

## 'MECH RECORD SHEET

Type: Jenner JR7-F-MDJ3

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

## Weapons &amp; Equipment Inventory (hexes)

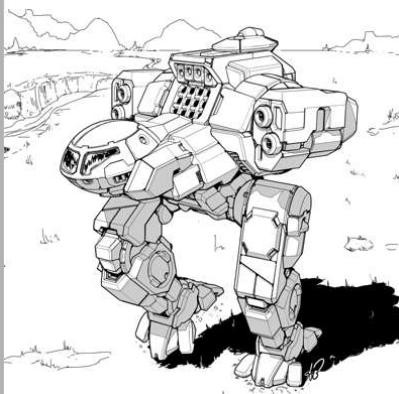
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9

**Cost:** 3,501,113 C-Bills  
+0 (ammo)

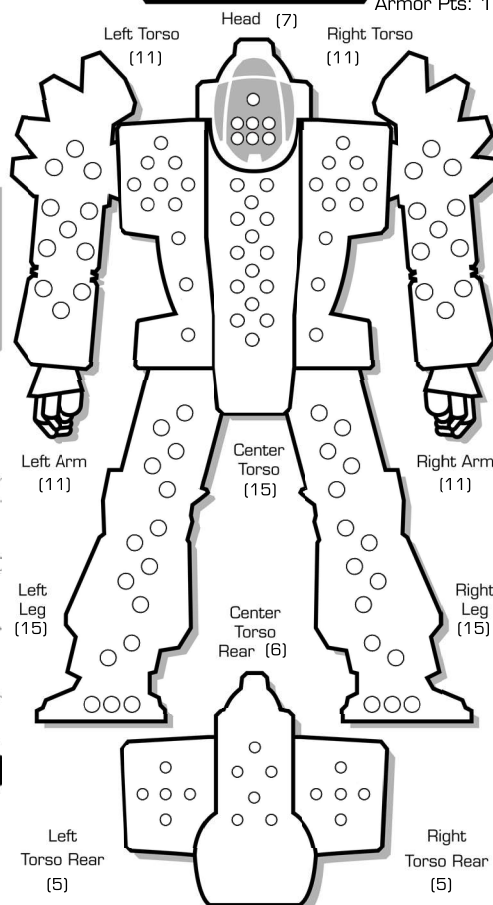
**BV:** 1,427 (Base: 1,081)  
Weapon Heat (14)  
Dissipation (20)

**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 Pts: 112



## CRITICAL HIT TABLE

### Left Arm

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

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

## Left Torso

- 1-3**
1. Jump Jet
  2. Jump Jet
  3. Jump Jet
  4. Endo-Steel
  5. Endo-Steel
  6. Endo-Steel

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

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

## Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

## Center Torso

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

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

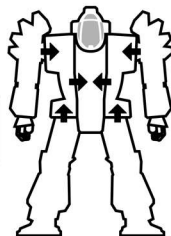
Engine Hits 000

Gyro Hits ○ ○

Sensor Hits 00

Life Support ☐

## Line Support



### Damage Transfer Diagram

### Right Arm

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

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

## Right Torso

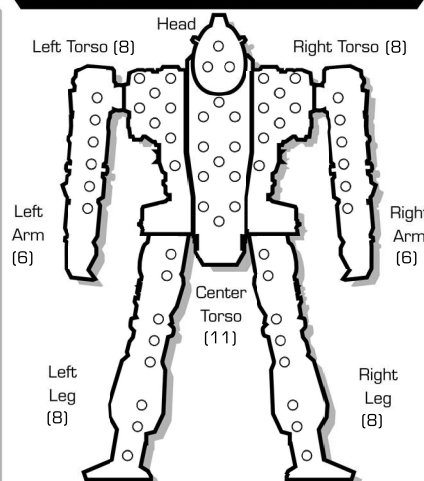
- 1-3
1. Jump Jet
  2. Jump Jet
  3. Double Heat Sink
  4. Double Heat Sink
  5. Double Heat Sink
  6. Endo-Steel

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

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

## INTERNAL STRUCTURE DIAGRAM



## HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) 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	