**MECH RECORD SHEET** 

## 'MECH DATA

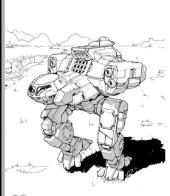
Type: Jenner JR7-F-MDc

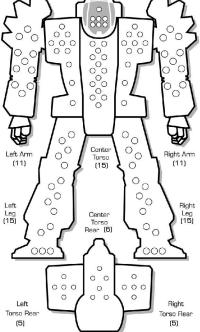
Movement Points: Tonnage: 35 Walking: Tech Base: Mixed Running: 3070 X/X-X-X-X Jumping:

# Weapons & Equipment Inventory

Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lr
1	ER Small Laser (IS)	HD	2	3 [DE]	_	2	4	5
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Heavy Medium Laser (	(O)RA	7	10 [DE]	-	3	6	٤
1	Heavy Medium Laser	(CDLA	7	10 [DE]	_	3	6	9







INTERNAL STRUCTURE DIAGRAM

Center

(11)

Left Torso (8)

Left

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Left

Leg

(8)

Heat

Level 30

25

20 19

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 (8)

Right

Leg

Heat Sinks:

11 (22) Double

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ARMOR DIAGRAM Armor Pts: 112

Right Torso

(11)

Head (7)

Left Torso

(11)

# CRITICAL HIT TABLE

### Left Arm

Cost: 3,617,213 C-Bills +O (ammo)

- 1. Shoulder Upper Arm Actuator
- Roll Again
- Roll Again
  - Heavy Medium Laser (C) Heavy Medium Laser (C) 6.
  - - Double Heat Sink Double Heat Sink
- LDouble Heat Sink
- 4-6 4. Roll Again
  - Roll Again 6. Roll Again
  - Left Torso
  - Jump Jet
- Roll Again Roll Again
- 1-3 3. Roll Again
  - Roll Again 6. Endo-Steel
  - 1.
  - 2. Endo-Steel
- Endo-Steel 4-6 Endo-Steel
  - Endo-Steel
  - 6. Endo-Steel

## Left Leg

- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- Jump Jet Jump Jet 6.

### Head

BV: 1,469 (Base: 1,113) Weapon Heat (19)

Dissipation (22)

- 1. Life Support
- Sensors
- 3 Cockpit
- ER Small Laser (IS)
- Sensors 6. Life Support

### Center Torso

- 1. Fusion Engine
- 2 Fusion Engine Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro 6. Gyro

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

Engine Hits OOO Gyro Hits O O Sensor Hits O O



- Jump Jet
- Damage Transfer 6. Jump Jet

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again

  - Heavy Medium Laser (C) Heavy Medium Laser (C) 6.

  - Double Heat Sink
- Double Heat Sink
- 4-6 4. L<sub>Double Heat</sub> Sink
- Roll Again
- 5 Roll Again
- Roll Again 6.

# **Right Torso**

- 1. Jump Jet
- Roll Again
- Roll Again 1-3 3.
  - Roll Again
  - Roll Again 6.
  - Endo-Steel
  - 1. 2. Endo-Steel
  - Endo-Steel 4. Endo-Steel
  - 5. Endo-Steel

  - 6. Endo-Steel

- Foot Actuator

## Right Leg

# Hip Upper Leg Actuator

### Lower Leg Actuator

- 18 17 15 +3 Modifier to Fire -3 Movement Points 14 13 10
  - Shutdown, avoid on 4+ +2 Modifier to Fire

**HEAT DATA** 

Shutdown

- –2 Movement Points
- +1 Modifier to Fire

## -1 Movement Points

Effects

Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points

+4 Modifier to Fire Ammo Exp. avoid on 6+

Shutdown, avoid on 8+

4 Movement Points

Ammo Exp. avoid on 4+

Shutdown, avoid on 6+

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Diagram

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 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
	_

# **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.	II.	RI	

## PHYSICAL ATTACKS

THE			
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
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