

FOUR-LEGGED 'MECH RECORD SHEET

Type: Scorpion SCP-1N

Movement Points:	Tonnage: 55
Walking: 6	Tech Base: Inner Sphere
Running: 9	2570
Jumping: 0	D/C-E-D-D

Gty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 PPC	RT	10	10 [DE]	3	6	12	18
1 SRM-6	RT	4	2/m	-	3	6	9
Ammunition Type	Rounds						
SRM-6	15						

Cost: 5,159,950 C-Bills
+27,000 (emms)

BV: 1.019
Weapon Heat (14)
Dissipation (10)

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Diagram illustrating the armor pieces for a character named "Head (8)". The armor consists of the following pieces:

- Head (8)
- Left Torso (11)
- Right Torso (11)
- Center Torso (24)
- Left Rear Leg (10)
- Right Rear Leg (10)
- Left Front Leg (10)
- Right Front Leg (10)
- Left Torso Rear (5)
- Right Torso Rear (5)
- Center Torso Rear (8)

The diagram shows the armor pieces arranged in a grid-like fashion, with the Head piece at the top, followed by the Torso pieces, and the Leg pieces at the bottom. The armor pieces are labeled with their names and corresponding values in parentheses.

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LRL	RFL	RRL
4	LFL	RFL	RFL
5	LFL	RRL	RFL
6	LRL	RT	RRL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LRL	LT
10	RFL	LFL	LFL
11	RRL	LFL	LRL
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

Roll	Left	Fr/Bk	Right
1	LT	LFL/LRL	RT
2	LT	LT	RT
3	CT	CT	CT
4	LFL	RT	RFL
5	LRL	RFL/RRL	RRL
6	HD	HD	HD

Roll	Left	Fr/Bk	Right
1-3	LFL	RFL/RRL	RFL
4-6	LRL	LFL/LRL	RRL

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

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Torso

- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Front Leg

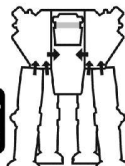
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Torso

- PPC
- PPC
- PPC
- SRM-6
- SRM-6
- Roll Again

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

The diagram shows a mannequin with measurement points labeled as follows:

- Left Torso (13)
- Right Torso (13)
- Head
- Left Front Leg (13)
- Right Front Leg (13)
- Left Rear Leg (13)
- Right Rear Leg (13)
- Center Torso (18)

Next to the diagram is a table with the following data:

Over-flow	30"
29"	28"
27	26"
25"	24"
23"	22"
21	20"
19"	18"
17"	16"

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

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Row	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