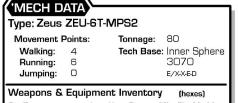
MECH RECORD SHEET



Bumping. O												
W	Weapons & Equipment Inventory (hexes)											
Qty Type Loc Ht Dmg Min Sht									Lng			
1	Flamer		HD	3	2 [DE, H/AI]	-	1	2	3			
1	Large Laser		CT	8	8 [DE]	-	5	10	15			
1	SRM-6		RT	4	2/m	-	3	6	9			
1	Small Laser		LT	1	3 [DE]	-	1	2	3			
2	SRM-6		RA	4	2/m	-	3	6	9			
1	PPC		LA	10	10 [DE]	3	6	12	18			
Ammunition Type Rounds												
	IM-6 IM-6 (Inferno)	_		30 15	•							

Cost: 8,192,190 C-Bills +67,500 (ammo)

CRITICAL HIT TABLE

2. Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

Left Arm

1. Shoulder

PPC

Roll Again

Roll Again

Roll Again

Roll Again

Endo-Steel

Left Torso

Small Laser Roll Again

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

Left Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo-Steel

5. **FPPC**

6.

1. PPC

6.

4-6 4.

1-3 3.

4-6

6. Endo-Steel

1.

2. Endo-Steel

6. Endo-Steel

6.

BV: 1,672 Weapon Heat (34) Dissipation (30)

Head

4. Flamer

3. Cockpit

1-3 3.

5. Gyro

1. Life Support

Sensors

Sensors

6. Life Support

1. Fusion Engine

Fusion Engine
Fusion Engine

Gyro

5. Large Laser 6. Large Laser

Engine Hits OOO

Gyro Hits O O

Sensor Hits O O

Life Support O

CATATÁST

6. Gyro

1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine

Center Torso

WARRIOR DATA

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



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink

Right Torso (CASE)

Double Heat Sink

Double Heat Sink LDouble Heat Sink

rDouble Heat Sink

-Double Heat Sink

@SRM 6 (15)

@SRM 6 (15)

Right Leg Hip Upper Leg Actuator

Foot Actuator

Endo-Steel

Lower Leg Actuator

@SRM 6 Inferno (15)

1. Shoulder

CSRM-6

CSRM-6

6. Endo-Steel

1. [SRM-6 2. [SRM-6

5.

6.

4-6 4.

1-3 3.

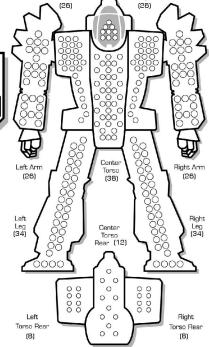
4-6 4.

6.

5.

6.

5



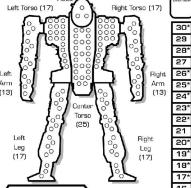
ARMOR DIAGRAM Armor Pts: 247

Right Torso

Head (9)

Left Torso

INTERNAL STRUCTURE DIAGRAM Scale



Left Leg		Right Leg	20*
(17)	(%)	(17)	19*
]: \ \\ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		18*
1		<u>``</u>	17*
	AT DATA		16
T	AI DAIA	$\overline{}$	15*
Heat		leat Sinks:	14*
Level*	Effects Shutdown	15 (30) Double	13*
28	Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 10+	00	11
25 24	-5 Movement Points +4 Modifier to Fire	ÕÕ.	10*
23	Ammo Exp. avoid on 6+	ŏŏ	9
22	Shutdown, avoid on 8+	QQ	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+	ဝ္ဝ	7
18	Shutdown, avoid on 6+	0000	6
17	+3 Modifier to Fire	ŏ	5*
15	–3 Movement Points	×	

ŏ

CLUSTER HITS

3

2

1

(13)

30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	00
25	–5 Movement Points	00
24	+4 Modifier to Fire	ŌŌ
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
20	-4 Movement Points	ÓÓ
19	Ammo Exp. avoid on 4+	ŏ
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	\simeq
15	–3 Movement Points	\simeq

Shutdown, avoid on 4+ +2 Modifier to Fire 13

–2 Movement Points

+1 Modifier to Fire -1 Movement Points

Endo-Steel 6. Endo-Steel Diagram

Damage Transfer

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

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 6 LL RT RL RT 7 LT CT 8 CT LT CT 9 RT LT LL 10 RA LA LA

LA

HD

LL

HD

11

12

RL

HD

TO HIT MODIFIERS	5
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

•	PUNCI	IUIIAR	ш,
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

DUNCH CHADT

Long

+4

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

KICK CHART

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								
* Ada	11/10	niak tabla									

					_								
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