MECH RECORD SHEET

'MECH DATA

Type: Hussar HSR-400-MxP0

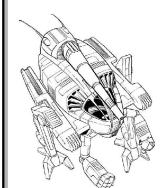
Movement Points: Tonnage: 30 Walking: Tech Base: Inner Sphere

Running: 12 3052 Jumping: 0 E/X-X-E-D

Weapons & Equipment Inventory (hexes) Qtv Type Loc Ht Dmg Min Sht Med Lng Large Pulse Laser ER Medium Laser 10 9 [P] CT 3 10 12 7 8 RA 5 5 (DE) ER Medium Laser

WARRIOR DATA

Name: 86'r Matthew Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dead



Right Arm

Hand Actuator

ER Medium Laser

Roll Again

Roll Again

Roll Again

Endo-Steel

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5 Roll Again

6.

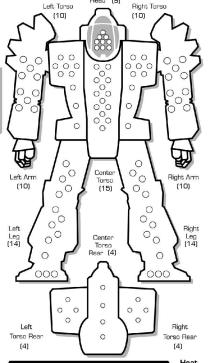
1. Roll Again

5

6. Endo-Steel

4-6 4.

1-3



ARMOR DIAGRAM Armor Pts: 104

Head (9)

CRITICAL HIT TABLE

Left Arm

Cost: 4,860,440 C-Bills +0 (ammo)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 4. Hand Actuator
- Hand Actuator Roll Again
 - 6. **ER Medium Laser**
 - Roll Again 1. Roll Again
- 4-6 4. 3. Roll Again
- Endo-Steel
 - Endo-Steel 6.
 - Endo-Steel

Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink 1-3 3.
- XL Fusion Engine
- XL Fusion Engine 6. XL Fusion Engine
 - 1. 2. Roll Again
- Roll Again Roll Again
- 4-6 Endo-Steel
 - Endo-Steel
 - 6. Endo-Steel

Left Leg

Move

Turn

- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator

Hovee

Mod

- Endo-Steel 6. Endo-Steel

Head

BV: 955 Weapon Heat (20)

Dissipation (22)

- 1. Life Support
- Sensors 3
- Cockpit
- 4. Roll Again
- 6. Life Support

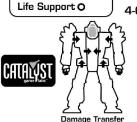
Center Torso

- 1. XL Fusion Engine 2 XL Fusion Engine
- 1-3 ^{3.} XL Fusion Engine
- Gyro
 - 5. Gyro 6. Gyro
 - 1. Gyro
- 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine

 - 5. Large Pulse Laser 6. Large Pulse Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Movo



Diagram

Mean

Double Heat XL Fusion Engine Fngine XL Fusion Engine 6. XL Fusion Engine

Right Torso

Double Heat Sink

1. FDouble Heat Sink

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

- Hip Upper Leg Actuator

Total

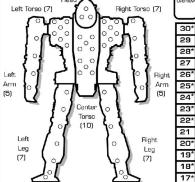
Right Leg

- Lower Leg Actuator

Sink

- Foot Actuator
- Endo-Steel 6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

1	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	11 (22)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	- 00
25	-5 Movement Points	ŠO
24	+4 Modifier to Fire	Ō
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	Ò
19	Ammo Exp. avoid on 4+	Ŏ
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	\simeq
15	–3 Movement Points	00000000
14	Shutdown, avoid on 4+	Ŏ
13	+2 Modifier to Fire	O
10	_9 Movement Dointe	

- 2 Movement Points
- +1 Modifier to Fire

-1 Movement Points

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Turn	iviove	nexes	IVIOU	Prev	Move	vveap	Other.	lotai	SITIK	Level	Notes
<u> </u>											

HIT LOCATION CHART Roll Left Fr/Bk Right LT (C) 2 CT (C) RT (C) 3 RA RL LL LΔ 4 RΔ RΔ 5 RA LA RL RL 6 LL RT RT 7 LT CT 8 CT LT CT 9 RT LT LL 10 RA LA LA 11 RL LA LL

TO HIT MODIFIERS

HD

HD

HD

12

	TO HIT MODIFIER	٠,
	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
1	DUNCH CHADT	

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	1+4 to	pick table	

	<i>-</i>
OLLICTED LUTO	
CLUSTER HITS	_

Scale

16

15*

14*

13*

12

11

10*

9

8* 7

6 5*

4

3

2

1

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 4	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