

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Fire Scorpion

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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	A-Pod	RLL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	RRL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	FLL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	FRL	—	[PB,OS,AI]	—	—	—	—
1	Ultra AC/10	LT	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				

Ammo: (LB-10X) 20, (LB-10X Cluster) 10, (Ultra AC/10) 30

BV: 1,438



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Front Left Leg

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

Center Torso

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

1-3

Left Torso (CASE)

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

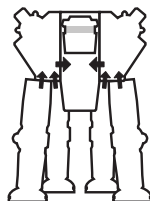
1-3

Right Torso (CASE)

- Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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



Damage Transfer Diagram

Front Right Leg

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

1-3

Left Torso (CASE)

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB-10X) 10

4-6

Right Torso (CASE)

- Ammo (LB-10X) 10
- Ammo (LB-10X Cluster) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

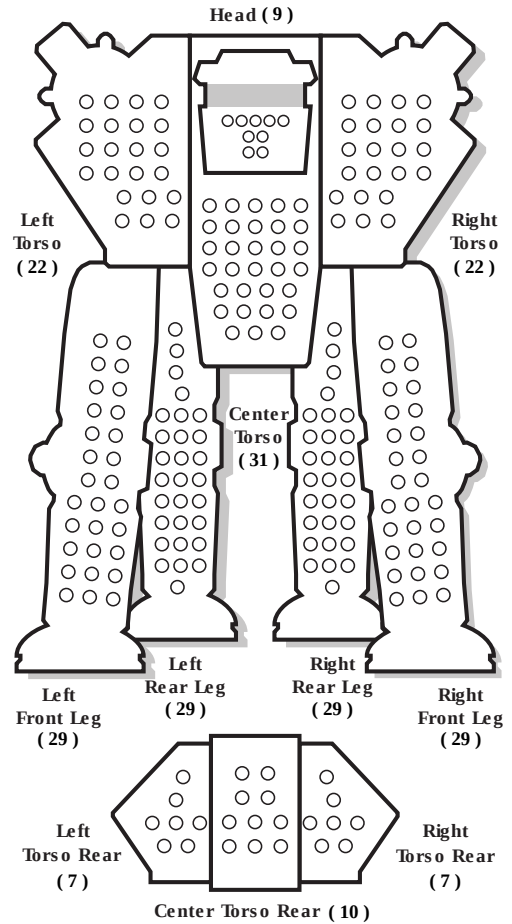
Rear Left Leg

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

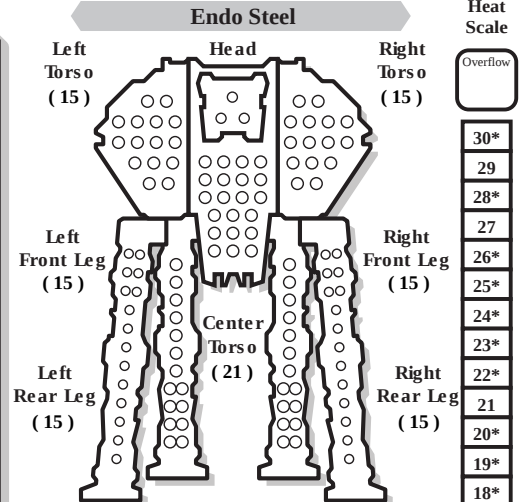
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Endo Steel

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	○