MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F

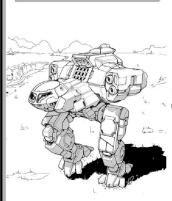
Movement Points: Tonnage: 35 Walking: 7 Tech Base: Inner Sphere

Running: 2784 D/X-E-D-D 5 Jumping:

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Qty Type Min Sht Med Lng 5 [DE] 5 [DE] Medium Laser 3 3 Medium Laser
Medium Laser 6

WARRIOR DATA Name: Matthew Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dea



Right Arm

Medium Laser

Medium Laser Roll Again

Roll Again

Roll Again

Roll Again

Upper Arm Actuator

1. Shoulder

5

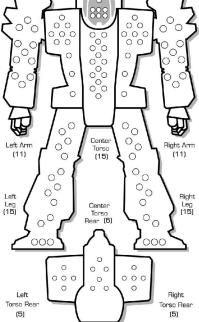
6. Roll Again

1. Roll Again

5 Roll Again

6. Roll Again

4-6



ARMOR DIAGRAM Armor Pts: 112

Right Torso

(11)

Head (7)

Left Torso

(11)

CRITICAL HIT TABLE

Left Arm

Cost: 3,121,425 C-Bills +0 (ammo)

- 1. Shoulder
- Upper Arm Actuator 3. Medium Laser
- Medium Laser 5 Roll Again
 - 6. Roll Again
 - Roll Again 1.
- Roll Again 3. Roll Again
- 4-6 4. Roll Again
 - 5 Roll Again
 - 6. Roll Again

Left Torso

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

Left Leg

- Upper Leg Actuator 3
- Lower Leg Actuator Foot Actuator
- Roll Again 6. Roll Again

Head

BV: 1,011 Weapon Heat (12)

Dissipation (10)

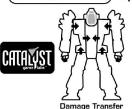
- 1. Life Support
- Sensors 3
- Cockpit
- 4. Roll Again
- 6. Life Support

Center Torso

- 1. Fusion Engine 2 Fusion Engine
- 1-3 3. Fusion Engine
- Gyro 5. Gyro
 - 6. Gyro

 - 1. Gyro 2 Fusion Engine Fusion Engine
- 4-6 ^{3.}
 - Fusion Engine 5. Heat Sink
 - 6. Jump Jet
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Diagram

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- Foot Actuator

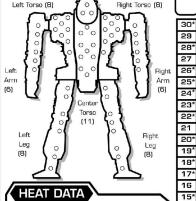
Right Torso 1. Jump Jet

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat		Heat Sinks:
Level*	Effects	10
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	· ^
25	–5 Movement Points	
24	+4 Modifier to Fire	ŏ
23	Ammo Exp. avoid on 6+	Ō
22	Shutdown, avoid on 8+	0
20	4 Movement Points	0 1
19	Ammo Exp. avoid on 4+	Ò
18	Shutdown, avoid on 6+	Ŏ.
17	+3 Modifier to Fire	×
15	–3 Movement Points	× 1
14	Shutdown, avoid on 4+	000000000
13	+2 Modifier to Fire	0
10	–2 Movement Points	

+1 Modifier to Fire

-1 Movement Points

PHYSICAL ATTACKS

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RΑ

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+3

+2 +4

+1

+0

+1

+2

+3

+4

+5

+6

+1

+1

-2

+1

+0

+2

+4

Fr/Bk Right

RT

RT

CT

RA

RΔ

HD

RL

RL

Fr/Bk Right

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

Attacker:

Walked

Jumped

Shoulder

Arm Actuator (Each)

Moved 0-2 hexes

Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

Moved 10-17 hexes

Moved 18-24 hexes

Jumped (Additional)

PUNCH CHART

LA

LT

CT

RT

RΔ

HD

RL

LL

KICK CHART

Moved 25+ hexes

Partial Cover

Adiacent

Not Adjacent

Left

LT

LT

CT

LA

ΙΔ

HD

Left

LL

LL

Prone:

Range:

Short

Long

Roll

1

2

3

4

5

6

Roll

1-3

4-6

Medium

Damage: Sensors

Target:

Scale

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

Ran

Stationary

+0 Punch 1/10t Punch Kick -2 Kick 1/5t 1/5t *Hatchet -1 Std *Sword -2 Std 1/10t *Blade -2 Std 1/10t

* Add +4 to pick table

Turn Move Hexes Prev Move Weap Other Total Sink Level Notes

CLUSTER HITS 7 5 2 3 4 6 9 10 12 15 20 30 40 1 1 2 2 3 3 4 5 6 10 12 2 1 3 1 2 2 2 2 3 3 4 5 6 10 12 4 2 2 3 3 4 4 5 6 9 12 18 5 2 3 3 4 5 6 8 9 12 18 24 2 2 3 4 4 5 6 8 9 12 18 24 3 4 3 5 6 8 9 12 18 24 4 8 2 3 3 4 5 6 8 9 12 18 24 2 3 4 5 6 7 16 9 2 8 10 12 24 32 2 12 16 10 3 3 4 5 6 7 8 10 24 32 11 2 3 4 5 6 7 9 10 12 15 20 40 30 2 12 3 4 5 6 7 9 10 12 15 20 30 40