

BATTLETECH™

D O S S I E R S

SALAZAR TSAKALOTOS





PERSON OF INTEREST REPORT 42A-1942101

Subject Name: Salazar Tsakalotos

Latest Update: 03-APR-3085

Classification: Confidential 3+

Subject Affiliation: Unknown, presumed hostile

The attached report indicates a Person of Interest (POI) with facts relevant to Confidential 3 level and above personnel. All facts are to be considered reliable, verified, and actionable unless otherwise qualified. It includes standing orders concerning the treatment of the individual, if encountered.

Please note that all POI designated as Confidential 3 and above are deemed to have a direct influence on the security of the Republic Of The Sphere, as opposed to an indirect or potential influence.

Please note that all POI designated as "presumed hostile" may, in fact, not be hostile or detrimental to the interests and security of the Republic Of The Sphere, but all acquired indications as of this report make a hostile influence probable and likely. React decisively, but with caution. Do a proper threat evaluation, and ensure adequate resources are brought to bear. Remember that the POI's hostile status may be confirmed or amended post-acquisition; confirming it is not a prerequisite of a response to the POI.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA





SALAZAR TSAKALOTOS



Rank/Position: None

Born: 3041 (44 in 3085)

Affiliation: Unknown [Freelance Mercenary]

Home Planet: Chesterton

'Mech: TDR-10M *Thunderbolt Salazar*

MechWarrior Profile

Salazar Tsakalotos is the eldest child of Bertrand Tsakalotos, a high-profile mining industrialist on Chesterton. Various celebrity-focused publications of the time remark about Bertrand's frequent absences, his many romantic conquests—real and alleged—and the number of motherless children he accumulated over the years as a billionaire bachelor. Yet despite substantial competition for the spot of Bertrand's favored successor, Salazar held his position as the eldest scion until he suddenly left at age fifteen to pursue a career as a mercenary. Bertrand's autobiography hints at a very dysfunctional relationship with Salazar but blames the influence of "Sal's idiot friends" in general, and a "pimp-MechWarrior" in particular. This may refer to one Jonas Eccles, a small-time mercenary commander who befriended Salazar, presumably because of his family fortune. This scheme clearly has backfired; Bertrand immediately disowned the first fruit of his loins.

Much of Salazar's early career as a mercenary is unknown, but he is thought to have drifted from several minor commands with little distinction. That was, until the Lobridad Times remarked on his participation in a raid on a Steel Viper world by an outfit known as the Bad Tenants, specifically referring to his youth, family ties, and his ability to be one of the few of the unit to return alive.

The majority of Salazar's subsequent efforts focused largely in the Chaos March throughout the 3060s. When the Word of Blake began expanding its operations and control over the region, Tsakalotos was among the first batch of mercenaries retained by the Blakists to support their efforts there. We have been able to confirm his participation in operations on Bryant, Ingress and Keid, as well as numerous bandit-hunting missions in uninhabited systems, or remote areas of inhabited systems. During this time, he commanded several small lance-sized mercenary forces, disbanding them as they were smashed, and reforming new ones with survivors from other small outfits. It is presumed he remained on the Word's payroll throughout the Jihad, operating on many Protectorate worlds as a minor enforcer. While a series of reports, sightings and BattleROM information provides a strong indication, insufficient evidence exists to give a reliable account of his whereabouts and activities during the entire conflict.



Throughout his career, Tsakalotos has operated as a true mercenary, fighting for coin over politics. There are records of him serving the Federated Commonwealth on Arboris, and he even logged a stint with the AMC as a subcontractor. While our analysts note that his past and line of work have given him a predilection for psychopathic or sociopathic behavior, we have found no mention that might confirm such suspicions beyond a ruthlessness in combat that is often exhibited—and prized—by many in his profession.

This suggests that there may be room to negotiate with Tsakalotos. That said, his employment history does place him in the group of individuals who are difficult to redeem. His past Blakist association would make him predisposed to presume a shoot-on-sight behavior on our part. Regardless, it is wise to remember his designation as *presumed* hostile when dealing with Tsakalotos.

He currently operates as a solitary contractor.

