**MECH RECORD SHEET** 

# 'MECH DATA

Type: Hussar HSR-400-MxM0

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

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

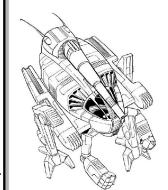
# Weapons & Equipment Inventory

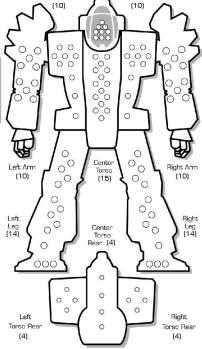
			1					,	
ı	Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
ı	2	Medium Laser	CT	3	5 [DE]	_	3	6	9
ı	1	Medium Laser	RT	3	5 [DE]	-	3	6	9
ı	1	Medium Laser	LT	3	5 [DE]	-	3	6	9
ı	2	Medium Laser	RA	3	5 [DE]	_	3	6	9
ı	2	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 4,848,740 C-Bills +0 (ammo) BV: 1,191 Weapon Heat (24)

# WARRIOR DATA

Name: 86'r Matthew Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM Armor Pts: 104

Right Torso

Head (9)

Left Torso

# CRITICAL HIT TABLE

### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  Hand Actuator
- Hand Actuator
  - Medium Laser
  - 6. Medium Laser
  - Roll Again 1. Roll Again
- Roll Again
- 4-6 <sup>3.</sup> 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 6 Double Heat Sink
  - 1.
- Roll Again
- Roll Again 4-6 3. rDouble Heat Sink
  - Double Heat Sink
  - LDouble Heat Sink

### Left Leg

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

# CATATÁST

# Head

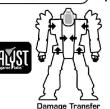
Dissipation (24)

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

### Center Torso

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

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

### **Right Torso**

- XL Fusion Engine
- 1-3 3.

  - 5. Double Heat Sink

  - Medium Laser
  - Roll Again Endo-Steel

- Lower Leg Actuator
- Endo-Steel
- 6. Endo-Steel

### Right Arm Left Torso (7)

Left

ເຣາ

Leg

(7)

10

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

  - 6. Endo-Steel

# 1. XL Fusion Engine

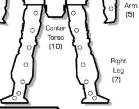
- XL Fusion Engine
- FDouble Heat Sink
- 6
- 2.
- 4. Endo-Steel
- Endo-Steel
- 6. Endo-Steel

# Right Leg

- Hip Upper Leg Actuator

- Foot Actuator

# Left



INTERNAL STRUCTURE DIAGRAM

Scale

30\*

29

28\*

27

26\*

25\*

24

23\*

55,

21

20\*

19\*

18\*

17'

16

15\*

13\*

12

9

8\* 7

6 5\*

4

3

2

1

**CLUSTER HITS** 

Right

Right Torso (7)

# HEAT DATA

<b>THE</b>	ALL PAUL	
Heat		Heat Sinks:
Level*	Effects	12 (24)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	- 00
25	–5 Movement Points	90
24	+4 Modifier to Fire	QO
23	Ammo Exp. avoid on 6+	8
22	Shutdown, avoid on 8+	0
20	–4 Movement Points	0
19	Ammo Exp. avoid on 4+	Õ
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	ŏ
15	–3 Movement Points	
14	Shutdown, avoid on 4+	Q

14\* 11 10\*

+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

# HIT LOCATION CHART

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**

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	11	LL	RI

### PHYSICAL ATTACKS

11113		- AII I A	UICU
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
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