

'MECH RECORD SHEET

Type: Jenner JR7-F-SxJ3

Movement Points:	Tonnage: 35
Walking: 7	Tech Base: Inner Sphere
Running: 11	3070
Jumping: 6	E/X-X-E-D

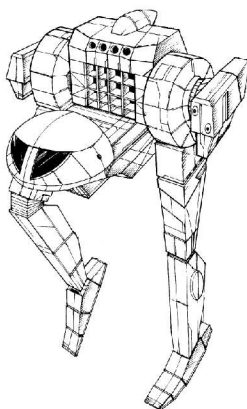
Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12

Cost: 6,121,125 C-Bills +0 (ammo)	BV: 1,935 (Base: 1,344) Weapon Heat (26) Dissipation (26)
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Name: Numba II
Matthew
Gunnery Skill: 3 Piloting Skill: 3

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Roll Again
 4. ER Medium Laser
 5. Light PPC

- 4-6**
1. Roll Again
 2. Endo-Steel
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Endo-Steel

Left Torso

- 1-3**
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. XL Fusion Engine
 - 5. XL Fusion Engine
 - 6. XL Fusion Engine

- 4-6
1. Medium Laser
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Jump Jet
 6. Jump Jet

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head

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

Center Torso

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

- 4-6**
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. Jump Jet
 6. Jump Jet

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. ER Medium Laser
5. ER Medium Laser

- 4-6**
1. Roll Again
 2. Roll Again
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Endo-Steel

Right Torso

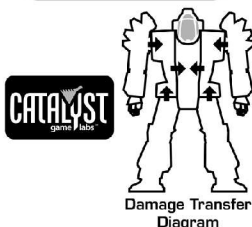
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. XL Fusion Engine
 5. XL Fusion Engine
 6. XL Fusion Engine

- 4-6
1. Medium Laser
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Jump Jet
 6. Jump Jet

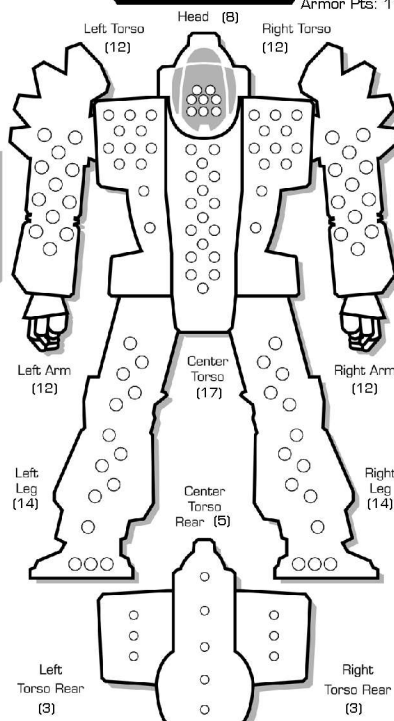
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Armor Pts: 112



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

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

Diagram of a human figure with numbered regions for measurement:

- Head
- Left Torso (8)
- Right Torso (8)
- Left Arm (6)
- Right Arm (6)
- Center Torso (11)
- Left Leg (8)
- Right Leg (8)

Vertical scale (inches):

30"
29
28"
27
26"
25"
24"
23"
22"
21
20"
19"
18"
17"

Overflow

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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

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

CLUSTER HITS

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	3	4	5	6	8	9	12	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

[illegible]