

Callsign: Omaha Name: Sachi Fukuda Faction: Draconis Combine

Mech: Wolverine WVR-6K Pilot Skill: 4 Gunnery Skill: 3

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.

FIGHT ME!: Once per scenario you may challenge a target for a duel. While the target of your challenge can see you and is in short or medium range for his longest range weapon, attacks made by him that target anyone other than you are made at +1. If you have already selected a dueling target (for example, via Bushido), FIGHT ME 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.

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'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6K

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere

(Intro) Running: Era: Star League Jumping:

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	_	3	6	9
1	Large Laser	RA	8	8 [DE]	_	5	10	15
1	Meďium Laser	RA	3	5 DE	_	3	6	9
1	Small Laser	RA	1	3 [DE]	_	1	2	3

WARRIOR DATA Name: Omaha

Gunnery Skill: _3 Piloting Skill: _4

Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead Consciousness# 3 5



Head (9) Left Torso Right Torso (20)(20)0 0 000 00 000 000 0 0 0 0 0 0 0 0 Õ 00000 Ō Ō Ō 0 0 0 0 Ω 0 0 0 0 00000 0 0 0 0 0 0 00000 0 o 0 0 0 0 0 0 00000 0 0 0 0 00000 0 0 0 0 0 0 0 0 0 0 0 0 Cente Right Arm Left Arm 0 0 0 0 Torso [18][18] 0 0 О 0 (25) 0 0 0 0 0 0 0 0 0 0 0 0 Left Right 0 0 0 0 Center Leg Leg О 0 0 0 Torso (26)(26)0 0 Rear (10) 0 0 0 0 0 0 0 0 0 000 0 00 00 0 0 0 Left Right Torso Rear Torso Rear 000 (6) (6) Heat

ARMOR DIAGRAM

CRITICAL HIT TABL

Left Arm

1. Shoulder

Cost:

- 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
 - Roll Again 6. Roll Again

Left Torso

- 1. [SRM 6
- 2. LSRM 6
- 3. Roll Again 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 Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Heat Sink
- 6. Roll Again

Head

BV: 1,248

- 1. Life Support
- Sensors
- Cockpit 3
- Medium Laser
- 5. Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro 1.
- 2 **Fusion Engine**
- Fusion Engine 4-6
 - 4. Fusion Engine
 - Heat Sink
 - Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O

Damage Transfer

Diagram

- 1. Shoulder
- Hand Actuator

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

- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 1-3 3. Roll Again 4. Roll Again
- - 6. Roll Again

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

 - 5.
 - 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- Foot Actuator
- 6. Roll Again

Right Arm

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

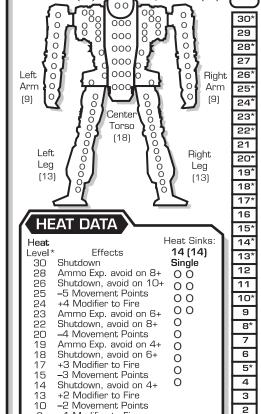
Right Torso

- - 5. Roll Again

 - 1. Roll Again

 - Roll Again

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



INTERNAL STRUCTURE DIAGRAM

Right Torso (13)

Left Torso (13)

8

+1 Modifier to Fire

-1 Movement Points

Scale

1

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