MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-CxmCO

Movement Points: Tonnage: 35 Walking: Tech Base: Mixed Running: 11 (14) 3070 0 X/X-X-X-X Jumping:

Weapons & Equipment Inventory

Loc Ht Dmg Qty Type Min Sht Med Lng CT 2 -2/m 3 9 5 SRM-2 (IS) 6 RA 2 Heavy Medium Laser (Q)A 10 [DE] 3

Rounds Ammunition Type SRM-2 SRM-2 (Inferno)

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

Cost: 6,206,175 C-Bills +40,500 (ammo)

Left Arm

2. Upper Arm Actuator

Heavy Medium Laser (C) Heavy Medium Laser (C)

Left Torso (CASE)

rDouble Heat Sink

Double Heat Sink

Double Heat Sink

XL Fusion Engine

XL Fusion Engine

XL Fusion Engine

Double Heat Sink

L_{Double Heat Sink}

@SRM 2 Inferno (50)

Hip Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo-Steel

@SRM 2 (50)

Left Leg

1-3 3. [Heavy Medium Laser (C) Heavy Medium Laser (C)

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

1. Shoulder

5. 6.

1.

4-6 4. 3. Roll Again

1-3 3.

4-6

6

6.

6. Endo-Steel

Turn

CRITICAL HIT TABLE

BV: 1,513 (Base: 1,051) Weapon Heat (24) Dissipation (26)

Head

3 Cockpit

4. Endo-Steel

2

5. Gyro

6.

1. Gyro

2

5.

CATALVST

4-6 °.

1-3 3.

1. Life Support

Sensors

Sensors

6. Life Support

Gyro

Gyro

[MASC

Center Torso

1. XL Fusion Engine

XL Fusion Engine

XL Fusion Engine

XL Fusion Engine XL Fusion Engine

XL Fusion Engine

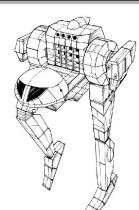
Engine Hits OOO

Gyro Hits O O

Sensor Hits O O

Life Support O

WARRIOR DATA Name: Numba II Matthew Gunnery Skill: 3 Piloting Skill: 3 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dea



Right Arm

SRM-2 (IS)

SRM-2 (IS)

SRM-2 (IS)

SRM-2 (IS)

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

Right Torso

Double Heat Sink

Double Heat Sink

XL Fusion Engine

XL Fusion Engine

XL Fusion Engine

Double Heat Sink

L_{Double Heat Sink}

Endo-Steel

Endo-Steel

Endo-Steel

Right Leg

Foot Actuator

Endo-Steel

Hip Upper Leg Actuator

Lower Leg Actuator

1. FDouble Heat Sink

Upper Arm Actuator SRM-2 (IS)

1. Shoulder

5

6.

1.

5

6.

4.

6

2.

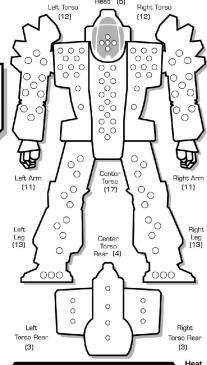
4.

6.

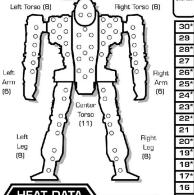
6. Endo-Steel

4-6 4.

1-3



INTERNAL STRUCTURE DIAGRAM Scale



HEAT DATA 15* 14* 13*

	AI DAIA	$\overline{}$	
leat		Heat Sinks:	h
evel*	Effects	13 (26)	ш
30	Shutdown	Double	ш
28	Ammo Exp. avoid on 8+		ш
26	Shutdown, avoid on 10+	- 00	ш
25	–5 Movement Points	ÖÖ	ш
24	+4 Modifier to Fire	ÕÕ	ш
23	Ammo Exp. avoid on 6+	00	ш
22	Shutdown, avoid on 8+	0	ш
20	4 Movement Points	Õ	ш
19	Ammo Exp. avoid on 4+	ŏ	ш
18	Shutdown, avoid on 6+	\simeq	ш
17	+3 Modifier to Fire	\simeq	ш
15	-3 Movement Points	Ō	ш
14	Shutdown, avoid on 4+	0000000	ш
13	+2 Modifier to Fire	0	ш
10	-2 Movement Points		ш
8	+1 Modifier to Fire		ш
5	-1 Movement Points	J	

Ran

ARMOR DIAGRAM Armor Pts: 104

Head (5)

Jumped +3 Damage: Sensors +2 +4 Shoulder 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:

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RA

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

2-

+1

+0

+2

+4

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

Attacker:

Walked

Stationary

Adjacent

Range:

Short

Long

Medium

Not Adjacent

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
+ 0.1.1	114-	atabasata	

Add +4 to pick table

12

11

10*

9

8* 7

6 5*

4

3

2

1

Turn	iviove	nexes	IVIOG	Prev	iviove	vveap	Other	lotai	SINK	Level	Notes

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Damage Transfer

Diagram

						ш	CLUSTER HITS				_									
						ш	\ \	-0.) I E	ы	IJ									
						Ш	Roll	2	3	4	6	7	9	10	12	15	20	30	40	
_						Ш	2	1	1	1	2	2	3	3	4	5	6	10	12	
						Ш	3	1	1	2	2 2	2	3	3	4	5	6	10	12	
						Ш	4	1	1	2	2 3	3	4	4	5	6	9	12	18	
						Ш	5	1	2	2	3 3	4	5	6	8	9	12	18	24	
						Ш	6	1	2	2	3 4	4	5	6	8	9	12	18	24	
\dashv						ш	7	1	2	3	3 4	4	5	6	8	9	12	18	24	
						Ш	8	2	2	3	3 4	4	5	6	8	9	12	18	24	
						ш	9	2	2	3 4	l 5	6	7	8	10	12	16	24	32	
						ш	10	2	3	3 4	l 5	6	7	8	10	12	16	24	32	
						Ш	11	2	3	4	5 G	7	9	10	12	15	20	30	40	
						ш	12	2	3	4	5 G	7	9	10	12	15	20	30	40	
						 97	<u> </u>	-												