

# BATTLETECH™

## MISSIONS



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

**Mech:** Panther PNT-9R    **Pilot Skill:** 5    **Gunnery Skill:** 4

### 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.



**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: Panther PNT-9R

Movement Points: Tonnage: 35  
 Walking: 4 Tech Base: Inner Sphere (Intro)  
 Running: 6 Era: Star League  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

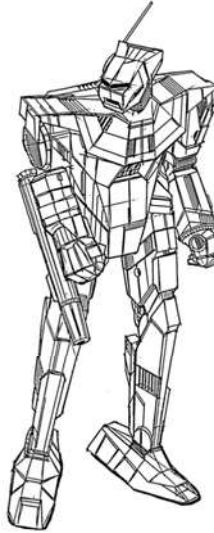
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT 3	2	Msl [M,C]	-	3	6	9
1	PPC	RA	10	10 [DEX]	3	6	12	18

Cost: BV: 769

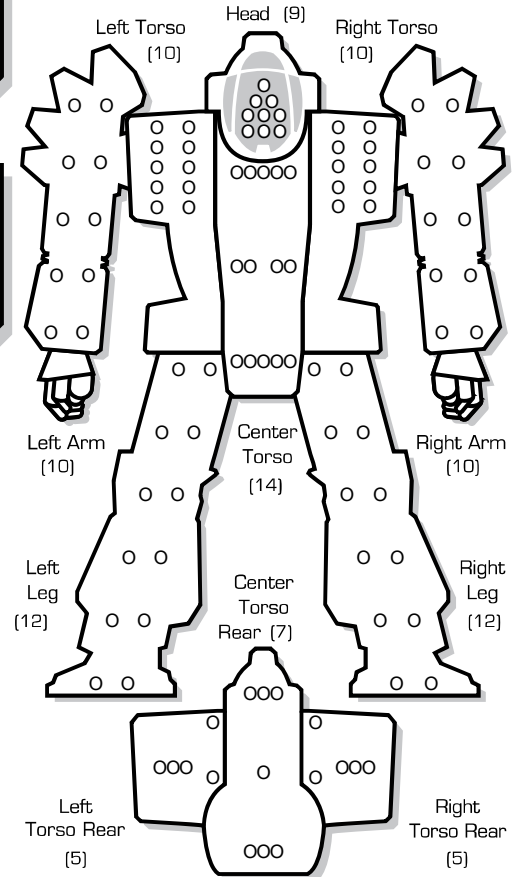
### WARRIOR DATA

Name: Omaha  
 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
- Roll Again
- Roll Again

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- 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
- 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
  - SRM 4
  - Roll Again
  - Roll Again

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

#### 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

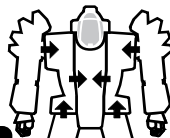
#### Right Torso

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

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

#### Right Leg

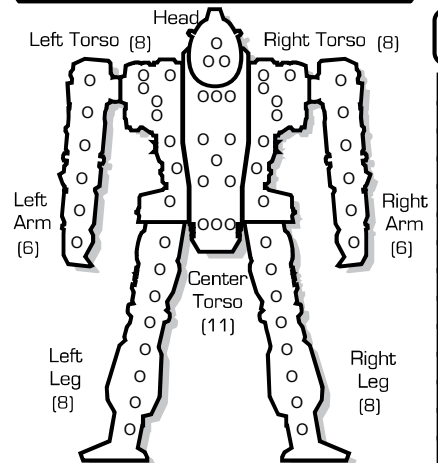
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13)
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*
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