

Callsign: Sniper Name: Leonidas Simonides Faction: Free Worlds League

Mech: Locust LCT-3V Pilot Skill: 5 Gunnery Skill: 4

### **Pilot Special Abilities:**

Plays Well with others: Once per scenario, 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.



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.

# **NTTLETECH**

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#### **'MECH RECORD SHEET**

## 'MECH DATA

Type: Locust LCT-3V

Movement Points:

Walking: 8 Tech Base: Inner Sphere (Intro)

Tonnage:

Running: 12 Era: Succession Wars Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 (DĒ)	_	3	6	9
1	Machine Gun	RA	0	[DB,AI]	_	1	2	3
1	Machine Gun	LA	0	[DB,AI]	_	1	2	3

**BV**: 490 Cost:

# WARRIOR DATA

Consciousness# 3 5

Name: Sniper Piloting Skill: 5 Gunnery Skill: 4 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dear



#### Head (8) Left Torso Right Torso (6) 0 0 O 0 0 0 0 0 00000 0 0 0 0 0 0 0 0 00000 0 0 Center 0 Left Arm Right Arm Torso [4] (4) (10) 0 0 0 0 Left Right Center Leg Leg Torso (6) 0 0 (6) Rear (2) $\cap$ 00 00 0 0 Left Right Torso Rear Torso Rear [2] (2)

ARMOR DIAGRAM

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Machine Gun
- 1-3 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again 2. Roll Again
- **4-6 3.** Roll Again Roll Again
  - Roll Again
    - 6. Roll Again

#### **Left Torso**

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 1-3 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

  - 1. Roll Again 2. Roll Again
- 4-6 4. Roll Again
  - Roll Again
  - 6. Roll Again

#### Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- Heat Sink

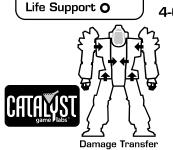
#### Head

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again 5. Sensors
- Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine
- 1-3 <sub>4</sub> **Fusion Engine** 
  - Gyro 5.
  - Gyro 6.
  - Gyro
  - Gyro 1. 2.
- Fusion Engine
- 3. Fusion Engine 4-6 4.
  - **Fusion Engine** 
    - Medium Laser Medium Laser

#### Engine Hits OOO Gyro Hits OO Sensor Hits OO



Diagram

- 1. Shoulder
- 3 Machine Gun
- - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
- **4-6** 3. Roll Again Roll Again

- 1. Ammo (Machine Gun) 100
- 2. Roll Again
- 1-3 3. Roll Again 4. Roll Again

  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again

  - 6. Roll Again

### Right Leg

- 2. Upper Leg Actuator
- Foot Actuator 5. Heat Sink

# Right Arm

- 2. Upper Arm Actuator
- 1-3 4. Roll Again

  - 2. Roll Again

- 5. Roll Again
- 6. Roll Again

#### Right Torso

- 4-6 4. Roll Again
  - 5. Roll Again

- 1. Hip
- Lower Leg Actuator
- 6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM Left Torso (5) Right Torso (5)

Heat

Scale

30\*

29

28\*

27

26

25'

24\*

23

227

21

20'

19

18\*

17\*

16

15\*

14

13\*

12

11

10\*

9

8\*

7

6

5\*

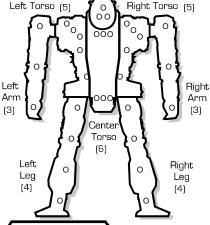
4

3

2

1

0



#### HEAT DATA Heat Sinks: Level\* 10 (10) Effects Shutdown 30 Single Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 0 0 +4 Modifier to Fire 0 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 0 -4 Movement Points 0 Ammo Exp. avoid on 4+ 0 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 0 -3 Movement Points 0 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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