MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-MDJ

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

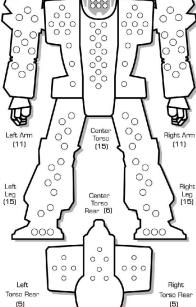
Running: 3070 7 E/X-X-E-D Jumping:

	/eapons & Equ	ıpme	nt I	nvento	ry	(he	xes)	
Qt	y Type ER Small Laser Medium Laser	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	_	2	4	5
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9



Name: Numbra II Gunnery Skill: 3Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





INTERNAL STRUCTURE DIAGRAM

Center

(11)

Scale

30*

29

28*

27

26*

24

23*

55,

21

20*

19*

18*

17'

16

15*

14*

13*

12

11

10*

9

8*

7

6 5*

4

1

Right

Arm 25*

Right

Leg

Heat Sinks:

10 (20)

Double

0000000000

Right Torso (8)

ARMOR DIAGRAM Armor Pts: 112

Right Torso

(11)

Head (7)

Left Torso

(11)

Cost: 3,501,113 C-Bills +O (ammo)

BV: 1,297 (Base: 1,081) Weapon Heat (14) Dissipation (20)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Medium Laser Medium Laser Medium Laser
- Roll Again
 - 6. Roll Again
 - Roll Again 1.
- Roll Again Roll Again
- 4-6 ^{3.} Roll Again
 - Roll Again 6. Roll Again

Left Torso

- Jump Jet
- Jump Jet Jump Jet
- 1-3 3. Endo-Steel
- Endo-Steel 6.
 - Endo-Steel 1.
- 2. Endo-Steel
- Endo-Steel 4-6
 - Endo-Steel
 - Endo-Steel
 - 6. Roll Again

Left Leg

- Hip Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

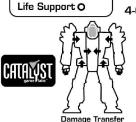
Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Endo-Steel
- 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 3. Fusion Engine
- 4-6 ^{3.}
 - Fusion Engine 5. **ER Small Laser**
 - 6. Jump Jet

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Roll Again 6. Roll Again

Right Arm

Medium Laser

Medium Laser

Roll Again 6.

Roll Again

Roll Again

Roll Again

Upper Arm Actuator

1. Shoulder

5 Roll Again

1. Roll Again

5

4-6 4.

- **Right Torso**
- 1. Jump Jet
- Jump Jet Jump Jet
- 1-3 4. rDouble Heat Sink
 - 5. Double Heat Sink
 - 6
 - 1.
 - 2. Endo-Steel
 - Endo-Steel 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Roll Again

- 6.

- Hip Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

Right Leg

- Roll Again
- Roll Again

Leg (8)

Left Torso (8)

Left

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Left



Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 28 25

-5 Movement Points
+4 Modifier to Fire
Ammo Exp. avoid on 6+
Shutdown, avoid on 8+
-4 Movement Points
Ammo Exp. avoid on 4+
Shutdown, avoid on 6+
+3 Modifier to Fire
-3 Movement Points
Shutdown avoid on 6+

20 19

18 17 15

14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire -1 Movement Points

3 2

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Diagram

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes '
	<u> </u>	<u> </u>			<u> </u>	<u> </u>		l			

	LOCAT	ION CH	IART
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

Stationary +0 Walked +1 Ran +2 Jumped +3 Damage:	Attacker:	
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 25+ hexes +6 Jumped (Additional) +1 Partial Cover +1 Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Stationary	+0
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	Walked	+1
Damage:	Ran	+2
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	Jumped	+3
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	Damage:	
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	Sensors	+2
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 (Additional) +1 Partial Cover +1 Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Shoulder	+4
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	Arm Actuator (Each)	+1
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	Target:	
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	Moved 0-2 hexes	+0
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	Moved 3-4 hexes	+1
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	Moved 5-6 hexes	+2
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	Moved 7-9 hexes	+3
Moved 25+ hexes +6 Jumped (Additional) +1 Partial Cover +1 Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Moved 10-17 hexes	+4
Jumped (Additional) +1 Partial Cover +1 Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Moved 18-24 hexes	+5
Partial Cover +1 Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Moved 25+ hexes	+6
Prone: Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Jumped (Additional)	+1
Adjacent -2 Not Adjacent +1 Range: Short +0 Medium +2	Partial Cover	+1
Not Adjacent +1 Range: Short +0 Medium +2	Prone:	
Range: Short +0 Medium +2	Adjacent	-2
Short +0 Medium +2	Not Adjacent	+1
Medium +2	Range:	
	Short	+0
Long +4	Medium	+2
	Long	+4

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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

	Auu - 4
CLUSTER HITS	

Roll	2	3	4	5	6		9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
2345678	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