

'MECH RECORD SHEET

Type: _____

Movement Points:	Tonnage: _____
Walking: _____	Tech Base:
Running: _____	Clan <input type="checkbox"/>
Jumping: _____	Inner Sphere <input type="checkbox"/>

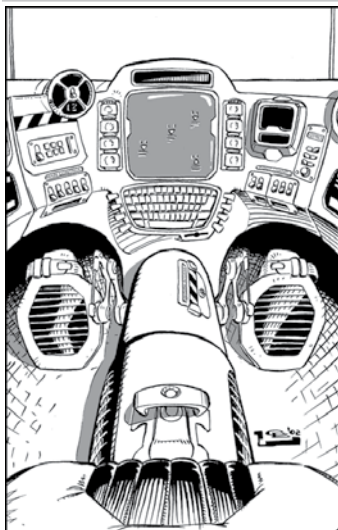
[illegible]

Cost: BV:

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Left Torso ()

Head ()

Right Torso ()

Left Arm ()

Center Torso ()

Right Arm ()

Left Leg ()

Center Torso Rear ()

Right Leg ()

Left Torso Rear ()

Right Torso Rear ()

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

1-3

Head

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

1-3

Left Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

Right Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

1-3

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

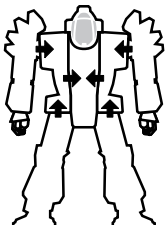
1-3

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer




Diagram of a human figure with labeled regions for a dot marker activity:

- Head
- Left Torso ()
- Right Torso ()
- Left Arm ()
- Right Arm ()
- Center Torso ()
- Left Leg ()
- Right Leg ()

Overview table:

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*

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"/>

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