

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fire Scorpion 3

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LT	7	20/Sht	—	4	8	12
				[DB,R/C]				
4	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (AP Gauss) 80, (Ultra AC/20) 20

BV: 1,827



CRITICAL TABLE

Front Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

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

1-3

Left Torso (CASE)

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5

4-6

Rear Left Leg

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

Front Right Leg

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

Right Torso (CASE)

- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Ammo (AP Gauss) 40

1-3

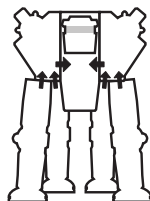
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Roll Again
- Roll Again

4-6

Rear Right Leg

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

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

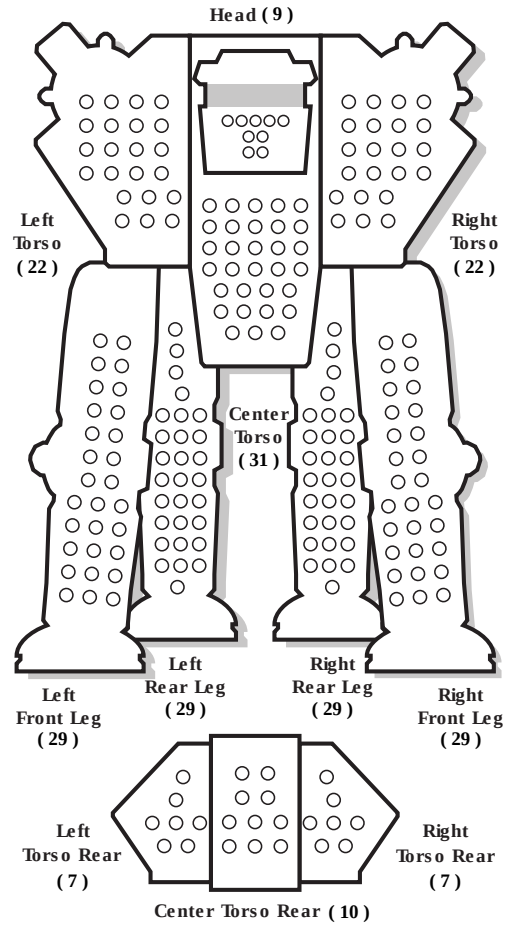


Damage Transfer Diagram

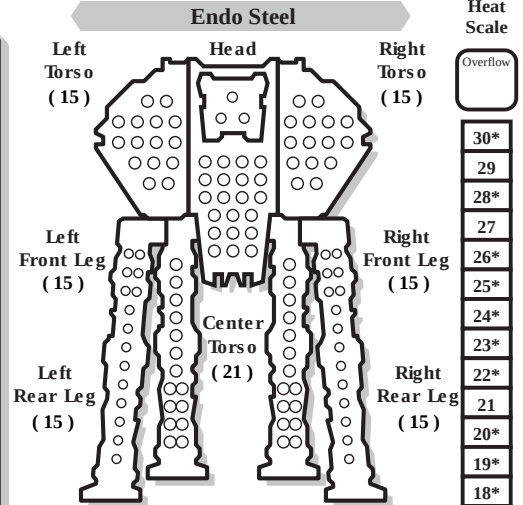


ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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*
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