

'MECH RECORD SHEET

Movement Points:	Tonnage: 30
Walking: 8	Tech Base: Inner Sphere
Running: 12	2650
Jumping: 8	D/C-E-D-D

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9

Cost: 2.984.540 C-Bills
+0 [ammo]

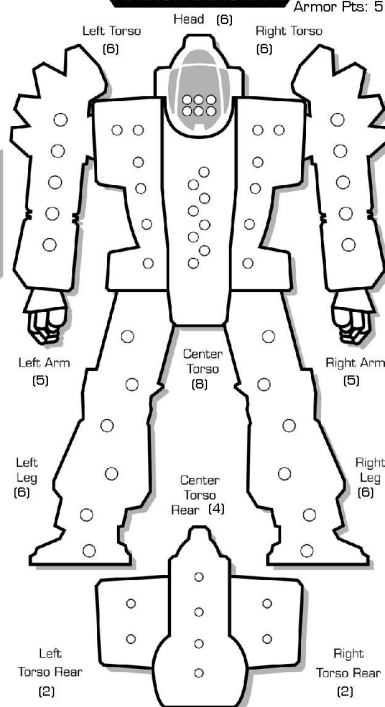
BV: 622
Weapon Heat (6)
Dissipation (10)

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 56



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		Head		Right Arm	
1.	Shoulder	1.	Life Support	1.	Shoulder
2.	Upper Arm Actuator	2.	Sensors	2.	Upper Arm Actuator
1-3	Lower Arm Actuator	3.	Cockpit	3.	Lower Arm Actuator
4.	Hand Actuator	4.	Heat Sink	4.	Hand Actuator
5.	Roll Again	5.	Sensors	5.	Roll Again
6.	Roll Again	6.	Life Support	6.	Roll Again
1.	Roll Again	Center Torso		1.	Roll Again
2.	Roll Again	1.	Fusion Engine	2.	Roll Again
3.	Roll Again	2.	Fusion Engine	3.	Roll Again
4-6	Roll Again	3.	Fusion Engine	4-6	Roll Again
5.	Roll Again	4.	Gyro	5.	Roll Again
6.	Roll Again	5.	Gyro	6.	Roll Again
		6.	Gyro		
1.	Jump Jet	1.	Gyro	Right Torso	
2.	Jump Jet	2.	Fusion Engine	1.	Jump Jet
3.	Jump Jet	3.	Fusion Engine	2.	Jump Jet
1-3	Jump Jet	4.	Fusion Engine	3.	Jump Jet
5.	Roll Again	5.	Medium Laser	4.	Jump Jet
6.	Roll Again	6.	Medium Laser	5.	Roll Again
1.	Roll Again	Engine Hits ○○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○		6.	Roll Again
2.	Roll Again			1.	Roll Again
3.	Roll Again			2.	Roll Again
4-6	Roll Again			3.	Roll Again
5.	Roll Again	CATALYST game labs		4.	Roll Again
6.	Roll Again			5.	Roll Again
		Damage Transfer		6.	Roll Again
Left Leg		Right Leg			
1.	Hip	1.	Hip		
2.	Upper Leg Actuator	2.	Upper Leg Actuator		
3.	Lower Leg Actuator	3.	Lower Leg Actuator		
4.	Foot Actuator	4.	Foot Actuator		
5.	Roll Again	5.	Roll Again		
6.	Roll Again	6.	Roll Again		

Diagram of a human figure with numbered regions for heat loss calculation. The regions are: Head (1), Left Torso (7), Right Torso (7), Left Arm (5), Right Arm (5), Left Leg (7), Right Leg (7), and Center Torso (10). To the right is a table for body surface area (BSA) in m² and body weight (BW) in kg for various heights and weights.

Height	Weight	BSA (m²)	BW (kg)
30"	29	28"	27
26"	25"	24"	23"
22"	21	20"	19"
18"	17"		

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

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	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

[illegible]