

# BATTLETECH™

## FOUR-LEGGED BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Antlion LK-3D

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 225 XL

Tonnage: 45

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

### 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   | 'Mech Mortar 4 (C)       | LT  | 5  | 2/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Bloodhound Active Probe  | LT  | —  | [E]           | —   | —   | —   | 8   |
| 1   | Remote Sensors/Dispenser | LT  | —  | [E]           | —   | —   | —   | —   |
| 1   | 'Mech Mortar 4 (C)       | RT  | 5  | 2/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 2   | Light Machine Gun (IS)   | HD  | —  | 1 [DB, AI]    | —   | 2   | 4   | 6   |

Ammo: (Light Machine Gun) 100, (Mortar SC 4) 36, (Remote Sensors/Dispenser) 30

BV: 859



### CRITICAL TABLE

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light Machine Gun
- Light Machine Gun

#### Front Left Leg

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

#### Center Torso

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

1-3

#### Left Torso

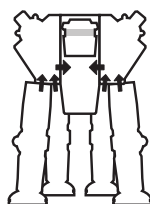
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- 'Mech Mortar 4 [Clan]
- 'Mech Mortar 4 [Clan]
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Remote Sensors/Dispenser (30)

4-6

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



Damage Transfer Diagram

#### Rear Left Leg

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

#### Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Light Machine Gun) 100
- Light Ferro-Fibrous

1-3

#### Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 'Mech Mortar 4 [Clan]
- 'Mech Mortar 4 [Clan]
- Ammo (Mortar SC 4) 6

4-6

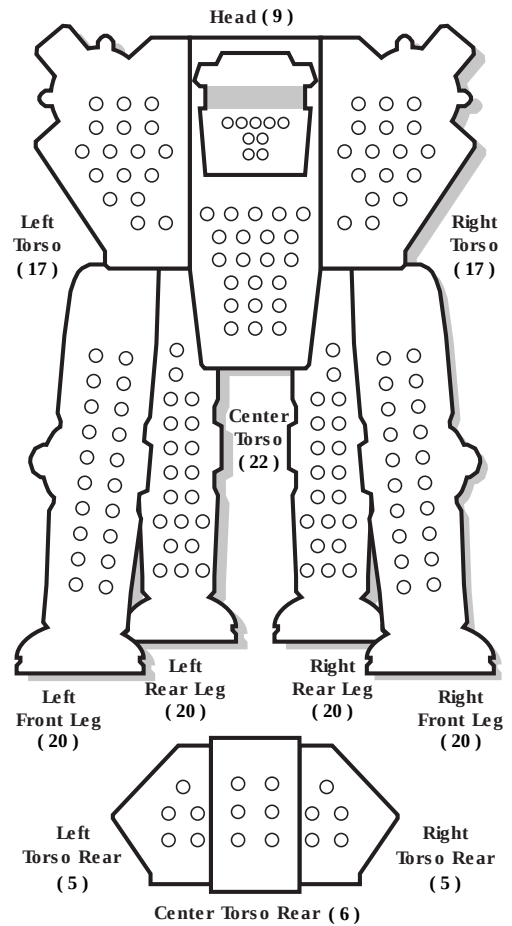
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- CASE II

#### Rear Right Leg

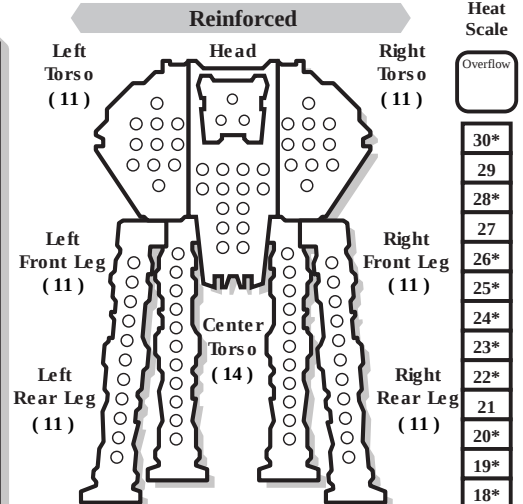
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

### ARMOR DIAGRAM

Light Ferro-Fibrous



### 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* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |