

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Scorpion SCP-10M

Movement Points: **Tonnage:** 55
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 385 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18

Ammo: (LRM 10) 12

BV: 1,458



WARRIOR DATA

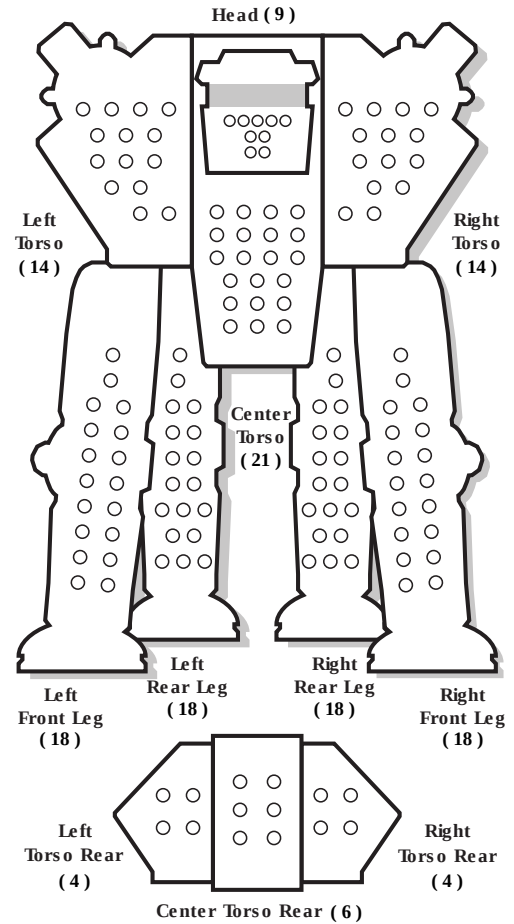
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Head

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

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Center Torso

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

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Ammo (LRM 10) 12

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

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

1-3

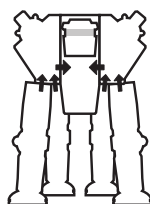
4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

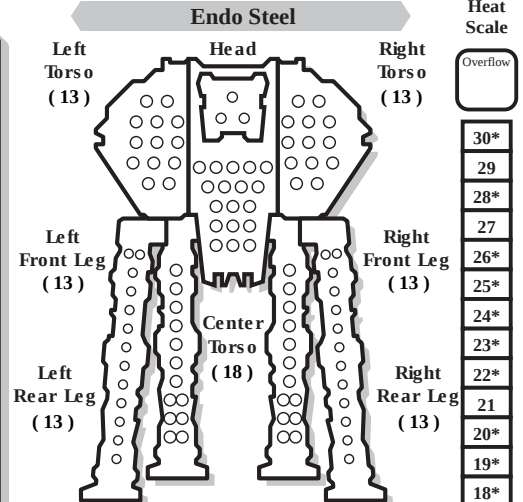
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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*
22*
21
20*
19*
18*
17*
16
15*
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13*
12
11
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8*
7
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4
3
2
1
0