

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rhino

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Engine Type: 300 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Experimental

Role: Skirmisher

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
2	ER Medium Laser	FLL	5	7 [DE]	—	5	10	15
(C)								
2	ER Medium Laser	FRL	5	7 [DE]	—	5	10	15
(C)								
1	Ram Plate	C/R/LT	—	[E]	—	—	—	—
1	Spikes	LT	—	[E]	—	—	—	—
1	Spikes	RT	—	[E]	—	—	—	—
1	Spikes	CT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
(C)								

BV: 2,124



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

Center Torso

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

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
- 1-3 3. Ram Plate
4. Spikes [IS]
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

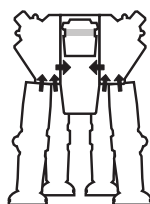
Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Ram Plate
- 1-3 4. Spikes [IS]
5. MASC
6. MASC

4-6

Rear Left Leg

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



Damage Transfer Diagram

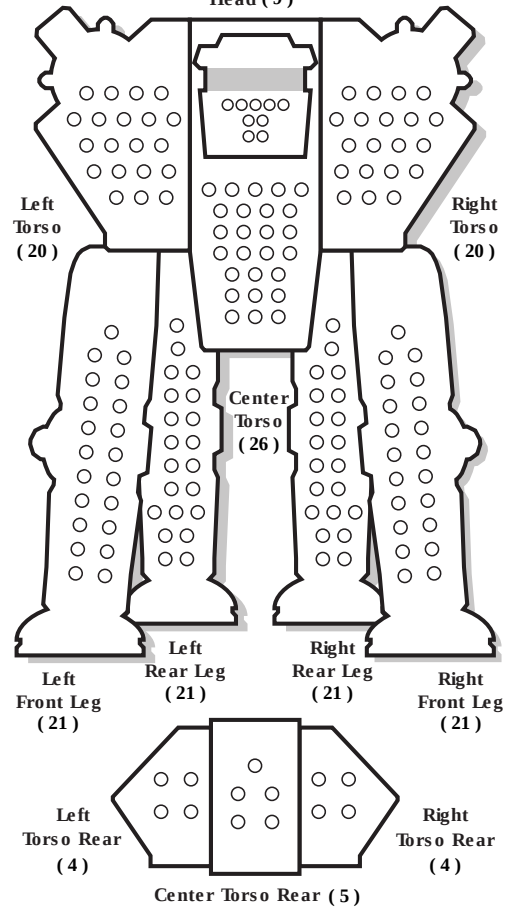
Rear Right Leg

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

ARMOR DIAGRAM

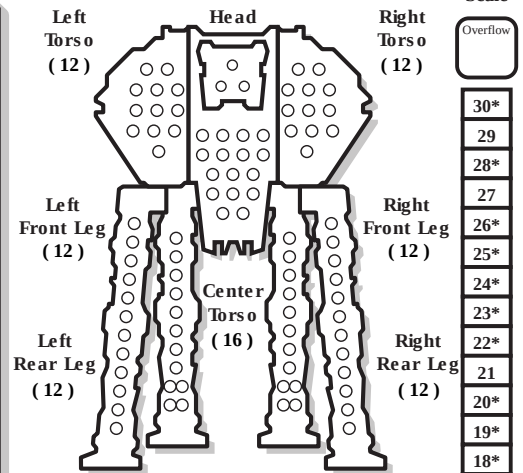
Ferro-Fibrous

Head (9)



INTERNAL STRUCTURE DIAGRAM

Reinforced



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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