

'MECH RECORD SHEET

Movement Points:	Tonnage:	30
Walking:	Tech Base:	Inner Sphere
Running:		3052
Jumping:		E/X-X-E-D

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
1	MASC	CT	-	-	-	-	-	-
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

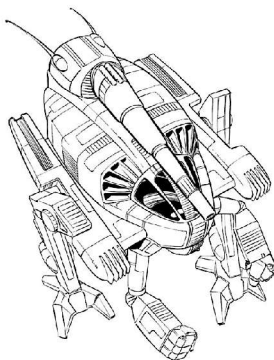
Cost: 5,412,940 C-Bills
+0 (ammo)

BV: 1,297
Weapon Heat (21)
Dissipation (22)

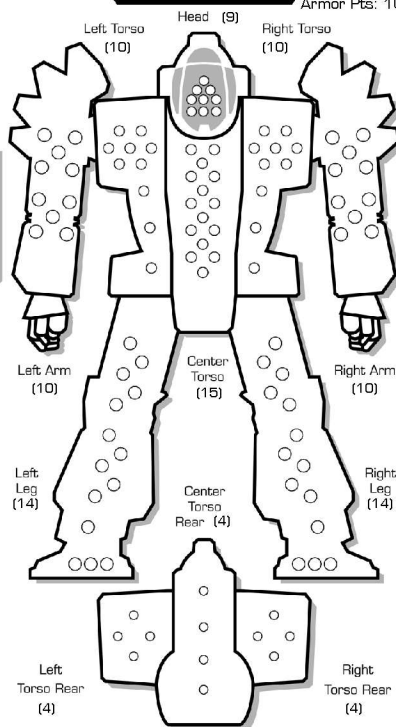
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Armor Pts: 104



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

	Left Arm		Head
1-3	<ul style="list-style-type: none"> 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again 		<ul style="list-style-type: none"> 1. Life Support 2. Sensors 3. Cockpit 4. Medium Laser 5. Sensors 6. Life Support
4-6	<ul style="list-style-type: none"> 1. Roll Again 2. Roll Again 3. Roll Again 4. Endo-Steel 5. Endo-Steel 6. Endo-Steel 	1-3	Center Torso
			<ul style="list-style-type: none"> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
			<ul style="list-style-type: none"> 1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. rMASC 6. L-MASC
	Left Torso	4-6	
1-3	<ul style="list-style-type: none"> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink 		
4-6	<ul style="list-style-type: none"> 1. Medium Laser 2. Medium Laser 3. Roll Again 4. Endo-Steel 5. Endo-Steel 6. Endo-Steel 		<div> Engine Hits ○ ○ ○ Gyro Hits ○ ○ ○ Sensor Hits ○ ○ ○ Life Support ○ </div>

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. [Double Heat Sink
5. [Double Heat Sink
6. Double Heat Sink

4-6

1. Medium Laser
2. Medium Laser
3. Roll Again
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

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

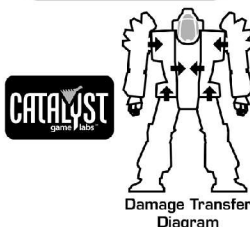


Diagram of a human figure with numbered regions for heat stress assessment. The regions are: Head (1), Left Torso (7), Right Torso (7), Left Arm (5), Right Arm (5), Center Torso (10), Left Leg (7), and Right Leg (7). An 'Overflow' box is located at the top right.

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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	

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	BL

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

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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