

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Xanthos XNT-60

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Compact

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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	PPC	LT	10	10 [DE]	3	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	PPC	RT	10	10 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	Coolant Pod	RT	—	[PE,OS,X]	—	—	—	—
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
2	Small Pulse Laser	CT	2	3 [P,AI]	—	1	2	3

Ammo: (LRM 10) 12

BV: 2,320



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Center Torso

1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
- 1-3 4. Compact Gyro
5. Compact Gyro
6. LRM 10
1. LRM 10
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. Small Pulse Laser
5. Small Pulse Laser
6. Ammo (LRM 10) 12

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

Left Torso

1. Double Heat Sink
2. Double Heat Sink
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. PPC
2. PPC
3. PPC
- 4-6 4. ER Medium Laser
5. Stealth
6. Stealth

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

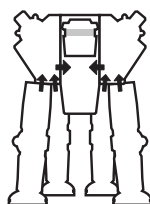
Right Torso

1. Double Heat Sink
2. Double Heat Sink
- 1-3 3. Double Heat Sink
4. PPC
5. PPC
6. PPC

1. ER Medium Laser
2. ECM Suite (Guardian)
3. ECM Suite (Guardian)
- 4-6 4. Coolant Pod
5. Stealth
6. Stealth

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

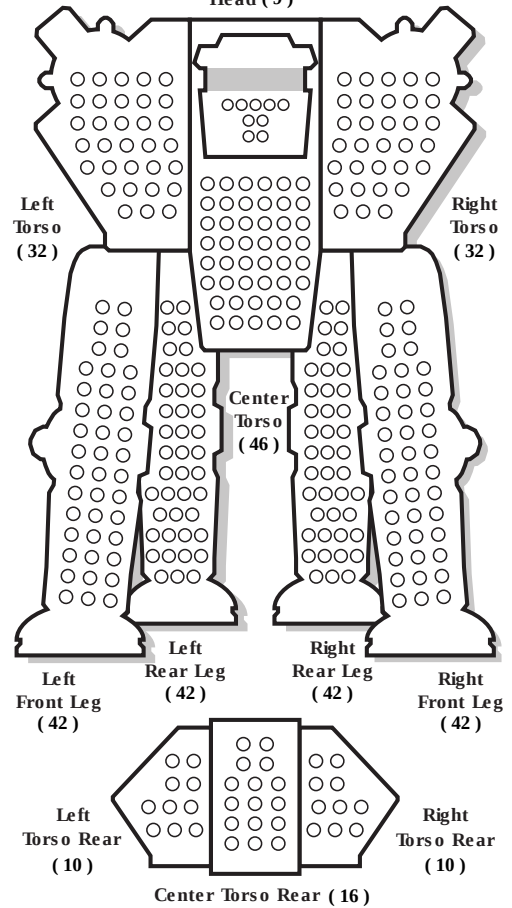


Damage Transfer Diagram

ARMOR DIAGRAM

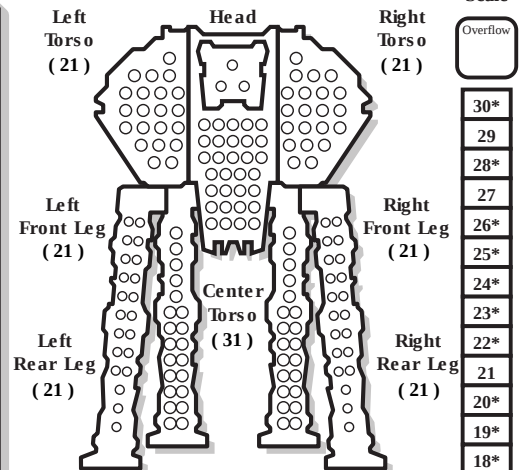
Stealth

Head (9)



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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