

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-MDJx

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

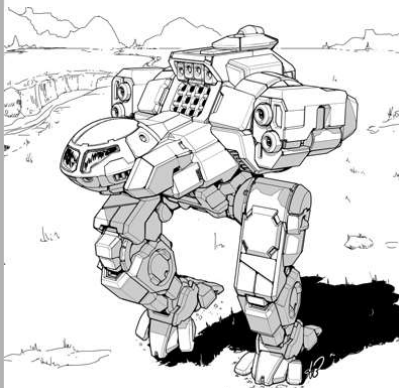
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	-	1	2	3
3	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	RA	1	3 [DE]	-	1	2	3
3	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Small Laser	LA	1	3 [DE]	-	1	2	3

WARRIOR DATA

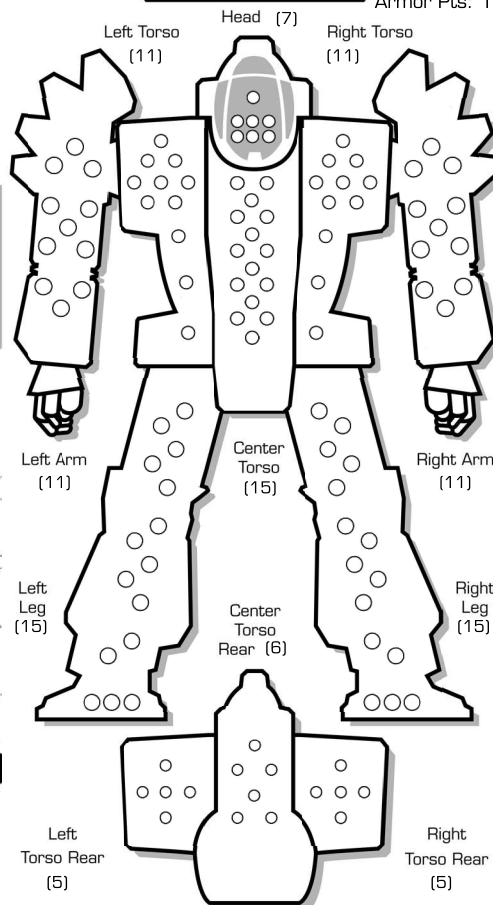
Name: Numba II
Matthew
Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM

Armor Pts: 112



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Endo-Steel
- Endo-Steel
- Medium Laser
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo-Steel
- Endo-Steel
- Medium Laser
- Medium Laser

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Arm

- Medium Laser
- Small Laser
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Jump Jet

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

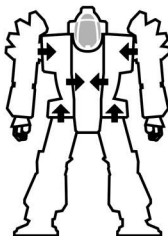
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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

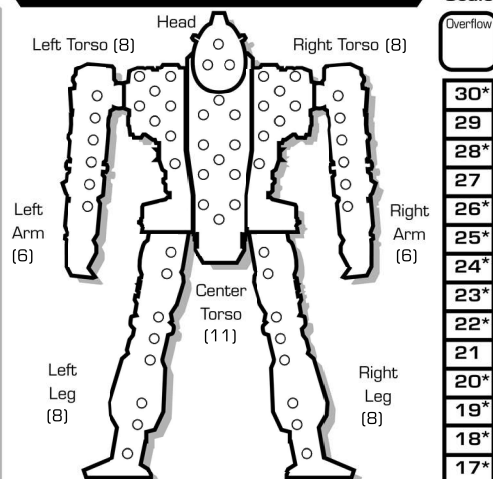


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Heat Scale



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	

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0