

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Great Turtle GTR-1

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 4 **Rules Level:** Experimental
Jumping: 3 **Role:** Juggernaut
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
	Laser							
1	Large X-Pulse Laser	RT	14	9 [P]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
	Laser							

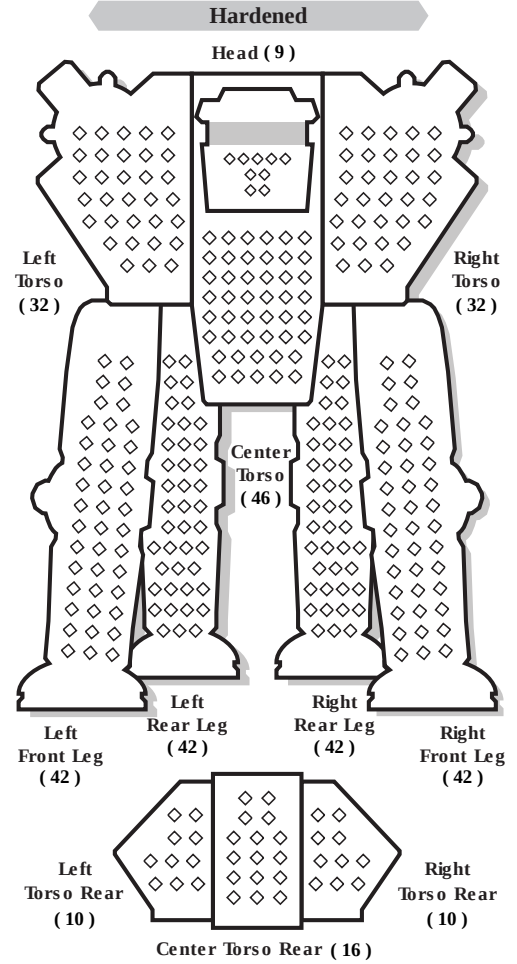
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM



BV: 3,152

CRITICAL TABLE

Head

- Sensors
- Sensors
- Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Compact Gyro
 - Compact Gyro
 - Fusion Engine
- 1-3
- Fusion Engine
 - Fusion Engine
 - Torso-Mounted Cockpit
 - Sensors
 - Jump Jet
 - Roll Again
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Torso

- Life Support
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Large X-Pulse Laser
- 1-3
- Large X-Pulse Laser
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Roll Again
- 4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Front Left Leg

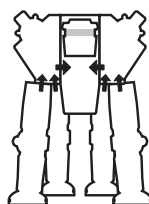
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Torso

- Life Support
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Medium X-Pulse Laser
- 1-3
- Medium X-Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

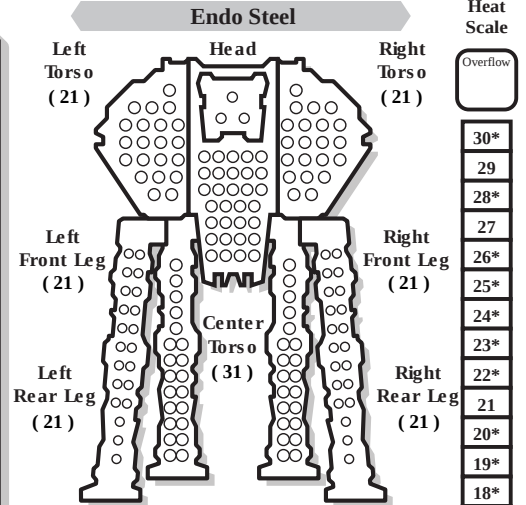
Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○

Heat Scale

Overflow

30*
29
28*
27
26*
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