MECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-98-MD3

Movement Points: Tonnage: 20 Walking: Tech Base: Mixed Running: 12 3070 Jumping: 0 X/X-X-X-X

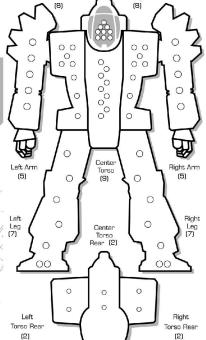
Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lr
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
2	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Heavy Medium Laser ((OFRA	7	10 [DE]	-	3	6	9
1	Heavy Medium Laser	(CDLA	7	10 [DE]	_	3	6	9

Cost: 1,873,240 C-Bills +0 (ammo) BV: 753 Weapon Heat (19)

WARRIOR DATA 86'r Matthew Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM
Armor Pts: 64

Right Torso

Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator Hand Actuator
 - Heavy Medium Laser (C) Heavy Medium Laser (C)
 - 6.
 - Double Heat Sink
 - Double Heat Sink
- LDouble Heat Sink
- 4-6 3. Roll Again
 - Roll Again
 - 6. Roll Again

Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink
- 1-3 3. Endo-Steel Endo-Steel
 - 6. Endo-Steel
 - 1. 2. Endo-Steel
- Roll Again
- 4-6 3. Roll Again
 - Roll Again 6. Roll Again

Left Leg

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

Head

Dissipation (20)

- 1. Life Support
- Sensors
- 3. Cockpit
- Medium Laser
- Sensors
- 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 ⁶.
 - Fusion Engine
 - 5. Small Laser Small Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

Right Torso

Right Arm

Upper Arm Actuator

Lower Arm Actuator

Heavy Medium Laser (C) Heavy Medium Laser (C)

Hand Actuator

PDouble Heat Sink

Double Heat Sink

L_{Double Heat} Sink

Roll Again

Roll Again

1. Shoulder

6.

4-6 4.

5 Roll Again

6.

- 1. FDouble Heat Sink
- Double Heat Sink Double Heat Sink
- 3. 4. 1-3
 - Endo-Steel

 - Endo-Steel
 - 6. Endo-Steel

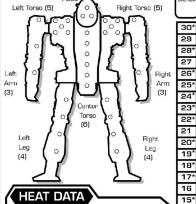
 - 1. 2. Endo-Steel
 - Roll Again
 - 4. Roll Again
 - 5. Roll Again 6.
 - Roll Again

Right Leg

- Hip Upper Leg Actuator
- 6. Endo-Steel

- Lower Leg Actuator
- Endo-Steel
- Foot Actuator

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

1	ALL TAULAN	
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	Ö
24	+4 Modifier to Fire	Q
23	Ammo Exp. avoid on 6+	Õ
22	Shutdown, avoid on 8+	0
20	4 Movement Points	Ò
19	Ammo Exp. avoid on 4+	Ò
18	Shutdown, avoid on 6+	Õ
17	+3 Modifier to Fire	ŏ
15	–3 Movement Points	ŏ
14	Shutdown, avoid on 4+	ŏ
13	+2 Modifier to Fire	O

- –2 Movement Points

+1 Modifier to Fire -1 Movement Points

CLUSTER HITS

Scale

14*

13*

12

11

10*

9 8*

7

6 5*

4

3

2

1

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
10	2	2	4	5		7	0	10	10	15	20	20	40

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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 MODIFIERS

TO THE MODIFICA	
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