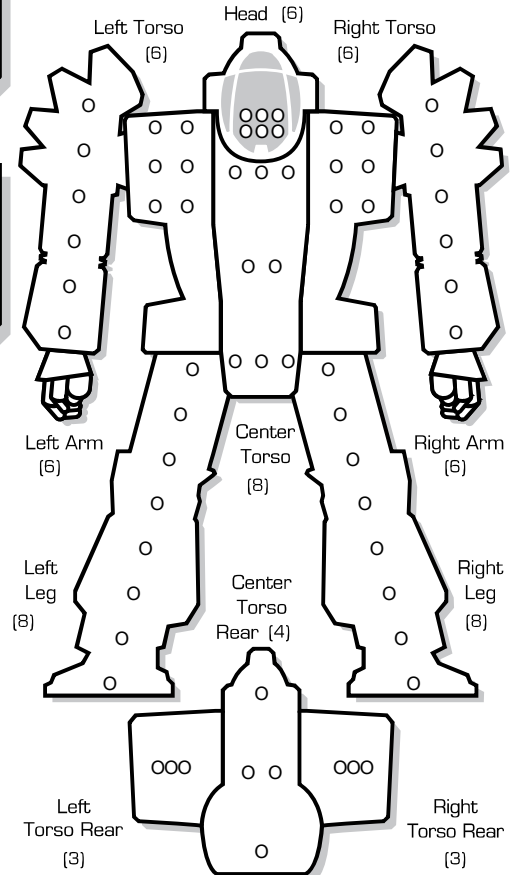
Name: **Steelheart**

Gunnery Skill: **4** Piloting Skill: **5**

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

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

#### Left Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 2) 50
- 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
- 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

- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - SRM 2
  - 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
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

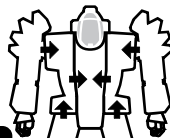
#### Right Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

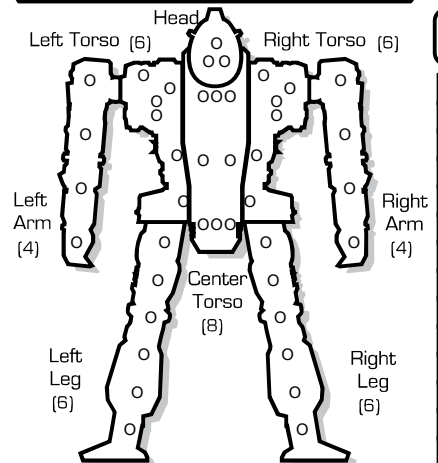
#### Right Leg

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



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

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	○