

## 'MECH RECORD SHEET

### DATA

las

Movement Points: \_\_\_\_\_

Tonnage: 85

Walking: 4

Tech Base: \_\_\_\_\_

Running: 6

Clan ☐

Jumping: 0

Inner Sphere ☒

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	medium_laser	LT	5	5	0	3	6	9
3	medium_laser	RT	5	5	0	3	6	9
1	srn_6	RT	4	2/Msl	0	3	6	9
1	ppc	LA	10	10	3	6	12	18
2	machine_gun	RA	0	2	0	1	2	3

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

### WARRIOR DATA

Name: \_\_\_\_\_

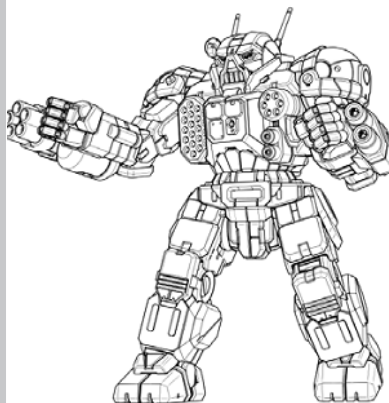
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

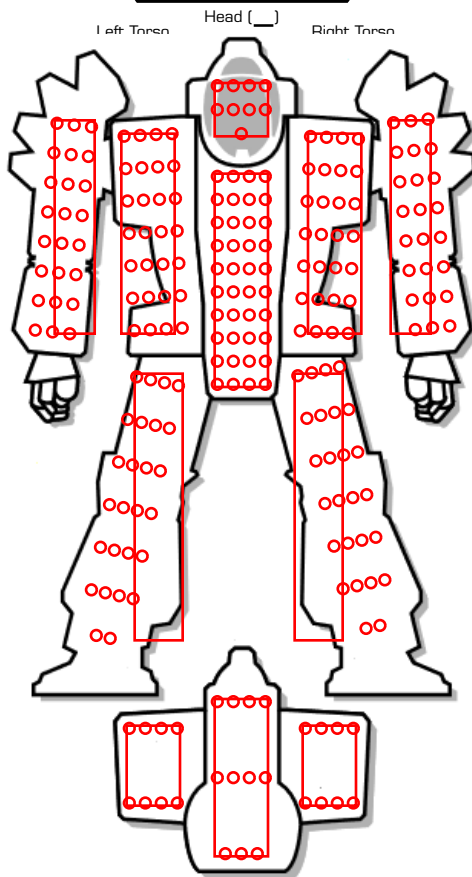
Hits Taken

Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3 \_\_\_\_\_
- 4-6 \_\_\_\_\_

#### Head

- Life Support
- Sensors
- Cockpit
- \_\_\_\_\_
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3 \_\_\_\_\_
- 4-6 \_\_\_\_\_

#### Left Torso

- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3 \_\_\_\_\_
- 4-6 \_\_\_\_\_

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3 \_\_\_\_\_
- 4-6 \_\_\_\_\_

#### Right Torso

- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3 \_\_\_\_\_
- 4-6 \_\_\_\_\_

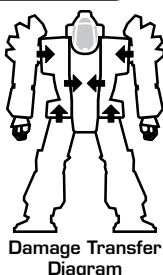
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- \_\_\_\_\_
- \_\_\_\_\_

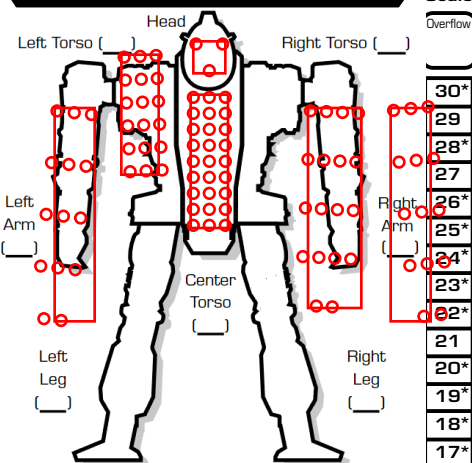
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- \_\_\_\_\_
- \_\_\_\_\_

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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	_____
8	+1 Modifier to Fire	_____
5	-1 Movement Points	_____

Single ☐  
Double ☐

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