

'MECH RECORD SHEET

Type: Thunderbolt TDR-5S

Movement Points:	Tonnage: 65
Walking: 4	Tech Base: Inner Sphere
Running: 6	2505
Jumping: 0	D/C-E-D-D

Weapons & Equipment Inventory

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-15	RT	5	1/m	6	7	14	21
1	SRM-2	RT	2	2/m	-	3	6	9
3	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
2	Machine Gun	LA	0	2	-	1	2	3

Ammunition Type	Rounds
SRM-2	50
LRM-15	16
MG	200

Cost: 5.268.560 C-Bills
+88.000 (ammo)

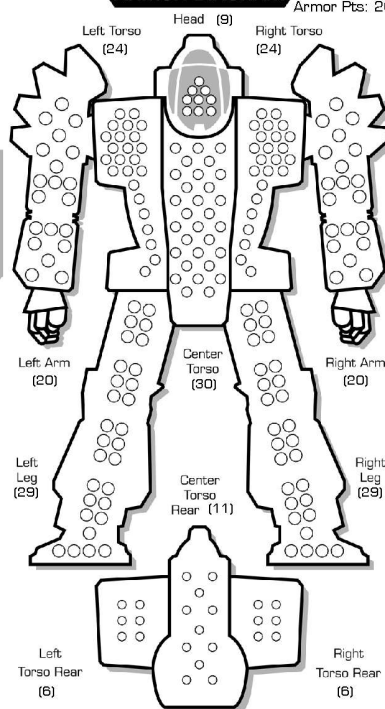
BV: 1.335
Weapon Heat (24)
Dissipation (15)

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 208



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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

Center Torso

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

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

- LRM-15
- LRM-15
- LRM-15
- SRM-2
- Ammo (SRM 2) 50
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

CATALYST
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Damage Transfer

Diagram of a human figure with 15 numbered regions for heat loss calculation. The regions are: Head (1), Left Torso (15), Right Torso (15), Left Arm (10), Right Arm (10), Left Leg (15), Right Leg (15), and Center Torso (21).

Heat Level*	Effects	Heat Sinks:	14*
		15	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
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