

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Sasquatch SQS-TH-001

Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Skirmisher
Engine Type: 340 XL

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
1	Small Laser (R)	HD	1	3 [DE]	—	1	2	3

Ammo: (AMS) 12, (Gauss) 16, (Machine Gun) 100, (SRM 6) 15

BV: 1,940



WARRIOR DATA

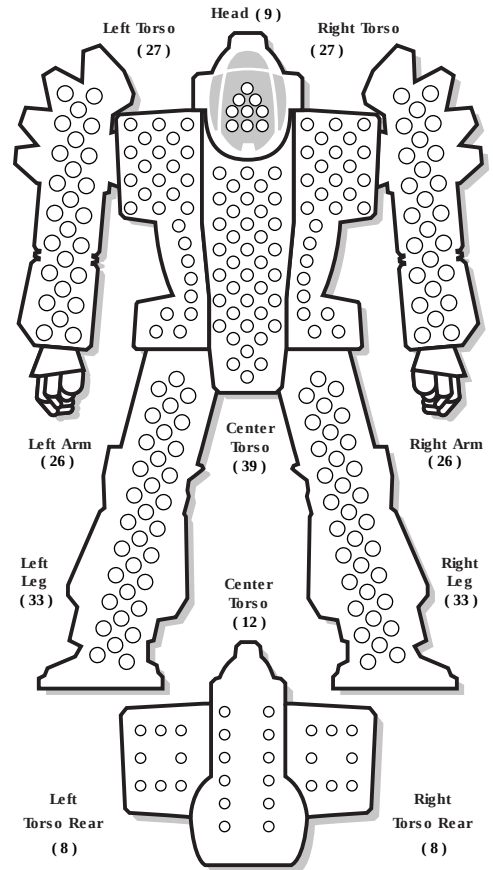
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

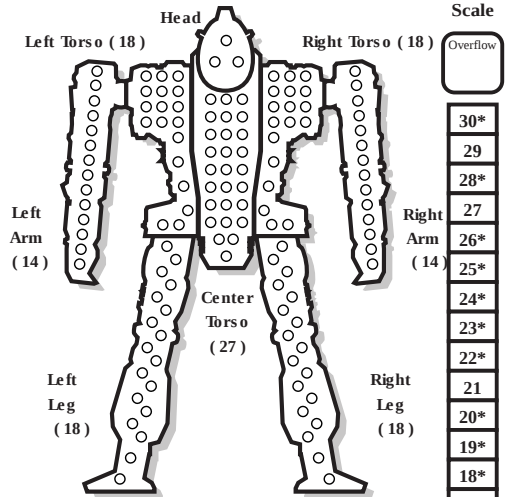
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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
0

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Small Laser (R)
- Sensors
- Life Support

1-3

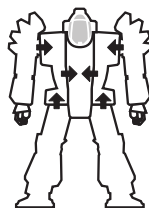
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Machine Gun

1-3

- Anti-Missile System
- Ammo (Machine Gun) 100
- Ammo (SRM 6) 15
- Ammo (AMS) 12
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 14 (28)

