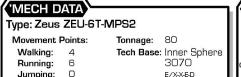
MECH RECORD SHEET



	Jumping: O E/XX-E-D										
W	Weapons & Equipment Inventory (hexes)										
Qt	у Туре		Loc	Ht	Dmg	Min	Sht	Med	Lng		
1	Flamer		HD	3	2 [DE, H/AI]	_	1	2	3		
1	Large Laser		CT	8	8 [DE]	-	5	10	15		
1	SRM-6		RT	4	2/m	-	3	6	9		
1	Small Laser		LT	1	3 [DE]	-	1	2	3		
2	SRM-6		RA	4	2/m	-	3	6	9		
1	PPC		LA	10	10 [DE]	3	6	12	18		
An	nmunition Type			Rou	ınds						
	M-6 M-6 (Inferno)			30 15							

Cost: 8,192,190 C-Bills +67,500 (ammo) BV: 2,207 (Base: 1,672) Weapon Heat (34) Dissipation (30)

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



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink

Right Torso (CASE)

1. Shoulder

5. CSRM-6 6. CSRM-6

1.

4-6 4.

CSRM-6

6. Endo-Steel

1. [SRM-6 2. SRM-6

5.

6.

2.

5.

6. CASE

1-3 3. | Double Heat Sink

LDouble Heat Sink

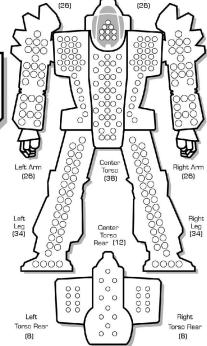
rDouble Heat Sink

L Double Heat Sink

@SRM 6 (15)

@SRM 6 (15)

@SRM 6 Inferno (15)



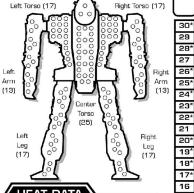
ARMOR DIAGRAM Armor Pts: 247

Right Torso

Head (9)

Left Torso

INTERNAL STRUCTURE DIAGRAM Scale Left Torso (17) Right Torso (17)



24 23* 55, 21 20* 19* 18* 17' 16 **HEAT DATA** 15* 14* 13* 12 11 10* 9

eat		Heat Sinks:	ľ
vel*	Effects	15 (30)	ľ
30	Shutdown	Double	ŀ
28	Ammo Exp. avoid on 8+		L
26	Shutdown, avoid on 10+		ſ
25	-5 Movement Points	00	ŀ
24	+4 Modifier to Fire	OO	Ļ
23	Ammo Exp. avoid on 6+		ı
22	Shutdown, avoid on 8+	00	r
20	-4 Movement Points	ÓÓ	ŀ
19	Ammo Exp. avoid on 4+	ŏ l	Ļ
18	Shutdown, avoid on 6+	ă I	ı
7	+3 Modifier to Fire	\times	t
15	–3 Movement Points	Š	ŀ
14	Shutdown, avoid on 4+	Q	L
13	+2 Modifier to Fire	000000	Г
0	-2 Movement Points	200	H
8	+1 Modifier to Fire		ŀ
5	 1 Movement Points 	J	L

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- **Hand Actuator**
- [PPC 5. 6.
 - PPC LPPC 1.
 - Roll Again
- Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Endo-Steel

Left Torso

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

Left Leg

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel 6.

Head

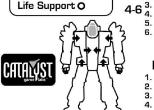
- 1. Life Support
- Sensors 3.
- Cockpit 4. Flamer
- Sensors
- 6. Life Support

Center Torso

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

 - 5. Large Laser 6. Large Laser
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

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Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel 6. Endo-Steel

Turn Move Hexes Prev Weap Other Total Level Notes **CLUSTER HITS**

Till I	LUCAT		IARL
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 ,

HIT LOCATION CHART

	MAC	DIE	IFRS
	W		11 2 3

TO HIT MODIFIER	3 /
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

PΙ	IN	CH	CH	

loll	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
+ A.I.	11/1-	white solution	

_ \	* Add +4 to pick t
$\prime\prime$	

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