MECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-98-MDc

Movement Points: Tonnage: 20 Walking: Tech Base: Mixed Running: 12 3070 Jumping: 0 X/X-X-X-X

Weapons & Equipment Inventory

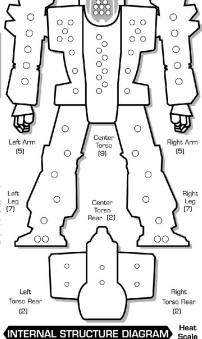
						•		
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	Small Laser	CT	1	3 [DE]	_	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Heavy Medium Laser	(ORA	7	10 [DE]	_	3	6	9
1	Heavy Medium Laser	(C)A	7	10 [DE]	-	3	6	9

Cost: 1,852,240 C-Bills +0 (ammo) BV: 700 Weapon Heat (18)

WARRIOR DATA

86'r Matthew Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM
Armor Pts: 64

Right Torso (8)

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator Hand Actuator
 - Heavy Medium Laser (C) Heavy Medium Laser (C)
 - 6.
 - Double Heat Sink
- Double Heat Sink
- 4-6 3. L_{Double Heat Sink}
 - Endo-Stee Endo-Steel
 - 6. Endo-Steel

Left Torso

- rDouble Heat Sink
- Double Heat Sink LDouble Heat Sink
- 1-3 3. Roll Again
 - Roll Again 6. Roll Again
 - 1. 2. Small Laser
- Roll Again
- Roll Again 4-6 Roll Again
 - Endo-Steel
 - 6. Endo-Steel

Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Endo-Steel 6. Endo-Steel

Head

Dissipation (20)

- 1. Life Support
- Sensors
- 3. Cockpit
- Endo-Steel Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine
- 1-3 ^{3.} Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro 2. Fusion Engine 3. Fusion Engine
- 4-6 ⁶. Fusion Engine
 - 5. Small Laser
 - 6. Small Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Damage Transfer

Diagram

- 1. FDouble Heat Sink
- Double Heat Sink
- LDouble He
 Roll Again 1-3

- 6. Roll Again
- 1. 2. Small Laser
- Roll Again
- 4.
- Roll Again 5. Endo-Steel

- 6.

Right Leg

- 6. Endo-Steel

Right Arm Left Torso (5)

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator
- **Hand Actuator**
- Heavy Medium Laser (C) Heavy Medium Laser (C)
- 6.
- Double Heat Sink
- Double Heat Sink
- 4-6 a. L_{Double Heat} Sink
 - Roll Again
 - 5 Endo-Steel
 - Endo-Steel 6.

- **Right Torso**
- Double Heat Sink

- Roll Again
- Roll Again
- Endo-Steel

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

Left Leg (4)

Left

(3)



Center

leat		Heat Sinks:
evel*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 104	
25	–5 Movement Points	Ŏ
24	+4 Modifier to Fire	Õ
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	Ò
19	Ammo Exp. avoid on 4+	Ŏ
18	Shutdown, avoid on 6+	×
17	+3 Modifier to Fire	×
15	–3 Movement Points	00000000
14	Shutdown, avoid on 4+	Ō
13	+2 Modifier to Fire	Ó

- +3 Modifier to Fire -3 Movement Points
- 14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire

- +1 Modifier to Fire -1 Movement Points

-2 Movement Points

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

HIT LOCATION CHART

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

TO HIT MODIFIEDS

TO HIT MODIFIER	S,
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

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

CLUSTER HITS

Right Torso (5)

Right

Leg

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	LL.	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 +4 to pick table

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
23456789	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