## MECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-F-SxM2

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

Running: 3070 0 E/X-X-E-D Jumping:

### Weapons & Equipment Inventory

Qty Type Loc Ht Dma Min Sht Med Lng HD CT 5 [DE] 5 [DE] Medium Laser 3 3 6 9 2 Medium Laser Light PPC 5 [DE] 3 12 1 Flamer BA 3 2 [DE, H/AI] 1 2 3 3 ß 9 3 3 Medium Leser 5 IDEI

Kit Build XL Engine, heat for Walking: +2, Run +4, Engine hit +7/each

Cost: 5,691,150 C-Bills

CRITICAL HIT TABLE

Left Arm

# BV: 1,714 (Base: 1,190) Weapon Heat (26) Dissipation (28)

### 1. Life Support

- 1. Shoulder Upper Arm Actuator
- Roll Again
- Medium Laser
- Medium Laser
- 6. Medium Laser
- Roll Again 1.
- Endo-Stee
- 4-6 4. Endo-Steel
- Endo-Steel Endo-Steel
  - 6. Endo-Steel

### Left Torso

- rDouble Heat Sink Double Heat Sink
- Double Heat Sink 1-3 3.
- XL Fusion Engine XL Fusion Engine
  - XL Fusion Engine 6
- 2 Double Heat Sink
- L<sub>Double Heat Sink</sub> 4-6
  - Double Heat Sink

    - LDouble Heat Sink

### Left Leg

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

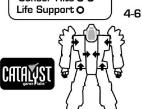
# Head

- Sensors 3
- Cockpit
- Medium Laser Sensors
- 6. Life Support

### Center Torso

- 1. XL Fusion Engine 2 XL Fusion Engine
- 1-3 3. XL Fusion Engine
- Gyro 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2 XL Fusion Engine XL Fusion Engine
- 4-6 <sup>6</sup>. XL Fusion Engine
  - 5. Medium Laser
  - Medium Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Damage Transfer

Diagram

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# Endo-Steel

Roll Again

Roll Again

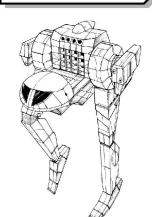
- Right Leg
- Hip Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- Endo-Steel
- 6. Endo-Steel

# WARRIOR DATA

Name: Numba II Matthew

Gunnery Skill: 3 Piloting Skill: 3

Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dea



Right Arm

Upper Arm Actuator

1. Shoulder

Roll Again

Flamer

5.

6.

1. Roll Again

5

6. Endo-Steel

4.

6

2

4

6.

4-6 4.

1-3

Light PPC

Roll Again

Endo-Steel Endo-Steel

Endo-Steel

**Right Torso** 

Double Heat Sink

Double Heat Sink

XL Fusion Engine

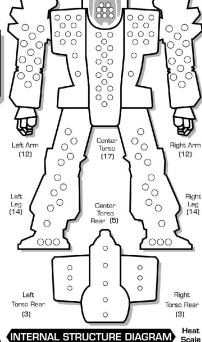
XL Fusion Engine

XL Fusion Engine

Double Heat Sink

L<sub>Double Heat Sink</sub>

1. rDouble Heat Sink



ARMOR DIAGRAM Armor Pts: 112

Right Torso

(12)

Head (8)

Left Torso

(12)

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RΑ

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+3

+2 +4

+1

+0

+1

+2

+3

+4

+5

+6

+1

+1

2-

+1

+0

+2

+4

Fr/Bk Right

RT

RT

CT

RA

RΔ

HD

RL

RL

Fr/Bk Right

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

Attacker:

Walked

Jumped

Sensors

Shoulder

Arm Actuator (Each)

Moved 0-2 hexes

Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

Moved 10-17 hexes

Moved 18-24 hexes

Jumped (Additional)

**PUNCH CHART** 

LA

LT

CT

RT

RΔ

HD

RL

LL

KICK CHART

Moved 25+ hexes

Partial Cover

Adiacent

Not Adjacent

Left

LT

LT

CT

LA

ΙΔ

HD

Left

LL

LL

Prone:

Range:

Short

Long

Roll

1

2

3

4

5

6

Roll

1-3

4-6

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

**CLUSTER HITS** 

Medium

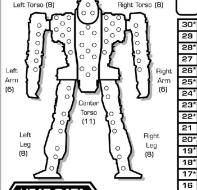
Damage:

Target:

Ran

Stationary

# INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

	ALL STATE	
Heat		Heat Sinks:
Level*	Effects	14 (28)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	00
25	–5 Movement Points	22 1
24	+4 Modifier to Fire	22 1
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	ŌΟ
20	-4 Movement Points	0
19	Ammo Exp. avoid on 4+	000000
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	ŏ l
15	-3 Movement Points	ΧI
14	Shutdown, avoid on 4+	$\simeq$ 1
13	+2 Modifier to Fire	$\circ$
10	-2 Movement Points	

Modifier to Fire

### 1 Movement Points

Punch 1/10t Punch +0 Kick -2 Kick 1/5t 1/5t \*Hatchet -1 Std \*Sword -2 Std 1/10t \*Blade -2 Std 1/10t

PHYSICAL ATTACKS

\* Add +4 to pick table

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

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
2	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
4 5	1	2	2	3	3	4	5	6	8	9	12	18	24
6 7 8 9	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