BATTLETECH™
'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-SxJ3

Movement Points:		Tonnage:	35
Walking:	7	Tech Base:	Inner Sphere
Running:	11		3070
Jumping:	6		E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	–	3	6	9
1	Medium Laser	LT	3	5 [DE]	–	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	–	4	8	12
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	–	4	8	12

Kit Build XL Engine, heat for Walking: +2, Run +4, Engine hit +7/each

Cost: 6,121,125 C-Bills
+0 (ammo)

BV: 1,935 (Base: 1,344)
Weapon Heat (26)
Dissipation (26)

WARRIOR DATA

Name: Numba II
Matthew

Gunnery Skill: 3   Piloting Skill: 3

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

ARMOR DIAGRAM

Armor Pts: 112
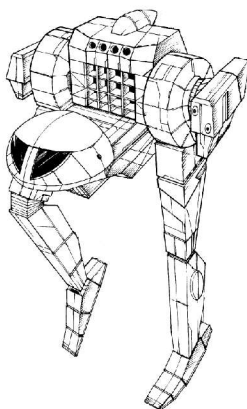
Head (8)
Left Torso (12)
Right Torso (12)
Left Arm (12)
Center Torso (17)
Right Arm (12)
Left Leg (14)
Center Torso Rear (5)
Right Leg (14)
Left Torso Rear (3)
Right Torso Rear (3)

HIT LOCATION CHART

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

TO HIT MODIFIERS

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

PUNCH CHART

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

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

PHYSICAL ATTACKS

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

*Add +4 to pick table

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. ER Medium Laser
5. Light PPC
6. Light PPC

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

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

4-6
1. Medium Laser
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

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

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Roll Again

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

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

4-6
1. Medium Laser
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

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

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (8)
Right Torso (8)
Left Arm (6)
Center Torso (11)
Right Arm (6)
Left Leg (8)
Right Leg (8)

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

HEAT DATA

Heat Level*	Effects
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

Heat Sinks: 13 (26) Double

CLUSTER HITS

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	3	4	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	2	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	5	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CATALYST game labs