

'MECH RECORD SHEET

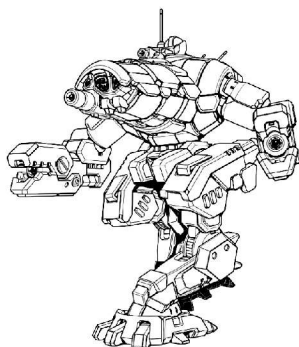
Movement Points:	Tonnage: 50
Walking: 5	Tech Base: Inner Sphere
Running: 8	3070
Jumping: 5	E/X-X-F-E

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lngr
1	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	-	9	13	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Snub-Nose PPC	LA	10	10/8/5 [DE, V]	-	9	13	15
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 8,999,000 C-Bills
+0 (ammo)

BV: 2,079 (Base: 1,575)
Weapon Heat (30)
Dissipation (32)

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Armor Pts.: 180

Head (9)

Left Torso (18)

Right Torso (18)

Left Arm (16)

Right Arm (16)

Left Leg (24)

Right Leg (24)

Center Torso (24)

Center Torso Rear (7)

Left Torso Rear (6)

Right Torso Rear (6)

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

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

1-3

1. Shoulder
2. Upper Arm Actuator
3. Endo-Steel
4. Endo-Steel
5. [Snub-Nose PPC
6. [Snub-Nose PPC

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Endo-Steel
5. Snub-Nose PPC
6. Snub-Nose PPC

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

2.	Endo-Steel
3.	Endo-Steel
4.	Endo-Steel
5.	Endo-Steel
6.	Endo-Steel

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Diagram illustrating the measurement points for a protective suit, showing the distribution of measurement points across the body sections:

- Head
- Left Torso (12)
- Right Torso (12)
- Left Arm (8)
- Right Arm (8)
- Left Leg (12)
- Right Leg (12)
- Center Torso (16)

Measurements (inches) listed on the right side of the diagram:

- 30"
- 29"
- 28"
- 27"
- 26"
- 25"
- 24"
- 23"
- 22"
- 21"
- 20"
- 19"
- 18"
- 17"

Heat Level*	Effects	Heat Sinks:	14"
		16 [32]	13*
		Double	12
30	Shutdown		11
28	Ammo Exp. avoid on 8+	○	10*
26	Shutdown, avoid on 10+	○	9
25	-5 Movement: Points	○	8*
24	+4 Modifier to Fire	○	7
23	Ammo Exp. avoid on 6+	○	6
22	Shutdown, avoid on 8+	○	5*
20	-4 Movement: Points	○	4
19	Ammo Exp. avoid on 4+	○	3
18	Shutdown, avoid on 8+	○	2
17	+3 Modifier to Fire	○	1
15	-3 Movement: Points	○	0
14	Shutdown, avoid on 4+	○	
13	+2 Modifier to Fire	○	
10	-2 Movement: Points		
8	+1 Modifier to Fire		
5	-1 Movement: Points		

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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
5	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