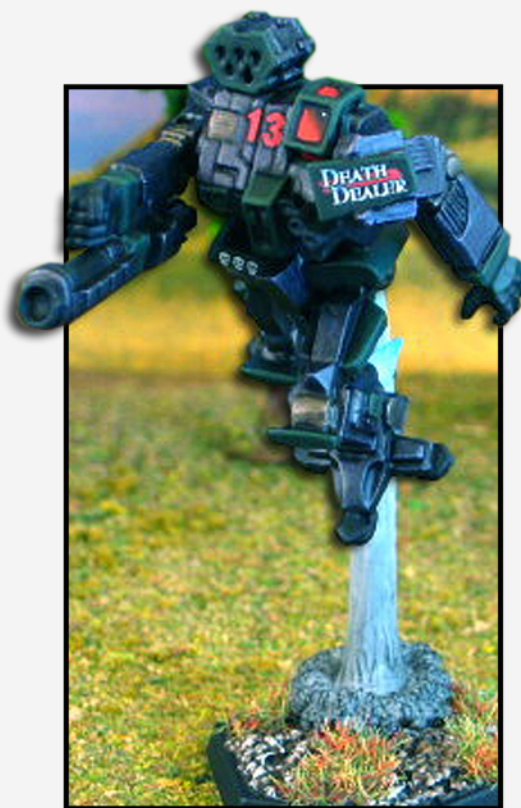
TDR-10M *Thunderbolt* Salazar

Tsakalotos' *Thunderbolt* appears to have been acquired from some past employer in lieu of payment, and has been significantly modified. The Fusigon Strongtooth has been replaced with a Capellan Plasma Rifle of indeterminate origin. Battlefield performance strongly suggests that his *Thunderbolt* is equipped with stealth armor, and the presence of an ECM suite has been confirmed. The Diverse Optics laser has been replaced with a pulse laser, and a flamer has been added. Finally, a variable speed pulse laser (most likely of Blakist origins) has been mounted to the rear of the head. The new weapons arrangement significantly improves the *Thunderbolt's* ability to engage infantry and vehicular formations. It also indicates a predilection by Tsakalotos to operate his 'Mech with minimal support from other units, despite its reliance on ammunition.

In order to mount the added equipment, the Chilton 466 system was re-arranged to a rare asymmetrical configuration that also reduces its jump range. The engine and gyro have likely been replaced with XL equivalents as well. This would force a retirement from battle once significant amounts of armor have been shed, which matches Tsakalotos conservative combat style.

Game Notes:

Salazar's *Thunderbolt* has the following Vehicle Quirks: Protected Actuators, (see p. 195, SO) and Searchlight (see p. 196, SO)



BATTLETECH

A TIME OF WAR



**SALAZAR
TSAKALOTOS**



PERSONAL DATA

Name: Salazar Tsakalotos

Player: _____

Height: 182 cm

Weight: 76 kg

Affiliation: Freelance Mercenary

Hair: Black

Eyes: Brown

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	<u>4</u>	<u>0</u>	_____
BOD	<u>6</u>	<u>0</u>	_____
RFL	<u>7</u>	<u>+1</u>	_____
DEX	<u>7</u>	<u>+1</u>	_____
INT	<u>5</u>	<u>0</u>	_____
WIL	<u>5</u>	<u>0</u>	_____
CHA	<u>5</u>	<u>0</u>	_____
EDG	<u>4</u>	<u>0</u>	_____

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Combat Sense	<u>4</u>	<u>p.110</u>	_____
Natural Aptitude/Gunnery	<u>5</u>	<u>p.121</u>	_____
Dependent	<u>-2</u>	<u>p.113</u>	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○ ○○○○○○ ○○

Fatigue Damage: ○○○○○○ ○○○○○○

Stun: ○

Unconscious: ○

Movement (Meters per Turn)

Walk: 11

Climb: 8

Run/Evade: 21

Crawl: 3

Sprint: 41

Swim: 11

Personal Armor (Loc)

Armor Type

BAR (M/B/E/X)

Main (Torso): MechWarrior Combat Suit (2/5/1/3)

Main (Arms, Legs): MechWarrior Combat Suit (1/4/0/2)

Helmet (Head): Neurohelmet, Combat (2/3/2/1)

Boots (Feet): Plasteel Boots (4/6/4/4)

