

'MECH RECORD SHEET

Movement Points:	Tonnage: 50
Walking: 5	Tech Base: Inner Sphere
Running: 8	2799
Jumping: 0	D/C-E-D-D

Gty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 LRM-15	RT	5	1/m	6	7	14	21
2 Medium Laser	RA	3	5 [DE]	-	3	6	9
1 LRM-15	LA	5	1/m	6	7	14	21
1 Medium Laser	LA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds					
LRM-15		16					

Cost: 4.203.500 C-Bills
+60.000 (ammo)

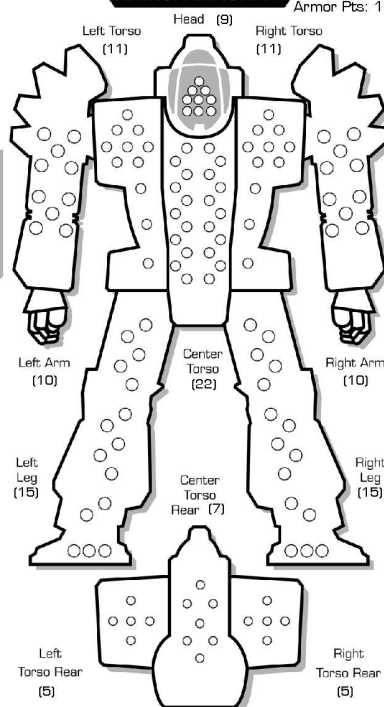
BV: 1.191
Weapon Heat [19]
Dissipation [10]

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 120



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

The diagram shows a mecha suit with various systems labeled. The systems are organized into four quadrants around a central body:

- Top Left (Left Arm):**
 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. LRM-15
 - 6. LRM-15
- Top Right (Right Arm):**
 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Medium Laser
 - 5. Medium Laser
 - 6. Roll Again
- Bottom Left (Left Torso):**
 - 1. Ammo (LRM 15) 8
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- Bottom Right (Right Torso):**
 - 1. LRM-15
 - 2. LRM-15
 - 3. LRM-15
 - 4. Ammo (LRM 15) 8
 - 5. Roll Again
 - 6. Roll Again
- Center Torso:**
 - 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- Head:**
 - 1. Life Support
 - 2. Sensors
 - 3. Cockpit
 - 4. Roll Again
 - 5. Sensors
 - 6. Life Support
- Left Leg:**
 - 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again
- Right Leg:**
 - 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again

Additional labels and features include:

- Engine Hits** (indicated by 4 circles)
- Gyro Hits** (indicated by 2 circles)
- Sensor Hits** (indicated by 2 circles)
- Life Support** (indicated by 1 circle)
- CATALYST game lab** logo
- Damage Transfer Diagram** label at the bottom center.

Diagram of a human figure with numbered regions for anthropometric measurements. The regions are: Head, Left Torso (12), Right Torso (12), Left Arm (8), Right Arm (8), Left Leg (12), Right Leg (12), and Center Torso (16). To the right is a vertical scale from 17 to 30 inches.

Heat Level*	Effects	Heat Sinks: 10 Single	14"
30	Shutdown		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