

ARMOR DIAGRAM

'MECH DATA

Movement Points: **Tonnage:** 85

Walking: _____ **Tech Base:**

Running: _____ **Clan** ☐

Jumping: _____ **Inner Sphere** ☐

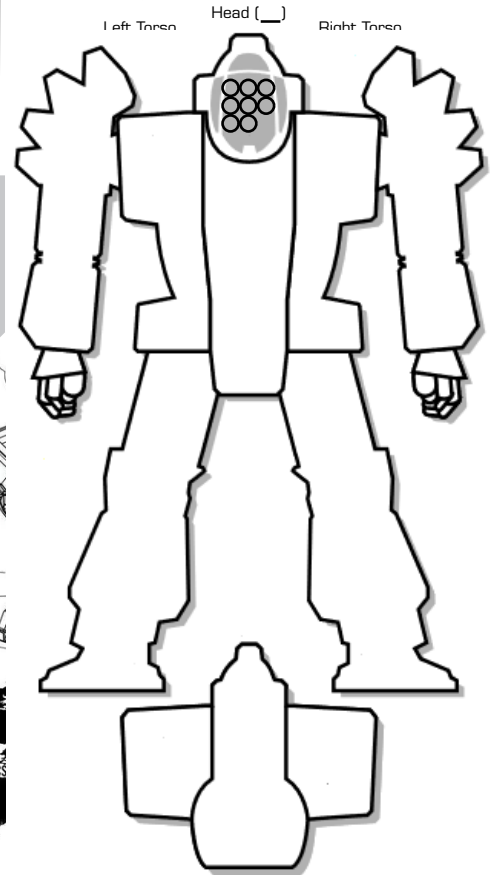
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Cost: _____ **BV:** _____

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

1-3

1-3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

1-3

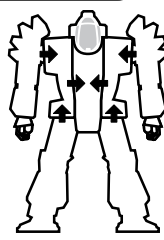
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

4-6

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

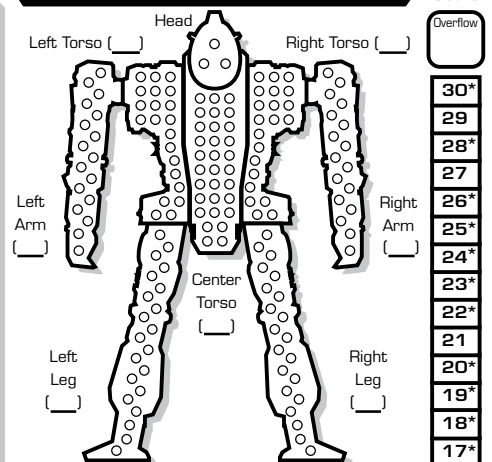
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____



Damage Transfer Diagram

Heat Scale



Heat Level*	Effects	Heat Sinks:
		____ ()
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	Single <input type="checkbox"/>
8	+1 Modifier to Fire	
5	-1 Movement Points	Double <input type="checkbox"/>