

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.

# **NTTLETECH**

#### 'MECH RECORD SHEET

#### 'MECH DATA

Type: Valkyrie VLK-QA

**Movement Points:** 

Running:

Jumping:

Walking: 5 Tonnage: 30

Tech Base: Inner Sphere (Intro) Era:

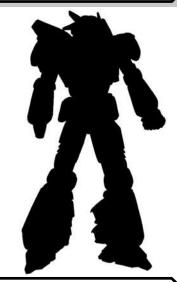
Weapons & Equipment Inventory (hexes)

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

Succession Wars

Name: Tomorrow Piloting Skill: 5 Gunnery Skill: 4 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead Consciousness# 3 5

WARRIOR DATA



INTERNAL STRUCTURE DIAGRAM

000

0 0

Center

Torso

[10]

Right Torso (7)

0

Right

Lea

[7]

0

Left Torso (7)

C

0

Left

Arm

(5)

ARMOR DIAGRAM

Head (8)

Right Torso

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

Right

Arm

Left Torso

Cost:

**BV**:723

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Hand Actuator
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- **4-6** 3. Roll Again Roll Again
- - 5. Roll Again
  - 6. Roll Again

#### Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 4. LRM 10 3. [LRM 10
- - **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 Leg

- 1. Hip
- Upper Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet 6. Jump Jet
- Lower Leg Actuator

### Damage Transfer Diagram

#### Head

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

#### Center Torso

- 1. Fusion Engine
- Fusion Engine Fusion Engine
- 1-3 4 Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro 1.
- 2. **Fusion Engine**
- 3. Fusion Engine
- 4-6 4. **Fusion Engine** 
  - Heat Sink
  - Jump Jet

#### Engine Hits 000 Gyro Hits OO

Sensor Hits OO

# Life Support O

- 1. Shoulder
- - 5. Roll Again

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

- 1 Heat Sink
- 1-3 3. Ammo (LRM 10) 12 4. Roll Again

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

  - 6. Roll Again

## Right Leg

- 2. Upper Leg Actuator
- 4. Foot Actuator
- 6. Jump Jet

### Right Arm

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

- 5. Roll Again
  - 6. Roll Again

#### Right Torso

- 2. Heat Sink

- 5. Roll Again

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

- 1. Hip
- Lower Leg Actuator
- 5. Jump Jet

# Left. Leg HEAT DATA

0

0

0

Heat Sinks: Level\* 11 [11] Effects Shutdown 30 Single Ammo Exp. avoid on 8+ 28 00 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

Shutdown, avoid on 4+

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

13

8

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