

Name: Moses Armstrong

Age: 28 Sex: Male

Rank: MechWarrior (Gamma Company)

Affiliation: Consura's Chevaliers (merc regiment)

currently under contract to the Federated Suns

Saving Roll Targets: 6 / 5 / 6 / 7

Home Planet: Hutton III

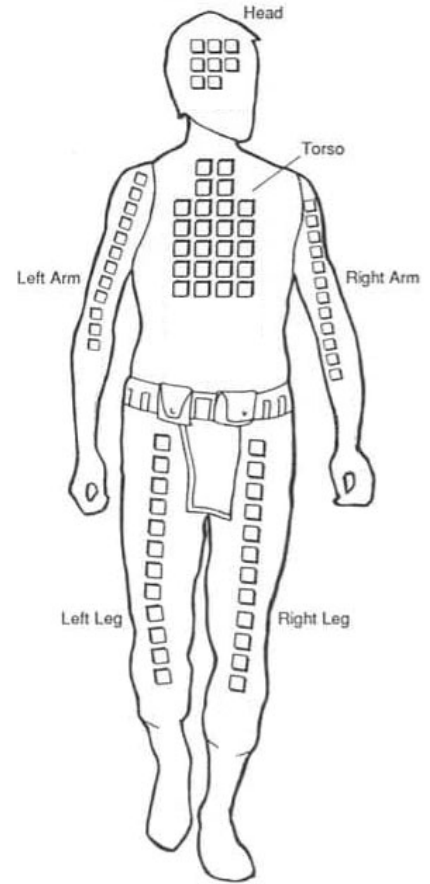
Mech Type: Wolverine (Lucy)

**Warrior Data**

BODY 8 CHA 7  
DEX 9 PIB 1  
LRN 8 HTK 80

Total XP: 8,000

XP Available: 265



Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	1	8	7
Gunnery/Mech	4	8	4
Medical/First Aid	1	8	7
Piloting/Mech	3	8	5
Pistol	2	8	6
Rogue	2	8	6
Hide in Cover	2	8	6
Listen/Eavesdrop	2	8	6
Stealth	2	8	6
Security Systems	2	8	6

**Equipment:**

- Automatic Pistol

**Notes:**

- Likes to blast rock-a-billy music while in the cockpit of his 'Mech, especially during combat
- Family Feud with Jacksaw's Jokers mercenary company (bad blood from a distant falling out)

**Year of Service:** 3025 CE

**Pilot:** MechWarrior Moses Armstrong

**BattleMech:** WVR-6R Wolverine (*Lucy*)

**BattleMech Status Report:**

Moses' Wolverine was badly damaged in the Battle of Hêrne, but has since been fully repaired (from parts scavenged from defeated enemy 'Mechs). It is now in optimum working condition.

**MechWarrior Data:**

Moses Armstrong's family has a tradition of serving as MechWarriors that spans over seven generations. The family originally served in the Capellan Confederation regular 'Mech forces. It was Moses' great-grandfather who left Capellan regular services and joined a chaotic, rough and tumble mercenary company known as Jacksaw's Jokers. They had the reputation of being more like pirates than MechWarriors.

Moses' grandfather ended his family's service with Jacksaw's Jokers and switched to a mercenary company known as Consura's Chevaliers (so named after the regiment's founder, a Colonel J.J. Constantine Consura). This mercenary unit had a much more professional reputation than the anarchic Jacksaw's Jokers.

Moses is a member of Consura's Chevaliers' 2nd Lance Gamma Company. He is currently on garrison duty on the planet, Maridius III, in the southern sector of the Capellan March. The planet is an agricultural world and it is occasionally attacked by enemy mercenary forces. As such, the planet required 'Mech support and Consura's Chevaliers were contracted to defend it.

For the most part, it has been a quiet assignment until a month ago when several lances of Jacksaw Jokers 'Mechs suddenly raided the planet's abundant storage facilities. By the end of the raid, the Jacksaw's Jokers were forced to retreat after they lost two of their 'Mechs (the pilots ejected; one pilot was hunted down and captured, while the second escaped and is now presumed off-world).

**Personality Data:**

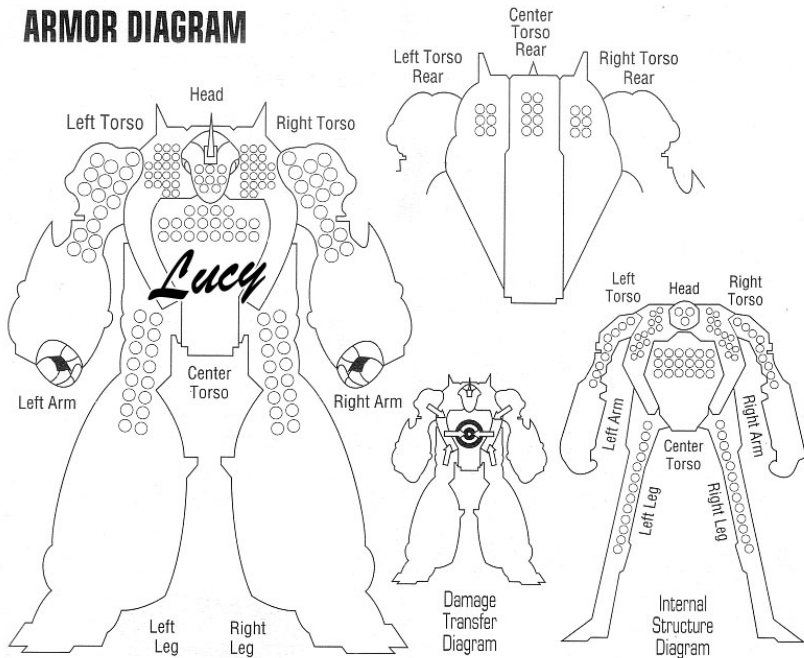
Moses loves his music and loves to dance, but on the battlefield, he is cold and calm. He is on good relations with his fellow lance members, under the watchful command of Lt. Katherine "Kitty" Payne. He knows you don't mess with the lieutenant because she will bring the pain (like her namesake). While a team player when on the battlefield, when outside of his 'Mech, he has been known to sneak off base and mingle with the locals (such actions are frowned upon, but not uncommon).



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### Mech Data

Type: **WVR-6R WOLVERINE** Tonnage: 55  
 Movement Points: \_\_\_\_\_ Technology Base:  
 Walking: 5  
 Running: 8  Inner Sphere  
 Jumping: 5

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
Auto Cannon	RA	1	5	3	6	12	18
SRM 6	LT	4	2*		3	6	9
Med. Laser	H	3	5		3	6	9

Ammo Type	Rounds
Auto Cannon	20
SRM 6	15

Total Heat Sinks: 12  
 ○○○○○○○○○○○○

### Warrior Data

Name: **Moses Armstrong**  
 Gunnery Skill: 4 Piloting Skill: 5  
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

### Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

4-6

#### Left Torso

- SRM 6
- Ammo (SRM) 15
- Heat Sink

1-3

4-6

#### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Med. Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- 

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Auto Cannon
- Auto Cannon

1-3

4-6

#### Right Torso

- Med. Laser
- Heat Sink

1-3

4-6

#### Right Leg

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