

## 'MECH RECORD SHEET

|                         |                                |
|-------------------------|--------------------------------|
| <b>Movement Points:</b> | <b>Tonnage:</b> 90             |
| <b>Walking:</b> 3       | <b>Tech Base:</b> Inner Sphere |
| <b>Running:</b> 5       | 3038                           |
| <b>Jumping:</b> 0       | E/X-F-D-D                      |

Name: \_\_\_\_\_

Gunnery Skill: 4      Piloting Skill: 5

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

| Qty             | Type         | Loc | Ht     | Dmg          | Min | Sht | Med | Lng |
|-----------------|--------------|-----|--------|--------------|-----|-----|-----|-----|
| 1               | LRM-10       | RT  | 4      | 1/m          | 6   | 7   | 14  | 21  |
| 2               | Autocannon/2 | AT  | 1      | 2<br>[DB, S] | 4   | 8   | 16  | 24  |
| 1               | LRM-10       | LT  | 4      | 1/m          | 6   | 7   | 14  | 21  |
| 2               | Autocannon/2 | LT  | 1      | 2<br>[DB, S] | 4   | 8   | 16  | 24  |
| 1               | Large Laser  | RA  | 8      | 8 [DE]       | -   | 5   | 10  | 15  |
| 1               | Large Laser  | LA  | 8      | 8 [DE]       | -   | 5   | 10  | 15  |
| Ammunition Type |              |     | Rounds |              |     |     |     |     |
| LRM-10          |              |     | 24     |              |     |     |     |     |
| AC/2            |              |     | 90     |              |     |     |     |     |

**Cost:** 7.894.500 C-Bills  
+62.000 (ammo)

**BV:** 1.290  
Weapon Heat (28)  
Dissipation (12)

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

**4-6**

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

1-3

1. Heat Sink
2. [LRM-10
3. [LRM-10
4. Autocannon/2
5. Autocannon/2
6. Ammo (AC/2) 45

4-6

1. Ammo (LRM 10) 12
2. CASE
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. Roll Again
6. Roll Again

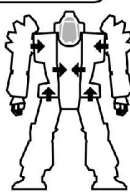
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

## 1-3 3

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

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

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○



### Damage Transfer Diagram

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

**4-6**

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

1-3

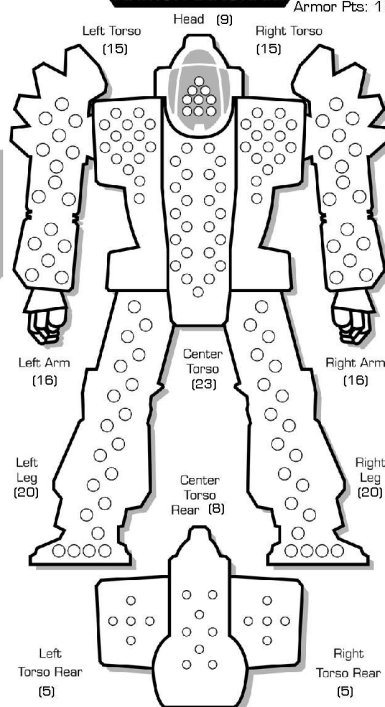
1. Heat Sink
2. LRM-10
3. LRM-10
4. Autocannon/2
5. Autocannon/2
6. Ammo (AC/2) 45

4-6

1. Ammo (LRM 10) 12
2. CASE
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. Roll Again
6. Roll Again

Armor Pts: 152



| Heat Level* | Effects                | Heat Sinks:<br>12<br>Single |
|-------------|------------------------|-----------------------------|
| 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 8+  | ○ ○                         |
| 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     |                             |

| 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     |

|                     |    |
|---------------------|----|
| <b>Attacker:</b>    |    |
| Stationary          | +0 |
| Walked              | +1 |
| Ran                 | +2 |
| Jumped              | +3 |
| <b>Damage:</b>      |    |
| Sensors             | +2 |
| Shoulder            | +4 |
| Arm Actuator (Each) | +1 |
| <b>Target:</b>      |    |
| 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 |
| <b>Prone:</b>       |    |
| Adjacent            | -2 |
| Not Adjacent        | +1 |
| <b>Range:</b>       |    |
| 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 |

\* Add +4 to pick table

[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 | 3 | 3 | 4  | 5  | 6  | 10 | 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 |