

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunder Fox TFT-A9

Movement Points: **Tonnage:** 55
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 220 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25

Ammo: (Light Gauss) 16, (Streak SRM 4) 25

BV: 1,325



WARRIOR DATA

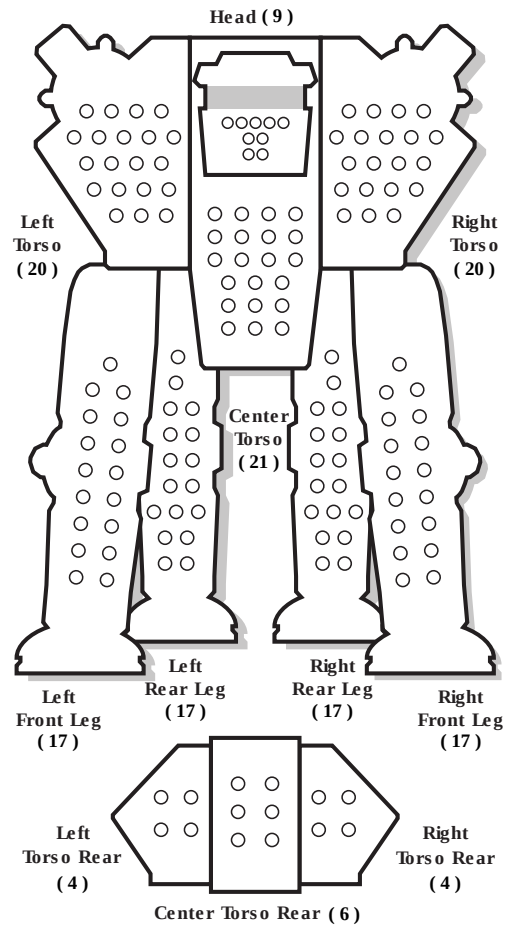
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Light Ferro-Fibrous
- 4-6

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

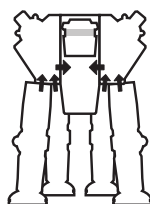
Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Streak SRM 4
- 1-3
- ER Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

Right Torso (CASE)

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
- Light Gauss Rifle
 - Light Gauss Rifle
 - Ammo (Streak SRM 4) 25
 - Ammo (Light Gauss) 16
 - CASE
 - Roll Again
- 4-6



Damage Transfer Diagram

Rear Left Leg

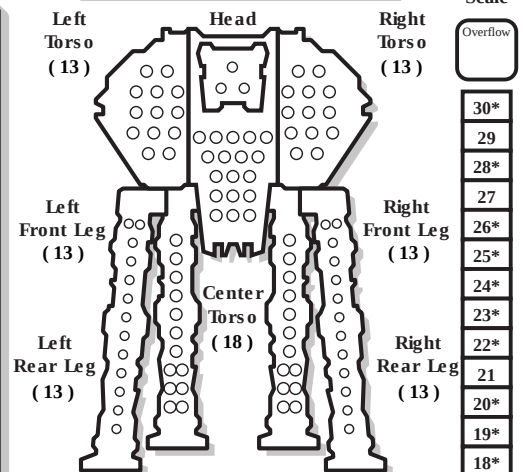
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Light Ferro-Fibrous

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
25*
24*
23*
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19*
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16
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3
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