

## 'MECH RECORD SHEET

|                         |                                |
|-------------------------|--------------------------------|
| <b>Movement Points:</b> | <b>Tonnage:</b> 70             |
| <b>Walking:</b> 4       | <b>Tech Base:</b> Inner Sphere |
| <b>Running:</b> 6       | 2761                           |
| <b>Jumping:</b> 0       | E/E-F-E-D                      |

| Qty             | Type              | Loc | Ht     | Dmg         | Min | Sht | Med | Lng |
|-----------------|-------------------|-----|--------|-------------|-----|-----|-----|-----|
| 2               | Medium Laser      | CT  | 3      | 5 [DE]      | -   | 3   | 6   | 9   |
| 1               | SRM-B             | RT  | 4      | 2/m         | -   | 3   | 6   | 9   |
|                 | w/Artemis IV FCS  |     |        | [M, C/G2/6] |     |     |     |     |
| 1               | Medium Laser      | RT  | 3      | 5 [DE]      | -   | 3   | 6   | 9   |
| 1               | Small Pulse Laser | RT  | 2      | 3           | -   | 1   | 2   | 3   |
|                 |                   |     |        | [P, A]      |     |     |     |     |
| 1               | Medium Laser      | LT  | 3      | 5 [DE]      | -   | 3   | 6   | 9   |
| 1               | Small Pulse Laser | LT  | 2      | 3           | -   | 1   | 2   | 3   |
|                 |                   |     |        | [P, A]      |     |     |     |     |
| 1               | ER PPC            | RA  | 15     | 10 [DE]     | -   | 7   | 14  | 23  |
| 1               | ER PPC            | LA  | 15     | 10 [DE]     | -   | 7   | 14  | 23  |
| Ammunition Type |                   |     | Rounds |             |     |     |     |     |
| SRM-B (Artemis) |                   |     | 15     |             |     |     |     |     |

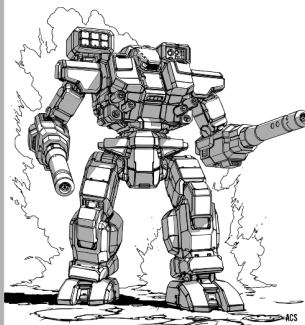
**Cost:** 7,083,333 C-Bills  
+54,000 [ammo]

**BV:** 1,679  
Weapon Heat (50)  
Dissipation (32)

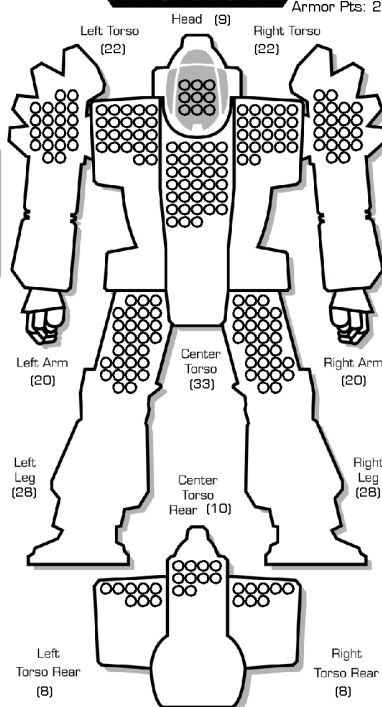
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                |   |   |   |    |    |
|----------------|---|---|---|----|----|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  |
| Consciousness# | 3 | 5 | 7 | 10 | 11 |



## Armor Pts: 208



| 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     |

|                     |    |
|---------------------|----|
| <b>Attacker:</b>    |    |
| Stationary          | +0 |
| Walked              | +1 |
| Ran                 | +2 |
| Jumped              | +3 |
| <b>Damage:</b>      |    |
| Sensors             | +2 |
| Shoulder            | +4 |
| Arm Actuator (Each) | +1 |
| <b>Target:</b>      |    |
| 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 |

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

**1-3**

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC

**4-6**

- Endo-Steel
- Endo-Steel
- Endo-Steel

### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

**1-3**

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Laser
- Small Pulse Laser

**4-6**

- Endo-Steel
- Endo-Steel
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- Endo-Steel
- Endo-Steel

### Head

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

### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine

**1-3**

- Gyro
- Gyro
- Gyro

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

**4-6**

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

**1-3**

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC

**4-6**

- Endo-Steel
- Endo-Steel
- Endo-Steel

### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

**1-3**

- SRM-6
- SRM-6
- Artemis IV FCS

- Medium Laser
- Small Pulse Laser
- SRM 6 Artemis (15)
- CASE

**4-6**

- Endo-Steel
- Endo-Steel

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

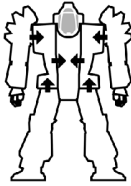
- Endo-Steel
- Endo-Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Diagram of a robot with a grid of circles on its body. Labels indicate the number of circles for each part: Head (1), Left Torso (15), Right Torso (15), Left Arm (11), Right Arm (11), Center Torso (22), Left Leg (15), and Right Leg (15). To the right is a vertical column of height measurements in inches: 30, 29, 28, 27, 26, 25, 24, 23, 22, 21, 20, 19, 18, 17.

| Heat Level* | Effects                | Heat Sinks:<br>16 (32)<br>Double |
|-------------|------------------------|----------------------------------|
| 30          | Shutdown               |                                  |
| 28          | Ammo Exp. avoid on 8+  |                                  |
| 26          | Shutdown, avoid on 10+ |                                  |
| 25          | -5 Movement Points     |                                  |
| 24          | +4 Modifier to Fire    | ○ ○                              |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                              |
| 22          | Shutdown, avoid on 8+  | ○ ○                              |
| 20          | -4 Movement Points     | ○ ○                              |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                              |
| 18          | Shutdown, avoid on 6+  |                                  |
| 17          | +3 Modifier to Fire    |                                  |
| 15          | -3 Movement Points     |                                  |
| 14          | Shutdown, avoid on 4+  | ○ ○                              |
| 13          | +2 Modifier to Fire    | ○ ○                              |
| 10          | -2 Movement Points     |                                  |
| 8           | +1 Modifier to Fire    |                                  |
| 5           | -1 Movement Points     |                                  |

| 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 |

\* Add +4 to pick table

[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 |