MECH RECORD SHEET



Walking:	4	Tech Base: Inner Sph
Running:	6	3070
Jumping:	0	E/X-X-E-D

W	Weapons & Equipment Inventory (hexes)											
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng				
1	PPC	LA	10	10 [DE]	3	6	12	18				
1	PPC	LT	10	10 [DE]	3	6	12	18				
2	Medium Laser	LT	3	5 [DE]	-	3	6	9				
2	Medium Laser	CT	3	5 [DE]	_	3	6	9				
1	SRM-6	RT	4	2/m	-	3	6	9				
1	Small Laser	RT	1	3 [DE]	-	1	2	3				
2	SRM-6	RA	4	2/m	-	3	6	9				
An	nmunition Type		Rou	nds								
SB	M-6		30									

Cost: 8,603,490 C-Bills +54,000 (ammo) BV: 1,781 Weapon Heat (45) Dissipation (22)

WARRIOR DATA Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dea



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

1. Shoulder

SRM-6

CSRM-6 SRM-6

Roll Again

Endo-Steel

Endo-Steel

1. [SRM-6 2. [SRM-6

Small Lase

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Ammo (SRM 6) 15

Ammo (SRM 6) 15

Right Torso (CASE)

5.

6.

4-6 4.

5

6. Endo-Steel

3. 4.

5.

6.

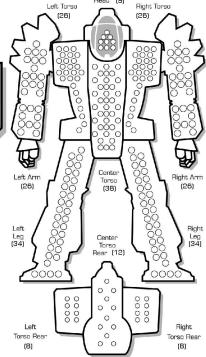
1. 2.

4.

5.

6. CASE

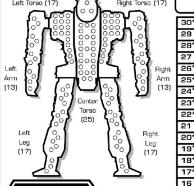
1-3



ARMOR DIAGRAM Armor Pts: 247

Head (9)

Arm Actuator (Each) Target: Moved 0-2 hexes Moved 3-4 hexes Moved 5-6 hexes Moved 7-9 hexes Moved 10-17 hexes INTERNAL STRUCTURE DIAGRAM Scale Moved 18-24 hexes Moved 25+ hexes Left Torso (17) Right Torso (17) Jumped (Additional) Partial Cover 30* Prone:



26* 25* 24 23* 55, 21 20* 19* 18* 17* 16 He

HE	AT DATA		Н
	AI BAIA		L
eat		Heat Sinks:	ìΕ
vel*	Effects	11 (22)	I۲
30	Shutdown	Double	Ш
8	Ammo Exp. avoid on 8+		ш
26	Shutdown, avoid on 10-		lt
25	-5 Movement Points	00	Ю
24	+4 Modifier to Fire	0	IL
23	Ammo Exp. avoid on 6+	000000000	ΙГ
22	Shutdown, avoid on 8+	ŏ	lH
20	-4 Movement Points	×	Ш
19	Ammo Exp. avoid on 4+	. × . I	ш
18	Shutdown, avoid on 6+	Š	It
17	+3 Modifier to Fire	0	ΙН
15	-3 Movement Points		IL
14	Shutdown, avoid on 4+	Õ	IΠ
13	+2 Modifier to Fire	ŏΙ	lH
		\sim	IL
10	-2 Movement Points		Ш
8	+1 Modifier to Fire		I۲

Left Arm

- 1. Shoulder
- Upper Arm Actuator

CRITICAL HIT TABLE

- 3. Lower Arm Actuator
- **Hand Actuator**
 - гРРС 5
 - 6. PPC
 - 1. LPPC Roll Again
- Roll Again 4-6 4. 3.
- Endo-Steel Endo-Steel
 - 6. Endo-Steel

Left Torso

- 1. FPPC 2. PPC
- 1-3 3. Medium Laser
 - Medium Laser
 - 6. Roll Again
 - 1. Roll Again 2. Roll Again
- Roll Again 4-6
- Endo-Steel
 - Endo-Steel 6.
 - Endo-Steel

Left Leg

- Endo-Steel

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

Head

- 1. Life Support
- Sensors 3 Cockpit
- 4. Endo-Steel
- 6. Life Support

Center Torso

- 1. Fusion Engine 2
- Fusion Engine Fusion Engine 1-3 ^{3.} Gyro
- 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2 Fusion Engine Fusion Engine
- 4-6 ⁶. Fusion Engine 5. Medium Laser
 - Medium Laser
 - Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Damage Transfer

Diagram

- Hip Upper Leg Actuator
- Foot Actuator

Right Leg

- Lower Leg Actuator

- Endo-Steel 6. Endo-Steel

-1 Movement Points

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
\leftarrow					•						

3 CT CT CT 15* 4 LA RT RA 14* 5 ΙΔ RΔ RA 13* 6 HD HD HD 12 11 10* KICK CHART 9 Roll Left Fr/Bk Right 1-3 RL LL RL 4-6 RL

PHYSICAL ATTACKS

PUNCH CHART

LA

LT

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RΑ

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+3

+2 +4

+1

+0

+1

+2

+3

+4

+5

+6

+1

+1

-2

+1

+0

+2

+4

Fr/Bk Right

RT

RT

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

Attacker:

Walked

Jumped

Shoulder

Adiacent

Range:

Long

Roll

1

2

5*

2

CLUSTER HITS

Short

Medium

Not Adjacent

Left

LT

LT

Damage: Sensors

Ran

Stationary

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

•		_	Oud	
*	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