

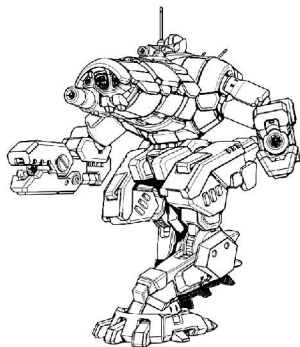
'MECH RECORD SHEET

Movement Points:	Tonnage: 50
Walking: 5	Tech Base: Inner Sphere
Running: 8	3070
Jumping: 0	E/X-X-F-E

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lngr
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
1	Snub-Nose PPC	CT	10	10/8/5 [DE, V]	-	9	13	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE, V]	-	9	13	15

Cost: 8,880,875 C-Bills +0 (ammo)	BV: 1,886 (Base: 1,429) Weapon Heat (32) Dissipation (32)
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Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



1. Shoulder
2. Upper Arm Actuator
- 1-3 3. [Snub-Nose PPC
4. [Snub-Nose PPC
5. Roll Again
6. Roll Again

1. Life Support
2. Sensors
3. Cockpit
4. ER Small 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. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

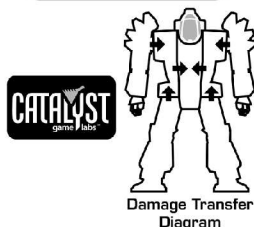
1. Shoulder
2. Upper Arm Actuator
- 1-3 3. [Snub-Nose PPC
4. [Snub-Nose PPC
5. Roll Again
6. Roll Again

1-3

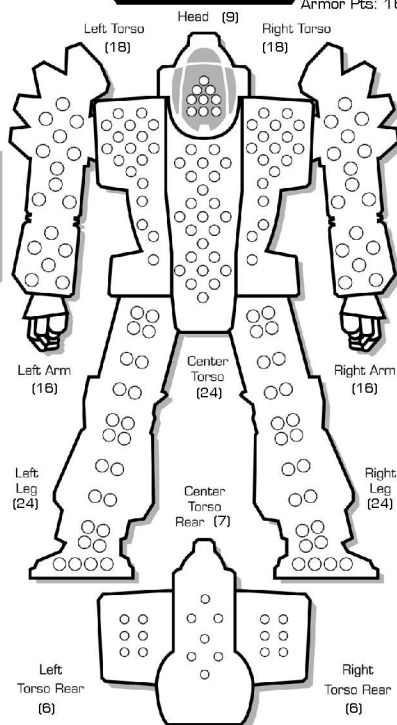
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Armor Pts: 168



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

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	RL

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

Diagram illustrating the distribution of 12 body regions for radiation dose measurement, categorized by temperature ranges (17°C to 30°C+).

Body Region	Count	Temperature Range (°C)
Head	1	30°
Left Torso	12	29
Right Torso	12	28°
Left Arm	8	27
Right Arm	8	26°
Center Torso	16	25°
Left Leg	12	24°
Right Leg	12	23°
		22°
		21
		20°
		19°
		18°
		17°

Heat Level*	Effects	Heat Sinks: 16 (32)
30	Shutdown	Double
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	

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[illegible]

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