

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F

Movement Points: Tonnage: 35
 Walking: 1 Tech Base: Inner Sphere
 Running: 0 Era: Early Succession Wars
 Jumping: 1

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5		3	6	9
2	Medium Laser	LA	3	5		3	6	9

Cost: 3,121,425

BV: 2,103

WARRIOR DATA

Name: Legacy Wing (Player 12)

Gunnery Skill: 1 Piloting Skill: 3

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

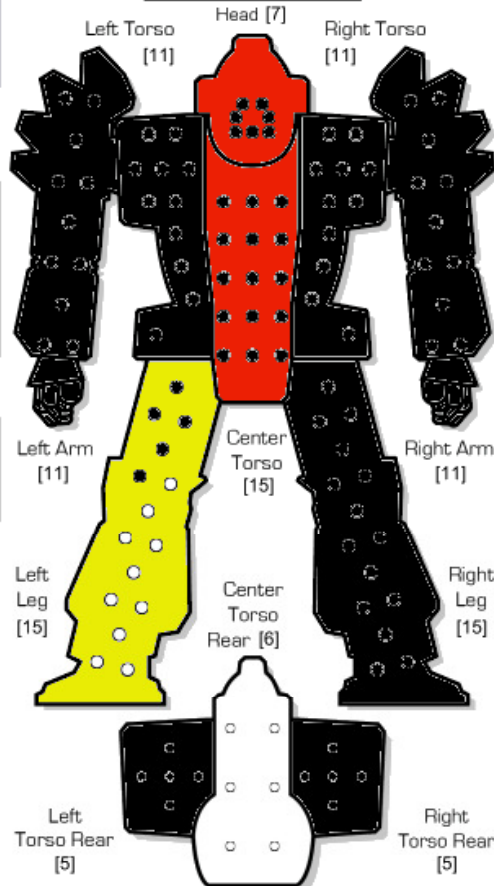
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 112

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
-
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Jump Jet
 6. Heat Sink

- Engine Hits ●●●●●
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

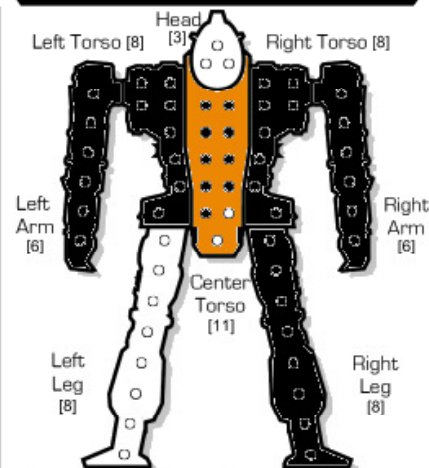
Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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	○

Heat Scale

Overheat 0

30°
29
28°
27
26°
25°
24°
23°
22°
21
20°
19°
18°
17°
16
15°
14°
13°
12
11
10°
9
8°
7
6
5°
4
3
2
1