MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-SxJ1

Movement Points: Tonnage: 35 Walking: Tech Base: Inner Sphere

Running: 3070 5 E/X-X-F-E Jumping:

Weapons & Equipment Inventory (boyoc)

-	vecapons a Equipment inventor y (liexes)											
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng				
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	ER Medium Laser	RA	5	5 [DE]	-	4	8	12				
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12				

Cost: 6,018,863 C-Bills +0 (ammo)

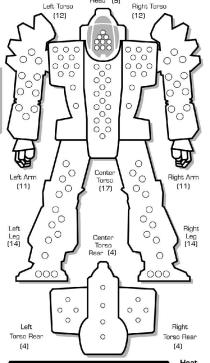
BV: 1,602 (Base: 1,214) Weapon Heat (22) Dissipation (26)

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



ARMOR DIAGRAM Armor Pts: 112

Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Roll Again Roll Again
 - ER Medium Laser
 - 6. Roll Again
 - Roll Again 1. Endo-Steel
- 3. Endo-Steel
- 4-6 3. 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. Jump Jet
- Jump Jet Endo-Steel
- 4-6 3. rDouble Heat Sink
 - Double Heat Sink
 - LDouble Heat Sink

Left Leg

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

Head

- 1. Life Support
- Sensors
- 3 Cockpit
- ER Small Laser Sensors
- 6. Life Support

Center Torso

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

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

1. FDouble Heat Sink Double Heat Sink

Right Arm

Upper Arm Actuator

ER Medium Laser

1. Shoulder

5

6.

1. Roll Again

5

6.

4-6 4.

Roll Again

Roll Again

Roll Again

Roll Again

Endo-Steel Endo-Steel

Endo-Steel

Endo-Steel

- **Right Torso**
- 1-3
- Louble Heat
 XL Fusion Engine
 Fngine
- XL Fusion Engine
- 6
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet rDouble Heat Sink 4-6
 - 4
 - 5.
 - Double Heat Sink
 - LDouble Heat Sink

6.

Right Leg

- Hip Upper Leg Actuator Lower Leg Actuator
- Foot Actuator

- Endo-Steel 6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM

Scale

14*

13*

12

11

10*

9

8* 7

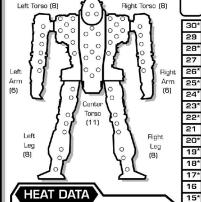
6 5*

4

3

2

1



HEAT DATA

	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	13 (26)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	- 00
25	–5 Movement Points	90
24	+4 Modifier to Fire	ÕÕ
23	Ammo Exp. avoid on 6+	00
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	0000000
14	Shutdown, avoid on 4+	Ŏ
13	+2 Modifier to Fire	O
10	-2 Movement Points	

–2 Movement Points+1 Modifier to Fire

-1 Movement Points

CLUSTER HITS

Copyright, 2022 The Topps Company, Inc. Battletech, "Mech and BattleMech are trademarks of The Topps Company, Inc. All Rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use

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

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
Chatianami	ΤO
Stationary	
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

			-1.40
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

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