

## 'MECH RECORD SHEET

## Type: Hussar HSR-400-MxMO

<b>Movement Points:</b>	<b>Tonnage:</b>	30
<b>Walking:</b>	<b>Tech Base:</b>	Inner Sphere
<b>Running:</b>		3052
<b>Jumping:</b>		E/X-X-E-D

## Weapons &amp; Equipment Inventory (hexes)

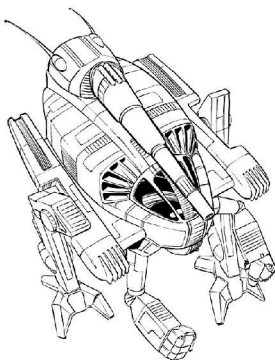
Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9

**Cost:** 4,848,740 C-Bills  
+0 (ammo)

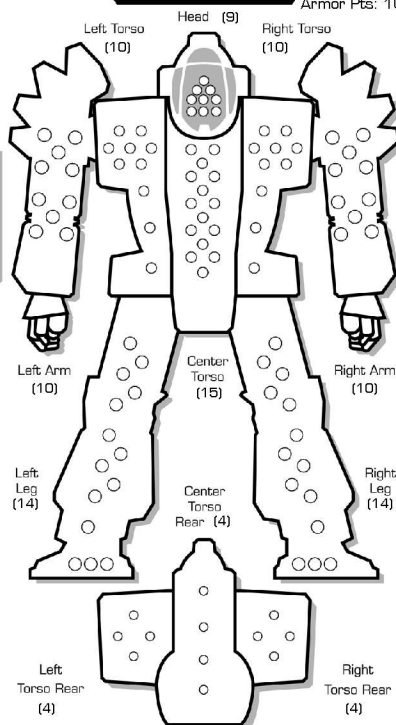
BV: 1,191  
Weapon Heat (24)  
Dissipation (24)

Name: 86'r  
Matthew  
Gunnery Skill: 4      Piloting Skill: 5

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



Armor Pts: 104



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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

### 1-3

- Roll Again
- Roll Again
- Roll Again
- Endo-Steel
- Endo-Steel
- Endo-Steel

### 4-6

### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

### 1-3

### 4-6

### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

### 1-3


### 4-6

Engine Hits ○ ○ ○

Gyro Hits ○ ○ ○

Sensor Hits ○ ○ ○

Life Support ○



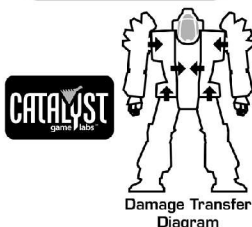


Diagram of a human figure with numbered regions for heat stress assessment. The regions are: Head (1), Left Torso (7), Right Torso (7), Left Arm (5), Right Arm (5), Center Torso (10), Left Leg (7), and Right Leg (7). An 'Overflow' box is located at the top right.

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

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

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

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

[illegible]

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