

'MECH RECORD SHEET

'MECH DATA

Type:

Movement Points:

Walking:

Running:

Jumping:

Tonnage:

Tech Base:

Weapons & Equipment Inventory (hexes)

Qty

Type

Loc

Ht

Dmg

Min

Sht

Med

Lng

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken

Consciousness#

1

2

3

4

5

6

3

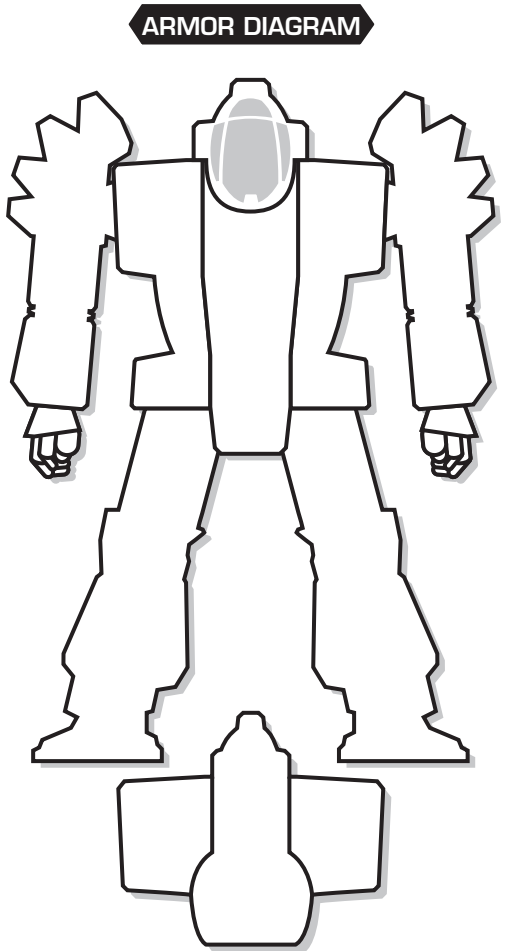
5

7

10

11

Dead



CRITICAL HIT TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3.

4.

5.

6.

1-3

Head

1. Life Support

2. Sensors

3. Cockpit

4.

5. Sensors

6. Life Support

1-3

Right Arm

1. Shoulder

2. Upper Arm Actuator

3.

4.

5.

6.

1-3

Center Torso

1.

2.

3.

4. Gyro

5. Gyro

6. Gyro

1-3

Left Torso

1.

2.

3.

4.

5.

6.

1-3

Right Torso

1.

2.

3.

4.

5.

6.

1-3

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5.

6.

4-6

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5.

6.

4-6

Engine Hits

Gyro Hits

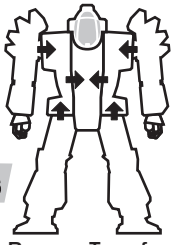
Sensor Hits

Life Support

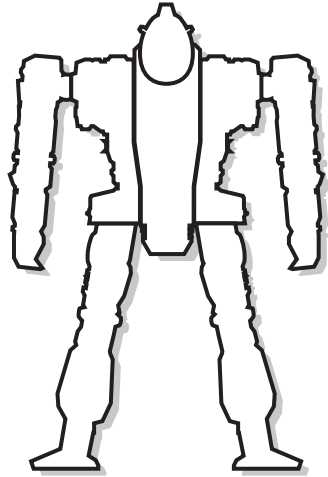
WK

GAMES

Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level\*

Effects

30

Shutdown

28

Ammo Exp. avoid on 8+

26

Shutdown, avoid on 10+

25

-5 Movement Points

24

+4 Modifier to Fire

23

Ammo Exp. avoid on 6+

22

Shutdown, avoid on 8+

20

-4 Movement Points

19

Ammo Exp. avoid on 4+

18

Shutdown, avoid on 6+

17

+3 Modifier to Fire

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

Heat Scale

Overflow

30\*

29

28\*

27

26\*

25\*

24\*

23\*

22\*

21

20\*

19\*

18\*

17\*

16

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0