MECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-98-MD2

Movement Points: Tonnage: 20 Walking: Tech Base: Mixed Running: 12 3070 0 Jumping: X/X-X-X-X

Weapons & Equipment Inventory (hexes)

Qty Type Loc Ht Dma Min Sht Med Lng ER Medium Leser (IS) CT 5 Heavy Medium Leser (ORA 7 5 [DE] 10 [DE] 4 3 8 9 Heavy Medium Laser (Q)A 10 [DE]

WARRIOR DATA 86'r Matthew

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

Lower Arm Actuator

Heavy Medium Laser (C) Heavy Medium Laser (C)

Hand Actuator

Double Heat Sink

Double Heat Sink

LDouble Heat Sink

Double Heat Sink

L_{Double} Heat Sink

Right Torso

Double Heat Sink

Double Heat Sink

1. FDouble Heat Sink

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

Roll Again

1. Shoulder

6.

4-6 4.

1-3

5

6.

4.

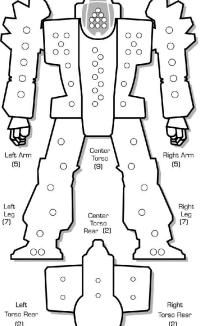
6

1. 2.

4.

5.

6.



INTERNAL STRUCTURE DIAGRAM

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Center

(6)

Left Torso (5)

Head (9)

Right Torso

(8)

Left Torso

CRITICAL HIT TABLE

Left Arm

Cost: 1,901,440 C-Bills +0 (ammo)

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator Hand Actuator
 - Heavy Medium Laser (C) Heavy Medium Laser (C)
 - 6.
 - Double Heat Sink
- Double Heat Sink
- 3. LDouble Heat Sink 4-6 4.
- Endo-Steel Roll Again
 - 6. Roll Again

Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink
- 1-3 3. Endo-Steel
 - Endo-Steel 6. Endo-Steel
 - 1.
 - 2. Roll Again
- Roll Again 4-6
 - Roll Again
 - Roll Again Roll Again 6.

Left Leg

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

Head

BV: 750 Weapon Heat (19)

Dissipation (22)

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

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine 1-3 4.
- Gyro 5. Gyro
 - 6. Gyro

 - 1. Gyro 2 Fusion Engine Fusion Engine
- 4-6 ⁶.
 - Fusion Engine 5. Endo-Steel
 - 6. ER Medium Laser (IS)

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Damage Transfer

Diagram

Roll Again Roll Again Roll Again Roll Again

Lower Leg Actuator Foot Actuator

Right Leg

- Hip Upper Leg Actuator
- Endo-Steel
- 6. Endo-Steel

Heat Level³ Shutdown

Left

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Left

Leg

(4)

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

Effects

HEAT DATA

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

ARMOR DIAGRAM Armor Pts: 64 HIT LOCATION CHART Roll Left Fr/Bk 2 LT (C) CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ 5 LA RL RA RL 6 LL RT 7 LT CT RT

8

9

10

11

12

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

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Right Torso (5)

CT

RT

RA

RL

HD

TO HIT MODIFIERS

LT

LL

LA

LA

HD

CT

LT

LA

LL

HD

TO HIT MODIFIER	<u> </u>
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

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

THIE			CITE
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
2	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