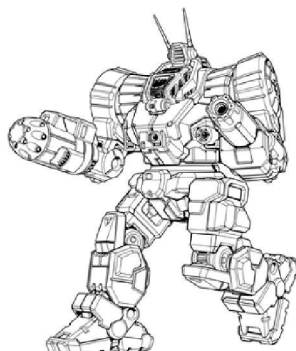


## 'MECH RECORD SHEET

## 'MECH DATA

## Weapons &amp; Equipment Inventory (hexes)

<b>Cost:</b> 8,549,490 C-Bills +54,000 (ammo)	<b>BV:</b> 2,249 (Base: 1,704) Weapon Heat (33) Dissipation (32)
--	--



## ARMOR DIAGRAM

## HIT LOCATION CHART

## TO HIT MODIFIERS

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

## PUNCH CHART

## KICK CHART

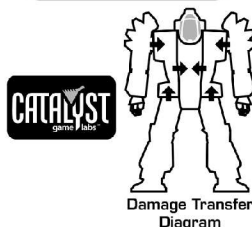
## PHYSICAL ATTACKS

## CRITICAL HIT TABLE

## INTERNAL STRUCTURE DIAGRAM

## HEAT DATA

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



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.

[illegible]

## CLUSTER HITS