BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Sagittaire SGT-14D

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Advanced
Jumping:	3	**Role:**	Juggernaut
Engine Type:	285 Light		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	LA	9	9 [P]	—	5	10	15
2	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9
1	Large Re-engineered Laser	RA	9	9 [P]	—	5	10	15
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	C3 Boosted Slave	HD	—	[E]	—	—	—	—

BV: 1,960

WARRIOR DATA

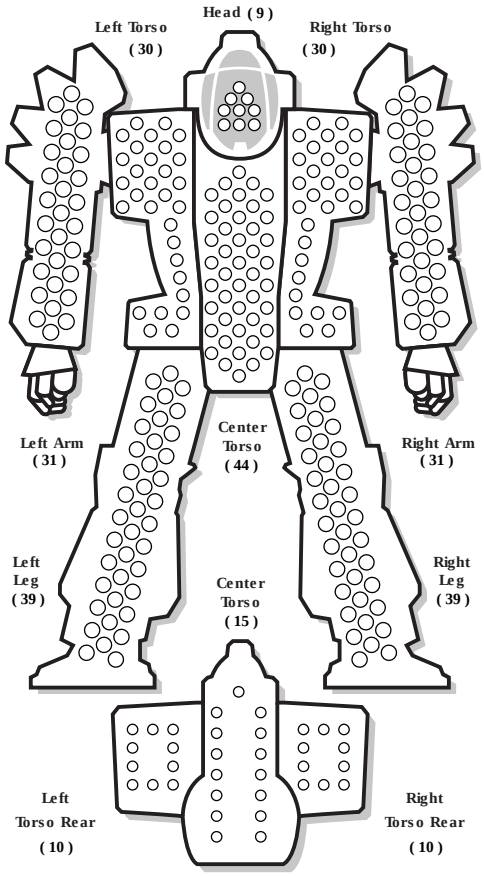
Name: _____

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. Medium VSP Laser
3. Medium VSP Laser
4. Medium VSP Laser
5. Medium VSP Laser
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1-3

1. ER Large Laser
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. C3 Boosted Slave
6. C3 Boosted Slave

Center Torso

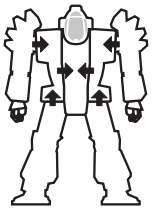
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Endo-Composite

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. Medium VSP Laser
3. Medium VSP Laser
4. Medium X-Pulse Laser
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Radical Heat Sink System
4. Radical Heat Sink System
5. Radical Heat Sink System
6. Endo-Composite

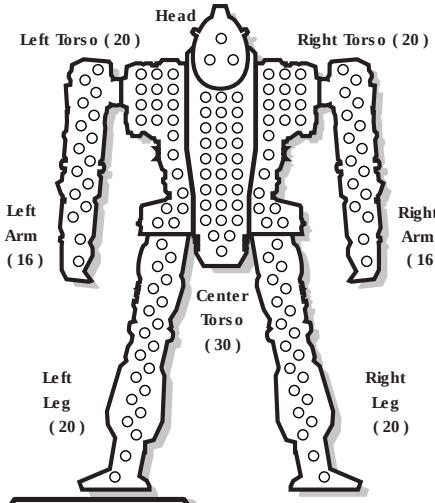
4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

HEAT DATA

Double Heat Sinks: 14 (28)

Heat Level*	Effects	
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	

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