

'MECH RECORD SHEET

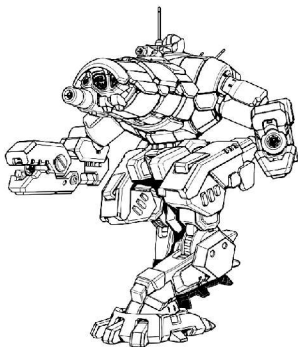
Movement Points:	Tonnage: 50
Walking: 5	Tech Base: Inner Sphere
Running: 8	3070
Jumping: 5	E/X-X-F-E

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flanner	HD	3	2 [DE, H/A]	-	1	2	3
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE, V]	-	9	13	15

Cost: 8,980,250 C-Bills
+0 (ammo)

BV: 2,088 (Base: 1,582)
Weapon Heat (32)
Dissipation (32)

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



1-3

1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Double Heat Sink
6. Double Heat Sink

1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

1-3

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

1-3

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

1-3

1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Double Heat Sink
6. Double Heat Sink

1-3

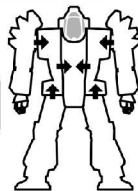
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

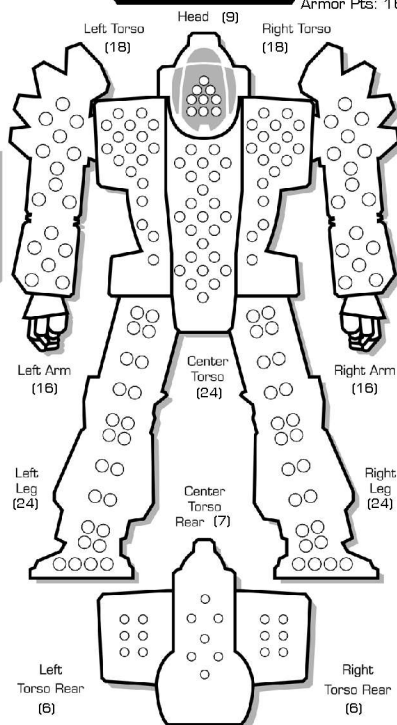
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Double Heat Sink
6. Double Heat Sink

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

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



Armor Pts: 168



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

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

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

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

Target Area	Kill Range (Feet)
Head	30'
Left Torso (12)	29'
Right Torso (12)	28'
Left Arm (8)	27'
Right Arm (8)	26'
Center Torso (16)	25'
Left Leg (12)	24'
Right Leg (12)	23'
	22'
	21'
	20'
	19'
	18'
	17'

Heat:	Effects	Heat Sinks:	
Level*		16 [32]	14*
30	Shutdown	Double	13*
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10+		11
24	-5 Movement: Points	○ ○ ○	10*
23	+4 Modifier to Fire	○ ○ ○	9
22	Ammo Exp. avoid on 6+	○ ○ ○	8*
20	Shutdown, avoid on 8+	○ ○ ○	7
18	-4 Movement: Points	○ ○ ○	6
19	Ammo Exp. avoid on 4+	○ ○ ○	5*
17	+3 Modifier to Fire	○ ○ ○	4
15	-3 Movement: Points	○ ○ ○	3
14	Shutdown, avoid on 4+	○ ○ ○	2
13	+2 Modifier to Fire	○ ○ ○	1
10	-2 Movement: Points		0
8	+1 Modifier to Fire		0
5	-1 Movement: Points		0

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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