

'MECH RECORD SHEET

Movement Points:	Tonnage: 85
Walking: 4	Tech Base: Inner Sphere
Running: 6	2633
Jumping: 0	D/C-E-D-D

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	(R) Medium Laser	RT	3	5 [DE]	-	3	6	9
1	SRM-6	LT	4	2/m	-	3	6	9
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	(R) Medium Laser	LT	3	5 [DE]	-	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Machine Gun	LA	0	2 [DE, AI]	-	1	2	3

Ammunition Type	Rounds
MG	200
SRM-6	30

Cost: 8.399.493 C-Bills
+55.000 (ammo)

BV: 1.519
Weapon Heat (32)
Dissipation (18)

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. SRM-6
2. SRM-6
3. Medium Laser
4. Medium Laser
5. (R) Medium Laser
6. Ammo (MG) 200

4-6

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

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

4-6

5.	PPC
6.	PPC
1.	PPC
2.	Roll Again
3.	Roll Again
4.	Roll Again
5.	Roll Again
6.	Roll Again

1-3

1. Heat Sink
2. Medium Laser
3. Medium Laser
4. (R) Medium Laser
5. Roll Again
6. Roll Again

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

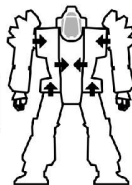
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Engine Hits ○○○

Gyro Hits 00

Sensor Hits ○ ○

Life Support ☐



Damage Transfer Diagram

Armor Pts: 232

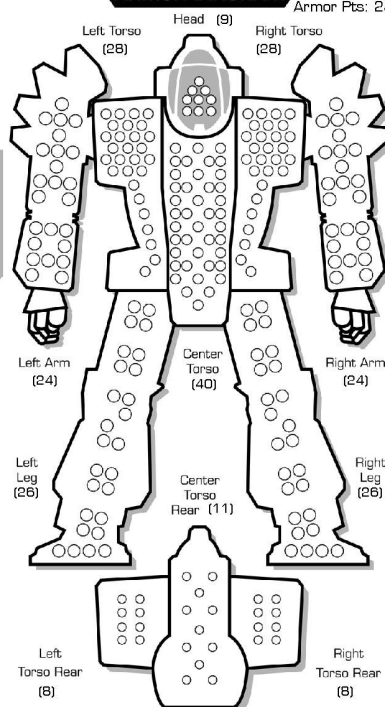


Diagram of a human figure with measurement points and a height scale.

Measurement points and labels:

- Head
- Left Torso (18)
- Right Torso (18)
- Left Arm (14)
- Right Arm (14)
- Center Torso (27)
- Left Leg (18)
- Right Leg (18)

Height scale (Overbust):

30"
29"
28"
27"
26"
25"
24"
23"
22"
21"
20"
19"
18"
17"

Heat Level*	Effects	Heat Sinks:	14"
		18	13"
		Single	12
30	Shutdown		11
28	Ammo Exp. avoid on 8+	○ ○	10"
26	Shutdown, avoid on 10+	○ ○	9
25	-5 Movement Points	○ ○	8"
24	+4 Modifier to Fire	○ ○	7
23	Ammo Exp. avoid on 6+	○ ○	6
22	Shutdown, avoid on 8+	○ ○	5"
20	-4 Movement Points	○ ○	4
19	Ammo Exp. avoid on 4+	○ ○	3
18	Shutdown, avoid on 6+	○ ○	2
17	+3 Modifier to Fire	○ ○	1
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		

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

[illegible]

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40