

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Scarecrow UCU-F4

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Engine Type: 200 XL

Tonnage: 40

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

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	Anti-BattleArmor Pods (B-Pods)	LL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	Anti-BattleArmor Pods (B-Pods)	RL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser (IS)	LA	4	6 [P]	—	2	4	6
4	Light Machine Gun (C)	LA	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (C)	LA	—	[T]	—	2	4	6
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser (IS)	RA	4	6 [P]	—	2	4	6
4	Light Machine Gun (C)	RA	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (C)	RA	—	[T]	—	2	4	6
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	8
1	ER Medium Laser (C)	CT	5	7 [DE]	—	5	10	15
1	ER Flamer (IS)	CT	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer (IS)	HD	4	2 [DE,H,AI]	—	3	5	7

Ammo: (Light Machine Gun) 100

BV: 1,429



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser [Clan]
- Medium Pulse Laser
- Light Machine Gun [Clan]
- Light Machine Gun [Clan]

1-3

- Light Machine Gun [Clan]
- Light Machine Gun [Clan]
- Light Machine Gun Array [Clan]
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

4-6

Left Torso

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

1-3

- Jump Jet
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Endo-Composite
- Chameleon Light Polarization Shield

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Chameleon Light Polarization Shield

Head

- Life Support
- Sensors
- Cockpit
- ER Flamer
- Sensors
- Life Support

Center Torso

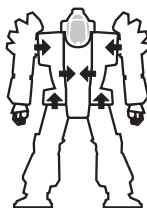
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser [Clan]
- ER Flamer
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser [Clan]
- Medium Pulse Laser
- Light Machine Gun [Clan]
- Light Machine Gun [Clan]

1-3

- Light Machine Gun [Clan]
- Light Machine Gun [Clan]
- Light Machine Gun Array [Clan]
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

4-6

Right Torso (CASE II)

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

1-3

- Jump Jet
- Ammo (Light Machine Gun) 100
- CASE II
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

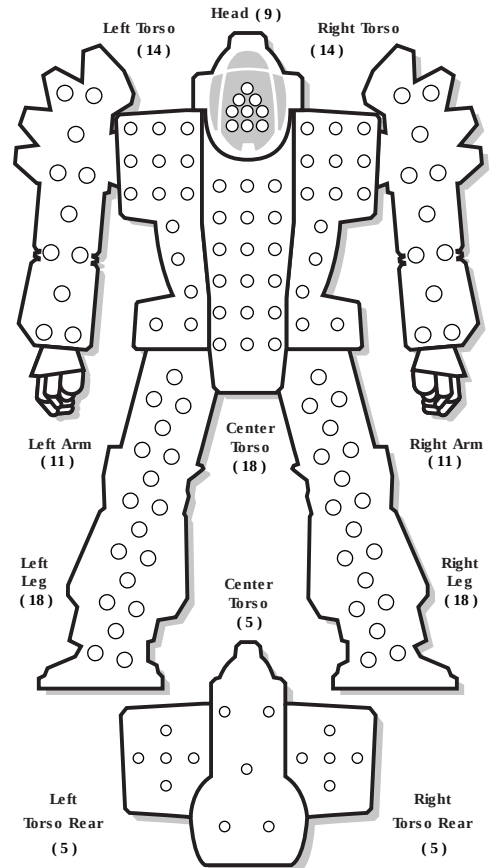
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Chameleon Light Polarization Shield

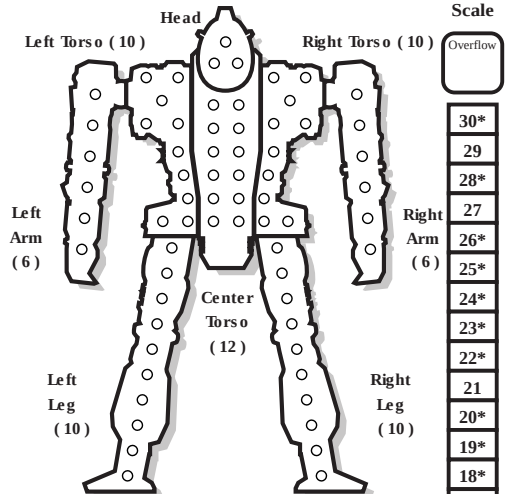
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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