**MECH RECORD SHEET** 

## 'MECH DATA

Medium Laser

Type: Hussar HSR-400-D-mk III 'Polux'

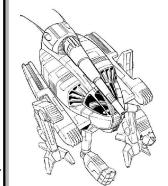
Movement Points: Tonnage: 30 Walking: Tech Base: Inner Sphere

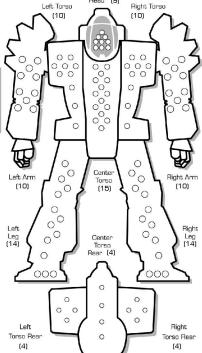
Running: 12 3052 Jumping: 0 E/X-X-E-D

### Weapons & Equipment Inventory (hexes) Loc Ht Dma Min Sht Med Lng **Qty Type** HD 5 [DE] 5 [DE] Medium Laser 3 3 6 9 2 Medium Laser Medium Laser Medium Laser BA 5 (DE)









INTERNAL STRUCTURE DIAGRAM

Center

(10)

ARMOR DIAGRAM Armor Pts: 104

Head (9)

# CRITICAL HIT TABLE

### Left Arm

Cost: 4,788,940 C-Bills +0 (ammo)

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

## Left Torso

- XL Fusion Engine XL Fusion Engine
- XL Fusion Engine
- 1-3 3. rDouble Heat Sink
  - **Double Heat Sink**
  - 1

Double Heat Sink

- Medium Laser
- Roll Again 4-6

6

- Endo-Steel
- Endo-Steel 6. Endo-Steel

## Left Leg

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

## Head

BV: 1,104 Weapon Heat (21)

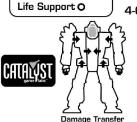
Dissipation (22)

- 1. Life Support
- Sensors
- 3 Cockpit
- Medium Laser
- 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 XL Fusion Engine 4-6 <sup>6</sup>.
  - XL Fusion Engine
  - 5. Roll Again
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Diagram

# **Right Torso**

Right Arm

Hand Actuator

Medium Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Endo-Steel

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5

6.

1.

5

6. Endo-Steel

4-6 4.

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3
- rDouble Heat Sink
- 5. Double Heat Sink Double Heat Sink
- 6

- 2. Medium Laser Roll Again
- 4 Roll Again
- Endo-Steel

- Endo-Steel 6. Endo-Steel

- 6. Endo-Steel

## Right Leg

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

### **HEAT DATA** Heat Effects

Left Torso (7)

Left

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Left

Leg

- Shutdown 30 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 25
- +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

  -4 Movement Points

  Ammo Exp. avoid on 4+
- 20 19 18 17 15 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- 14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire
- –2 Movement Points

### +1 Modifier to Fire -1 Movement Points

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

### TO HIT MODIFIERS Attacker: Stationary +0 Walked +1

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

Right

RT (C)

RL

RΔ

RA

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+3

+4

+5

+6

+1

+1

2-

+1

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

Ran +2 Jumped +3 Damage: Sensors +2

+4 Shoulder Arm Actuator (Each) +1 Target:

Moved 0-2 hexes Moved 3-4 hexes Moved 5-6 hexes Moved 7-9 hexes

Moved 10-17 hexes Moved 18-24 hexes

Moved 25+ hexes Jumped (Additional) Partial Cover

Prone: Adjacent

Not Adjacent Range:

Short +0 Medium +2 +4

Long

Scale

30\*

29

28\*

27

26\*

25\*

24

23\*

55,

21

20\*

19\*

18\*

17'

16

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

CLUSTER HITS

Right

Right

Leg

Heat Sinks:

11 (22)

Double

00

000000000

Right Torso (7)

## **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 1119			<b>U.</b> (U		
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

GEOSTERTIIIS													
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
6 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