

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Sirocco SRC-3C

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Fusion

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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	ER Medium Laser	FLL	5	5 [DE]	—	4	8	12
1	A-Pod	FLL	—	[PB,OS,AI]	—	—	—	—
1	ER Medium Laser	FRL	5	5 [DE]	—	4	8	12
1	A-Pod	FRL	—	[PB,OS,AI]	—	—	—	—
1	Ultra AC/10	LT	4	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
	(R)							
1	Ultra AC/10	RT	4	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
	(R)							
	ECM Suite	CT	—	[E]	—	—	—	6
	Ammo (Ultra AC/10) 40							
	(Guardian)							
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

BV: 2,154



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- A-Pod

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- ER Medium Laser
- ER Medium Laser (R)

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

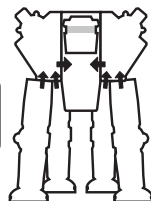
Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- A-Pod

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

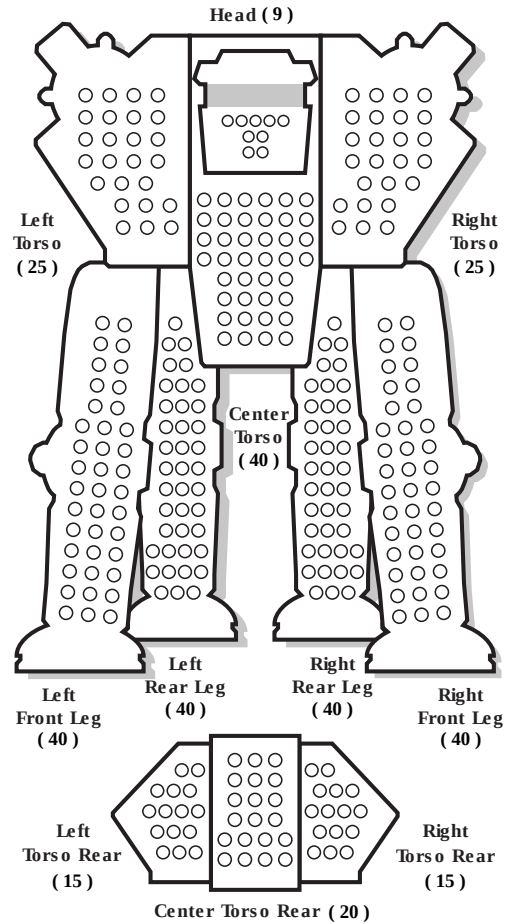
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- ER Medium Laser
- ER Medium Laser (R)

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

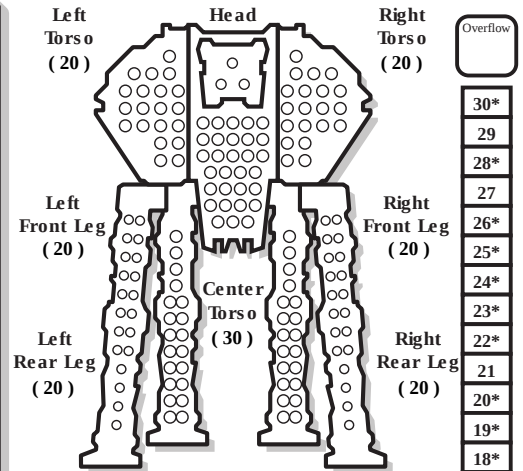
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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