**MECH RECORD SHEET** 



Type: Mercury MCY-98-E

Movement Points: Tonnage: 20 Walking: Tech Base: Inner Sphere

Running: 12 3070 E/X-X-D-D 0 Jumping:

# Weapons & Equipment Inventory

|    | (lickes)        |     |    |        |     |     |     |    |  |
|----|-----------------|-----|----|--------|-----|-----|-----|----|--|
| Qt | у Туре          | Loc | Ht | Dmg    | Min | Sht | Med | Ln |  |
| 1  | Medium Laser    | CT  | 3  | 5 [DE] | _   | 3   | 6   | 9  |  |
| 1  | ER Medium Laser | RA  | 5  | 5 [DE] | =   | 4   | 8   | 1  |  |
| 1  | Medium Laser    | LA  | 3  | 5 [DE] | -   | 3   | 6   | 9  |  |

9 12

WARRIOR DATA 86'r Matthew Name: Gunnery Skill: 4 Piloting Skill: 5

Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

FR Medium Lase

Hand Actuator

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

1. Heat Sink

Roll Again

**Right Torso** 

1. Shoulder

5

6.

1. Roll Again

5 Roll Again

6.

3. 4.

6. Roll Again

1. 2.

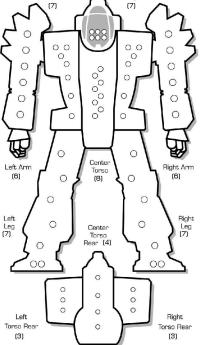
4.

5.

6. Roll Again

1-3

4-6 4.



ARMOR DIAGRAM Armor Pts: 64

Right Torso

Head (6)

Left Torso

# CRITICAL HIT TABLE

### Left Arm

Cost: 1,649,440 C-Bills +0 (ammo)

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

### Left Torso

- Heat Sink Roll Again
- Roll Again
- 1-3 3. Roll Again
- Roll Again 6. Roll Again
  - 1. 2. Roll Again
- Roll Again
- Roll Again 4-6
  - Roll Again Roll Again
  - Roll Again 6.

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again Heat Sink

# Head

BV: 636 Weapon Heat (11)

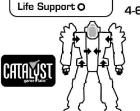
Dissipation (10)

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

### Center Torso

- 1. Fusion Engine
- 2 Fusion Engine Fusion Engine 1-3 <sup>3.</sup>
- Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine 3. Fusion Engine 4-6 4.
  - Fusion Engine 5. Medium Laser
  - 6. Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Damage Transfer

Diagram

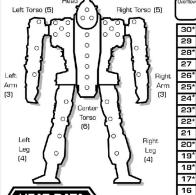
- Foot Actuator
- 6.

# Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator

- Roll Again Heat Sink

# INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

|        | AI DAIA                              | $\overline{}$ |
|--------|--------------------------------------|---------------|
| Heat   |                                      | Heat Sinks:   |
| Level* | Effects                              | 10            |
| 30     | Shutdown                             | Single        |
| 28     | Ammo Exp. avoid on 8+                |               |
| 26     | Shutdown, avoid on 10+               |               |
| 25     | –5 Movement Points                   | × I           |
| 24     | +4 Modifier to Fire                  | ν             |
| 23     | Ammo Exp. avoid on 6+                | 0             |
| 22     | Shutdown, avoid on 8+                | 0 1           |
| 50     | -4 Movement Points                   | 0 1           |
| 19     | Ammo Exp. avoid on 4+                | Õ l           |
| 18     | Shutdown, avoid on 6+                | ~ i           |
| 17     | +3 Modifier to Fire                  | $\times$ 1    |
| 15     | <ul><li>–3 Movement Points</li></ul> | 000000000     |
| 14     | Shutdown, avoid on 4+                | ν             |
| 13     | +2 Modifier to Fire                  | U             |
| 10     | 2 Mayamant Dainta                    | -             |

- 2 Movement Points
- +1 Modifier to Fire

## -1 Movement Points

### 2 1

\* Add +4 to pick table

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

### **CLUSTER HITS** 7 5 3 4 6 9 10 12 15 20 30 40 1 2 2 3 3 4 5 10 12 2 1 6 3 2 2 2 2 3 4 5 6 10 12 4 2 2 3 3 4 4 5 6 9 12 18 2 3 3 4 5 6 8 9 12 18 2 2 3 4 4 5 6 8 9 12 18 24 3 3 4 5 6 8 12 9 18 24 2 4 8 8 3 3 4 5 6 9 12 18 24 5 7 2 2 3 4 6 8 10 12 16 9 24 32 5 6 6 2 3 4 7 8 10 12 16 24 10 3 6 32 5 5 2 11 3 4 7 9 10 12 15 20 30 40 9 10 12 15 20 30 40

### HIT LOCATION CHART Roll Left Fr/Bk 2 LT (C) CT (C) RT (C) 3 RA RL LL LΔ 4 RΔ RΔ 5 LA RL RA RL 6 LL RT 7 LT CT RT 8 CT LT CT 9 RT LT LL 10 RA LA LA 11 RL LA LL 12 HD HD HD

# TO HIT MODIFIERS

| 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       |
|                     | $\equiv$ |

Scale

15\*

14\*

13\*

12

11

10\*

9 8\*

7

6

5\*

4

3

| Ī |      |    |    |   | -  |
|---|------|----|----|---|----|
| ы | IIVI | СН | CH | Δ | 21 |
|   |      |    |    |   |    |

| 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

| +0 | Punch          | 1/10t                       |
|----|----------------|-----------------------------|
| -2 | Kick           | 1/5t                        |
| -1 | Std            | 1/5t                        |
| -2 | Std            | 1/10t                       |
| -2 | Std            | 1/10t                       |
|    | -2<br>-1<br>-2 | -2 Kick<br>-1 Std<br>-2 Std |