

BATTLETECH™

SUPERHEAVY THREE-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Poseidon PSD-V2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 375 XL

Tonnage: 125

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	CL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	MRM 20	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6

Ammo: (LRM 5) 24, (MRM 20) 24, (SRM 2) 50

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

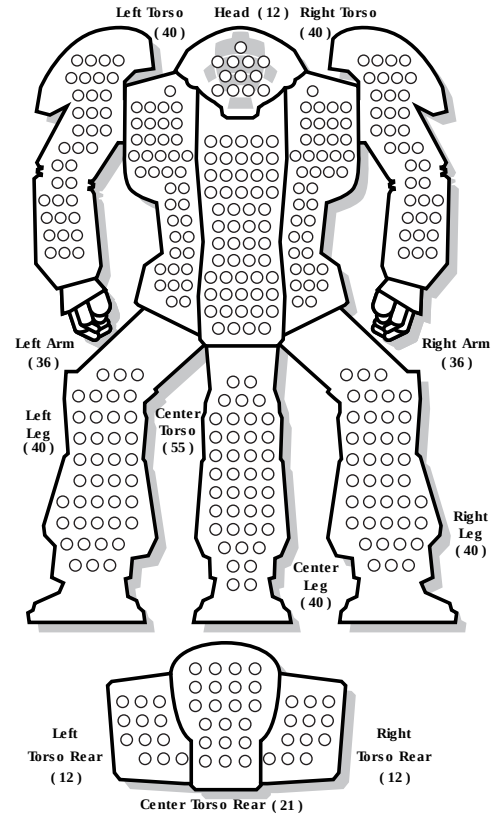
Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

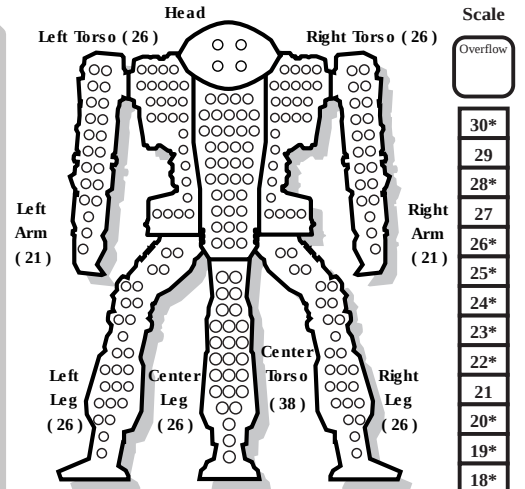
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER PPC [Clan]
- ER PPC [Clan]

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]

1-3

- LRM 5
- SRM 2
- Ammo (SRM 2) 50
- Ammo (MRM 20) 12
- CASE II [Clan]
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 2
- ER Small Laser [Clan]
- Endo Steel

4-6

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



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- MRM 20
- MRM 20

1-3

- Apollo MRM FCS
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]

1-3

- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- Ammo (MRM 20) 12
- CASE II [Clan]
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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	○○○