Weapon Skill AP/BD Range Ammo Notes

Martial Arts +4 0/1 (Melee) N/A _____

Laser Rifle +5 4E/4 (60/205/465/100) 5 PPS _____

Auto-Pistol (M&G) +5 3B/4 (5/20/40/85) 8 _____

Knife +2 1M/1 (Melee) N/A _____

SKILLS

Skill	Lvl	Links	TN/C	XP
Appraisal	<u>+2</u>	<u>INT</u>	<u>8 /CB</u>	_____
Career/Mercenary	<u>+4</u>	<u>INT</u>	<u>7 /SB</u>	_____
Climbing	<u>+2</u>	<u>DEX</u>	<u>7 /SB</u>	_____
Comms/Conventional EM	<u>+3</u>	<u>INT</u>	<u>7 /SB</u>	_____
Computers	<u>+2</u>	<u>INT</u>	<u>8 /CB</u>	_____
Cryptography	<u>+1</u>	<u>INT+WIL</u>	<u>9 /CA</u>	_____
Demolitions	<u>+3</u>	<u>DEX+INT</u>	<u>9 /CA</u>	_____
Disguise	<u>+1</u>	<u>CHA</u>	<u>7 /SB</u>	_____
Driving/Ground Vehicle	<u>+2</u>	<u>RFL+DEX</u>	<u>8 /SA</u>	_____
Forgery	<u>+1</u>	<u>DEX+INT</u>	<u>8 /SA</u>	_____
Gunnery/'Mech	<u>+5</u>	<u>RFL+DEX</u>	<u>8 /SA</u>	_____
Interrogation	<u>+4</u>	<u>WIL+CHA</u>	<u>9 /CA</u>	_____
Investigation	<u>+2</u>	<u>INT+WIL</u>	<u>9 /CA</u>	_____
Language/English	<u>+4</u>	<u>CHA</u>	<u>8 /SA</u>	_____
Language/French	<u>+3</u>	<u>CHA</u>	<u>8 /SA</u>	_____
Leadership	<u>+2</u>	<u>WIL+CHA</u>	<u>8 /SA</u>	_____
Martial Arts	<u>+4</u>	<u>RFL+DEX</u>	<u>8 /SA</u>	_____

Skill	Lvl	Links	TN/C	XP
MedTech	<u>+3</u>	<u>INT</u>	<u>7 /SB</u>	_____
Melee Weapon	<u>+2</u>	<u>DEX</u>	<u>7 /SB</u>	_____
Navigation/Ground	<u>+5</u>	<u>INT</u>	<u>7 /SB</u>	_____
Perception	<u>+4</u>	<u>INT</u>	<u>7 /SB</u>	_____
Piloting/'Mech	<u>+6</u>	<u>RFL+DEX</u>	<u>8 /SA</u>	_____
Protocol/Mercenary	<u>+2</u>	<u>WIL+CHA</u>	<u>9 /CA</u>	_____
Security Systems/Mech.	<u>+1</u>	<u>DEX+INT</u>	<u>9 /CA</u>	_____
Sensor Operations	<u>+3</u>	<u>INT+WIL</u>	<u>8 /SA</u>	_____
Small Arms	<u>+5</u>	<u>DEX</u>	<u>7 /SB</u>	_____
Stealth	<u>+1</u>	<u>RFL+INT</u>	<u>8 /SA</u>	_____
Survival/Desert	<u>+3</u>	<u>BOD+INT</u>	<u>9 /CA</u>	_____
Tactics/Infantry	<u>+2</u>	<u>INT+WIL</u>	<u>9 /CA</u>	_____
Tactics/'Mech	<u>+5</u>	<u>INT+WIL</u>	<u>9 /CA</u>	_____
Training	<u>+4</u>	<u>INT+WIL</u>	<u>9 /CA</u>	_____
Thrown Weapons	<u>+2</u>	<u>DEX</u>	<u>7 /SB</u>	_____
Tracking/Urban	<u>+1</u>	<u>INT+WIL</u>	<u>8 /SA</u>	_____
_____	_____	_____	_____	_____

