

'MECH RECORD SHEET

Movement Points:	Tonnage: 65
Walking: 4	Tech Base: Inner Sphere
Running: 6	2778
Jumping: 0	D/C-E-D-D

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM-15	RA	5	1/m	6	7	14	21
1	Autocannon/2	RA	1	2 [DB, S]	4	8	16	24
1	LRM-15	LA	5	1/m	6	7	14	21
1	Autocannon/2	LA	1	2 [DB, S]	4	8	16	24

Ammunition Type	Rounds
LRM-15	16
AC/2	45

Weapon Heat (18)
Dissipation (10)

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 111

Head (9)

Left Torso (17)

Right Torso (17)

Left Arm (11)

Right Arm (11)

Left Leg (16)

Right Leg (16)

Center Torso (20)

Center Torso Rear (5)

Left Torso Rear (3)

Right Torso Rear (3)

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

Left Arm - Shoulder - Upper Arm Actuator - LRM-15 - LRM-15 - LRM-15 - Autocannon/2	Head - Life Support - Sensors - Cockpit - Roll Again - Sensors - Life Support	Right Arm - Shoulder - Upper Arm Actuator - LRM-15 - LRM-15 - LRM-15 - Autocannon/2
Left Torso - Roll Again - Roll Again - Roll Again - Roll Again - Roll Again - Roll Again	Center Torso - Fusion Engine - Fusion Engine - Fusion Engine - Gyro - Gyro - Gyro	Right Torso - Roll Again - Roll Again - Roll Again - Roll Again - Roll Again - Roll Again
Left Leg - Hip - Upper Leg Actuator - Lower Leg Actuator - Foot Actuator - Roll Again - Roll Again	Damage Transfer Diagram 	Right Leg - Hip - Upper Leg Actuator - Lower Leg Actuator - Foot Actuator - Roll Again - Roll Again

Diagram of a human figure with labeled regions and a height scale:

- Head
- Left Torso (15)
- Right Torso (15)
- Left Arm (10)
- Right Arm (10)
- Center Torso (21)
- Left Leg (15)
- Right Leg (15)

Height scale (inches):

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

Heat Level*	Effects	Heat Sinks:	
		10	14"
30	Shutdown	Single	13"
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10+		11
25	+5 Movement Points		10"
24	-4 Modifier to Fire	○	9
23	Ammo Exp. avoid on 8+	○	8"
22	Shutdown, avoid on 8+	○	7
20	-4 Movement Points	○	6
19	Ammo Exp. avoid on 4+	○	5"
18	Shutdown, avoid on 6+	○	4
17	+3 Modifier to Fire	○	3
15	-3 Movement Points	○	2
14	Shutdown, avoid on 4+	○	1
13	+2 Modifier to Fire	○	
10	-2 Movement Points		
8	+1 Modifier to Fire		
5	-1 Movement Points		

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