

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Trebaruna TR-XH

Movement Points:

Walking: 3

Running: 4

Jumping: 4

Engine Type: 285 XL

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

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	ER PPC (T)	LT	15	10 [DE]	—	7	14	23
1	Quad Turret	LT	—	[E]	—	—	—	—
1	Imp. Heavy Gauss Rifle	CT/RT	2	22 [DB,X]	3	6	12	19

Ammo: (iHeavy Gauss) 24

BV: 2,453



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ammo (iHeavy Gauss) 4
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Center Torso

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

1-3

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC (T)
5. ER PPC (T)
6. ER PPC (T)

1-3

4-6

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

4-6

1. Ammo (iHeavy Gauss) 4
2. Ammo (iHeavy Gauss) 4
3. Ammo (iHeavy Gauss) 4
4. Ammo (iHeavy Gauss) 4
5. Ammo (iHeavy Gauss) 4
6. Quad Turret

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Imp. Heavy Gauss Rifle
5. Imp. Heavy Gauss Rifle
6. Imp. Heavy Gauss Rifle

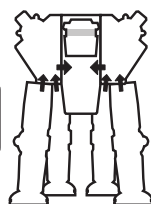
1-3

4-6

1. Imp. Heavy Gauss Rifle
2. Imp. Heavy Gauss Rifle
3. Imp. Heavy Gauss Rifle
4. Imp. Heavy Gauss Rifle
5. Imp. Heavy Gauss Rifle
6. Imp. Heavy Gauss Rifle

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

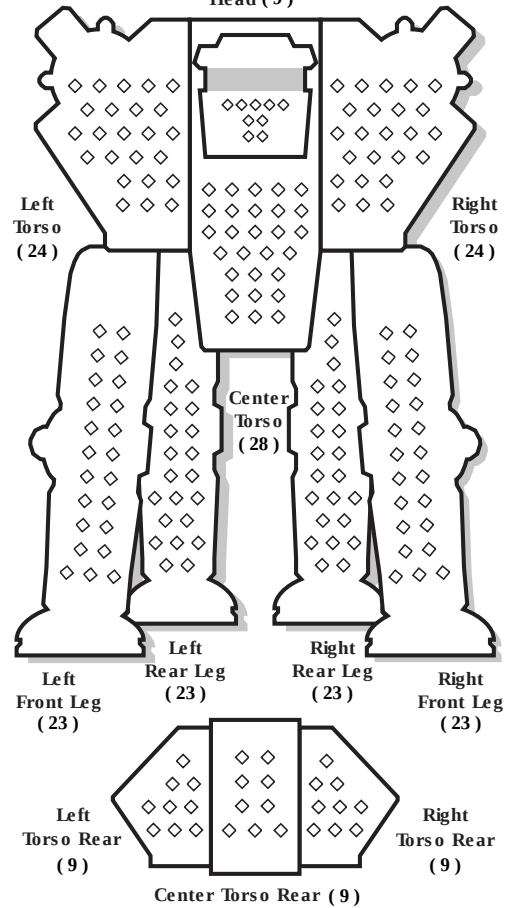


Damage Transfer Diagram

ARMOR DIAGRAM

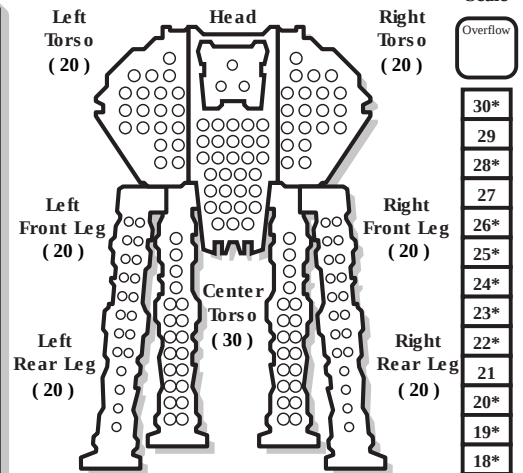
Hardened

Head (9)



INTERNAL STRUCTURE DIAGRAM

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*
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4
3
2
1
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