MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-MDJ4

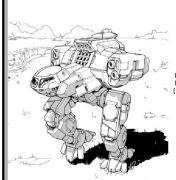
Movement Points: Tonnage: 35 Walking: Tech Base: Inner Sphere

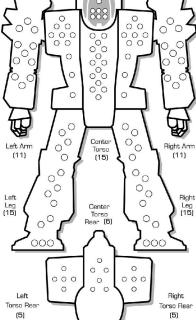
Running: 3070 5 E/X-X-E-D Jumping:

Weapons & Equipment Inventory (boyce)

vveaporis & Equipment inventory (nexes)								
Qty Type		Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	_	2	4	5
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	ER Medium Laser	LA	5	5 [DE]	_	4	8	12
-1	Madium Lanen	1.0	•	E IDEI		•	-	0

WARRIOR DATA Name: Numba II Matthew Gunnery Skill: 3 Piloting Skill: 4 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





INTERNAL STRUCTURE DIAGRAM

Center

(11)

Scale

30*

29

28*

27

26*

25*

24

23*

55,

21

20*

19*

18*

17'

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

Right Torso (8)

Right

Leg

Heat Sinks:

11 (22) Double

00

ARMOR DIAGRAM Armor Pts: 112

Right Torso

(11)

Head (7)

Left Torso

(11)

CRITICAL HIT TABLE

Left Arm

Cost: 3,390,413 C-Bills +0 (ammo)

- 1. Shoulder
- **Upper Arm Actuator**
- Roll Again Roll Again
- Roll Again
 - 6. Medium Laser
 - 1. Roll Again ER Medium Laser
- 4-6 4. Roll Again
- Roll Again Roll Again
 - 6. Roll Again

Left Torso

- Jump Jet
- Roll Again | Double Heat Sink
- 1-3 3. Double Heat Sink
 - LDouble Heat Sink
 - 6. Endo-Steel
 - 1.
- 2. Endo-Steel Endo-Steel
- 4-6 Endo-Steel
 - Endo-Steel
 - 6. Endo-Steel

Left Leg

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

Head

BV: 1,474 (Base: 1,117) Weapon Heat (18)

Dissipation (22)

- 1. Life Support
- Sensors
- 3 Cockpit
- ER Small Laser Sensors
- 6. Life Support

Center Torso

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

Engine Hits OOO Gyro Hits O O



CATALÝST Damage Transfer

Right Arm

- 1. Shoulder
- Upper Arm Actuator Roll Again
- Roll Again 5
- Roll Again 6. **ER Medium Laser**
- Roll Again 1. Medium La
- Roll Again
- 4-6 4. Roll Again
 - 5 Roll Again
 - 6. Roll Again

Right Torso

- 1. Jump Jet
- Jump Jet | Double Heat Sink
- 1-3 3.

 - 6. Endo-Steel

 - Endo-Steel 4. Endo-Steel

Right Leg

- Hip Upper Leg Actuator
- Roll Again

Left Leg (8)

Left Torso (8)

Left

ເຄາ

Double Heat Sink

L_{Double} Heat Sink

- 1. 2. Endo-Steel
- 5. Endo-Steel
- 6. Endo-Steel

- Roll Again
- Lower Leg Actuator Foot Actuator

HEAT DATA Heat Effects

Level 30 Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 28 25

+4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

4 Movement Points

Ammo Exp. avoid on 4+

20 19 Shutdown, avoid on 6+

18 17 15 +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire

14 13 10

+1 Modifier to Fire

-1 Movement Points

000000000 –2 Movement Points

CLUSTER HITS 7 5 3 4 6 9 10 12 15 20 30 40 1 2 2 3 3 4 5 10 12 2 1 6 3 2 2 2 2 3 4 5 6 10 12 4 2 2 3 3 4 5 6 9 12 18 2 3 3 4 5 6 8 9 12 18 6 2 2 3 4 4 5 6 8 12 18 24 3 3 4 5 6 8 9 12 18 24 4 8 2 3 3 4 5 6 8 9 12 18 24 7 2 3 4 5 6 8 9 2 10 12 16 24 32 2 5 6 6 3 4 10 3 6 7 8 10 12 16 24 32 5 5 11 2 3 4 7 9 10 12 15 20 40 30 3 4 9 10 12 15 20 30 40

6. Diagram Copyright, 2022 The Topps Company, Inc. Battletech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All Rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use

HIT LOCATION CHART Roll Left Fr/Bk Right 2 LT (C) CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ 5 LA RL RΑ 6 LL RT RL 7 LT CT RT 8 CT LT CT 9 RT LT LL 10 RA LA LA 11 RL LA LL 12 HD HD HD

TO HIT MODIFIERS

TO THE MODILIE	,U
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

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			