MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F-MDJ2

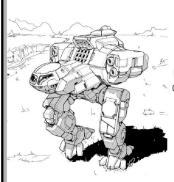
Movement Points: Tonnage: 35 Walking: Tech Base: Inner Sphere

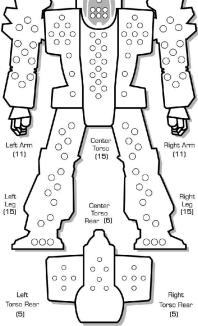
Running: 3070 E/X-X-E-D Jumping:

Weapons & Equipment Inventory (hexes)

		,	(,,,,				
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9







Head (7)

Right Torso

(11)

Left Torso

(11)

Cost: 3,501,113 C-Bills +0 (ammo)

BV: 1,403 (Base: 1,063) Weapon Heat (13) Dissipation (20)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Medium Laser Medium Laser
- Medium Laser Roll Again
 - 6. Roll Again
 - Roll Again 1.
- Roll Again
- 4-6 ^{3.} Roll Again Roll Again
- Roll Again
- 6. Roll Again

Left Torso

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

Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again Roll Again

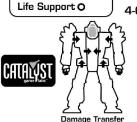
Head

- 1. Life Support
- Sensors 3 Cockpit
- Small Laser
- 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 4.
 - Fusion Engine 5. Jump Jet
 - 6. Jump Jet
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O



Diagram

Roll Again

Right Arm

Medium Laser

Upper Arm Actuator

1. Shoulder

5 Roll Again

1. Roll Again

5 Roll Again

6.

4-6 4.

3. Medium Laser

Roll Again 6.

Roll Again

Roll Again

Roll Again

- **Right Torso**
- 1. Jump Jet
- Jump Jet Endo-Steel
- 1-3 4 rDouble Heat Sink
 - 5.
 - Double Heat Sink Double Heat Sink 6

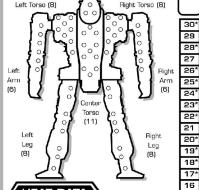
 - 1.
 - 2. Endo-Steel Endo-Steel
 - 4. Endo-Steel
 - Endo-Steel
 - 6. Roll Again

Right Leg

- Hip Upper Leg Actuator
- Foot Actuator
- Roll Again 6. Roll Again

- Lower Leg Actuator

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Tu -	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	\simeq
24	+4 Modifier to Fire	Ŏ.
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	
20	-4 Movement Points	0
19	Ammo Exp. avoid on 4+	ŏ
18	Shutdown, avoid on 6+	~ ~ I
17	+3 Modifier to Fire	- × I
15	–3 Movement Points	00000000
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	0

- -2 Movement Points

- +1 Modifier to Fire -1 Movement Points

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

ARMOR DIAGRAM Armor Pts: 112 HIT LOCATION CHART Roll Left Fr/Bk Right LT (C) 2 CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ 5 RΑ LA RL RL 6 LL RT 7 RT LT CT

8

9

10

11

12

Scale

15*

14*

13*

12

11

10*

9

8* 7

6

5*

4

3

2

1

CLUSTER HITS

CT

RT

RA

RL

HD

TO HIT MODIFIERS

LT

LL

LA

LA

HD

CT

LT

LA

LL

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

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

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