

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

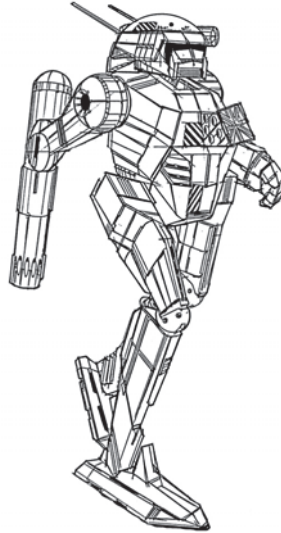
WARRIOR DATA

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

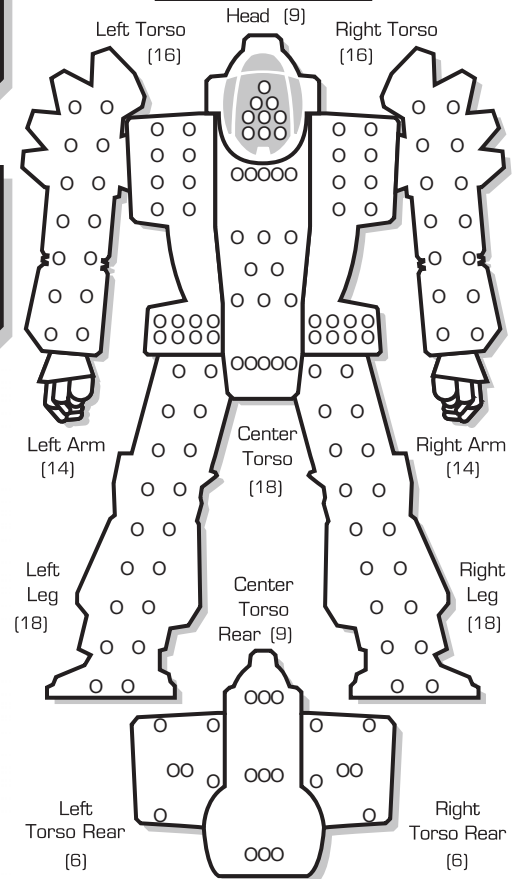
1	2	3	4	5	6
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 Consciousness#:

3	5	7	10	11	Dead
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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

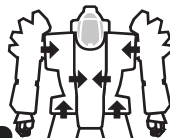
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Medium Laser
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet
- 4-6

- 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

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

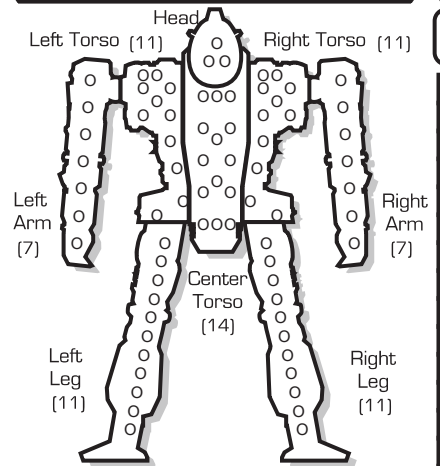
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Roll Again

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

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	