MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-SxJ1

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

Running: 3070 Jumping: 5 E/X-X-F-E

Weapons & Equipment Inventory (hexes)

Loc Ht Dma Min Sht Med Lng Qty Type 1 ER Small Laser 1 Snub-Nose PPC HD CT 3 [DE] 2 4 5 13 15 10 10/8/5 [DE, V] RA 5 LA 5 12 12 1 ER Medium Laser 5 [DE] 4 8 8 ER Medium Laser 5 [DE]

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

Cost: 6,018,863 C-Bills +0 (ammo)

BV: 1,602 (Base: 1,214) Weapon Heat (22) Dissipation (26)

Head

3 Cockpit

2

5. Gyro

6.

1-3 ^{3.}

1. Life Support

Sensors

Sensors

6. Life Support

Gyro

Gyro

2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine

5. Snub-Nose PPC 6. Snub-Nose PPC

Engine Hits OOO

Gyro Hits O O

Sensor Hits O O

Life Support O

ER Small Laser

1. XL Fusion Engine

XL Fusion Engine
XL Fusion Engine

Center Torso

WARRIOR DATA

Piloting Skill: 4

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

Right Arm

Upper Arm Actuator

ER Medium Laser

1. Shoulder

5

6.

1. Roll Again

5

6.

6

4

5.

6.

4-6 4.

1-3

4-6

Roll Again

Roll Again

Roll Again

Roll Again

Endo-Steel Endo-Steel

Endo-Steel

Endo-Steel

Right Torso

Double Heat Sink

1. FDouble Heat Sink

Jump Jet

Jump Jet

Jump Jet rDouble Heat Sink

Double Heat Sink

LDouble Heat Sink

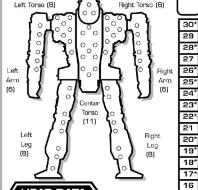
Name: Numba II Matthew

Gunnery Skill: 3

ARMOR DIAGRAM Armor Pts: 112 Head (9) Left Torso Right Torso (12) (12)·0° 000 0 00 0 000 000 0 0 60 0 000 C 0000 0 0 0 0 Cente 0 Left Arm 0 0 Right Arm 00 00 (11) (17)0 0 0 0 0 0 Right 0 0 Center Torso Rear (4) Leg (14) 0 Leg (14) 0 0 0 000 000 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rea Torso Rear

INTERNAL STRUCTURE DIAGRAM

(4)



HEAT DATA

TILL	AI DAIA	$\overline{}$	
Heat		Heat Sinks:	ì
Level*	Effects	13 (26)	ı
30	Shutdown	Double	ı
28	Ammo Exp. avoid on 8+		ı
26	Shutdown, avoid on 10+	. 00	ı
25	–5 Movement Points		ı
24	+4 Modifier to Fire	SS I	ı
23	Ammo Exp. avoid on 6+	ŌΟ	ı
22	Shutdown, avoid on 8+		ı
20	4 Movement Points		ı
19	Ammo Exp. avoid on 4+	Ŏ.	ı
18	Shutdown, avoid on 6+	ŏ.	ı
17	+3 Modifier to Fire	0000000	ı
15	–3 Movement Points	\simeq 1	ı
14	Shutdown, avoid on 4+	Š	ı
13	+2 Modifier to Fire	0	ı
10	–2 Movement Points		ı
0	. 1 Madifian to Fine		

Double Heat XL Fusion Engine Fngine XL Fusion Engine XL Fusion Engine

Heat		Heat Sinks:
Level*	Effects	13 (26)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	- 00
25	–5 Movement Points	88 1
24	+4 Modifier to Fire	SS I
23	Ammo Exp. avoid on 6+	OO I
22	Shutdown, avoid on 8+	0000000
20	4 Movement Points	0 1
19	Ammo Exp. avoid on 4+	o l
18	Shutdown, avoid on 6+	ň l
17	+3 Modifier to Fire	ŏ I
15	–3 Movement Points	\simeq 1
14	Shutdown, avoid on 4+	Ϋ́
13	+2 Modifier to Fire	0
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	 1 Movement Points 	

CRITICAL HIT TABLE Left Arm

- 1. Shoulder Upper Arm Actuator
- Roll Again
- Roll Again
 - ER Medium Laser
 - 6. Roll Again
 - Roll Again 1.
- Endo-Steel 3. Endo-Steel
- 4-6 4. Endo-Steel
 - Endo-Steel
 - 6. Endo-Steel

Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink
- 1-3 3. XL Fusion Engine
- XL Fusion Engine
 - 6. XL Fusion Engine
 - 1. Jump Jet
- Jump Jet Endo-Steel
- 4-6 3. rDouble Heat Sink
 - Double Heat Sink
 - LDouble Heat Sink

Left Leg

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

CATATÁST Damage Transfer

Diagram

Right Leg

- Foot Actuator

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

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
·											
		-						1			

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 MODIFIERS

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

(4)

Scale

15*

14*

13*

12

11

10*

9

8* 7

6 5*

4

3

2

1

CLUCTED LUTC

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	RL

PHYSICAL ATTACKS

+0	Punch	1/10t
-2	Kick	1/5t
-1	Std	1/5t
-2	Std	1/10t
-2	Std	1/10t
	-2 -1 -2	-2 Kick -1 Std -2 Std

* Add +4 to pick table

CLUSTER HITS													
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