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-10M Salazar

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 3 Era: Dark Age

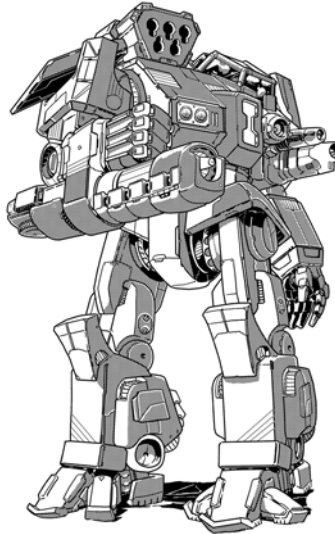
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small VSP Laser(R)	HD	3	5/4/3 [P.V]	—	2	4	6
1	Flamer	RT	3	2 [DE,H,A]	—	1	2	3
1	MML 5 LRM	RT	3	1 [M.S.C]	6	7	14	21
1	Light PPC	LT	5	2 [M.S]	3	6	12	18
1	Medium Pulse Laser	LT	4	5 [D.E.X]	—	2	4	6
1	Snub-Nose PPC	LT	10	6 [P]	—	9	13	15
1	Guardian ECM Suite	RA	—	10/8/5 [D.E.V]	—	—	—	6
1	Plasma Rifle	RA	10	1 [E]	—	5	10	15
				2 [DE,H,A]				

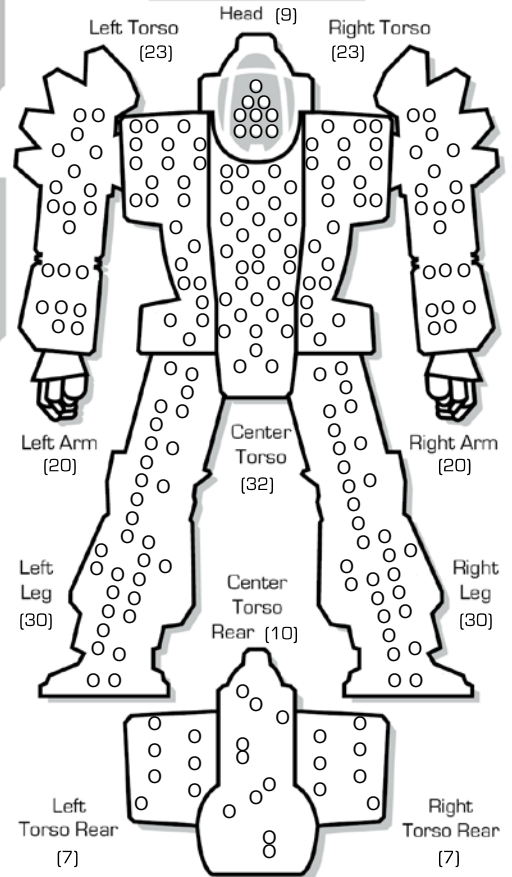
Cost: BV: 1,856

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 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
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Stealth
- Stealth

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Snub-Nose PPC

- Snub-Nose PPC
- Light PPC
- Light PPC
- Medium Pulse Laser
- Stealth
- Stealth

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

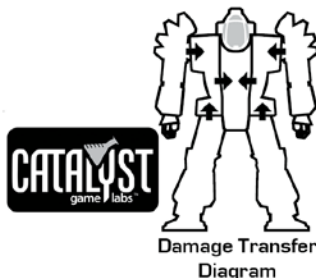
- Life Support
- Sensors
- Cockpit
- Small VSP Laser (R)
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Guardian ECM Suite
- Guardian ECM Suite
- Stealth
- Stealth

Right Torso

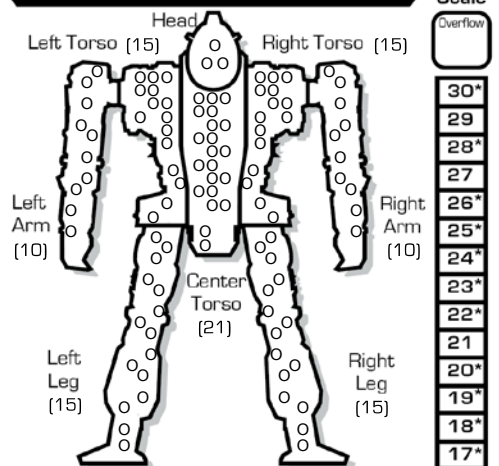
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- MML 5
- MML 5

- MML 5
- Flamer
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Stealth
- Stealth

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
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*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0