MECH RECORD SHEET



Rounds





Right Arm

1. Shoulder

[SRM-6

5.

6.

1.

5

6.

4-6

2. Upper Arm Actuator 1-3 SRM-6 4. SRM-6

Ferro-Fibrous

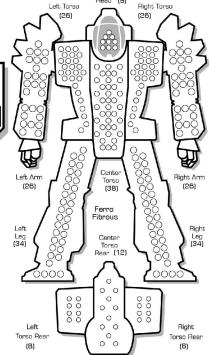
Ferro-Fibrous

Ferro-Fibrous

Endo-Steel

Endo-Steel

Endo-Steel



ARMOR DIAGRAM Armor Pts: 247

Head (9)

CRITICAL HIT TABLE

Left Arm

Cost: 8,781,600 C-Bills +67,500 (ammo)

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. PPC

Ammunition Type SRM-6 SRM-6 (Inferno)

- LPPC 5.
- 6. Ferro-Fibrous
- Ferro-Fibrous 1. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- Endo-Steel 5 Endo-Steel
 - 6. Endo-Steel

Left Torso

- 1. FPPC 2. PPC
- 1-3 3. LPPC 4. Medium Leser
- Roll Again
 - 6. Ferro-Fibrous
 - 1. Ferro-Fibrous 2. Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Endo-Steel
 - Endo-Steel
 - 6. Endo-Steel

Left Leg

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

Head

BV: 1,784 Weapon Heat (44)

Dissipation (24)

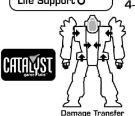
- 1. Life Support
- Sensors 3
- Cockpit
- Endo-Steel
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine
- 1-3 4. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine 3. Fusion Engine
- 4-6 ⁶. Fusion Engine 5. Medium Laser
 - Medium Laser

Gyro Hits O O

Engine Hits OOO Sensor Hits O O Life Support O



Diagram

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Right Torso (CASE) 1. Roll Again

- [SRM-6
- 1-3
 - 4. Medium Laser
 - 5. Roll Again
 - 6. Ferro-Fibrous
 - Ferro-Fibrous
 - 1. 2. Ferro-Fibrous
 - Ammo (SRM 6) 15
 - 4. Ammo (SRM 6) 15
 - Ammo (SRM 6 Inferno) 15
 - 6.

- Foot Actuator
- 6. Endo-Steel

Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator Endo-Steel

Left Torso (17) Right Torso (17) 30* 29 28* 27 26* Arm 25* (13) 24 Center 23* 55, (25) 21

INTERNAL STRUCTURE DIAGRAM

Right Leg Leg (17) (17)HEAT DATA

Left

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	99
24	+4 Modifier to Fire	QO
23	Ammo Exp. avoid on 6+	00000000
22	Shutdown, avoid on 8+	0
20	4 Movement Points	0
19	Ammo Exp. avoid on 4+	Ô
18	Shutdown, avoid on 6+	ň
17	+3 Modifier to Fire	×
15	–3 Movement Points	\simeq
14	Shutdown, avoid on 4+	ŏ
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	

-1 Movement Points

TO HIT MODIFIERS

HIT LOCATION CHART

Fr/Bk

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

Right

RL

RΔ

RΑ

RL

RT

CT

LT

LA

LL

HD

CT(C) RT(C)

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

Scale

20*

19*

18*

17'

16

15*

14*

13*

8* 7

6

5*

4

3

2

1

CLUSTER HITS

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

Holl	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

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

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

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