

# BATTLETECH™

## PRIMITIVE FOUR-LEGGED BATTLEMECH RECORD SHEET

### MECH DATA

Type: Xanthos XNT-20

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 360 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

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	Large Laser	LT	8	8 [DE]	—	5	10	15
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser (R)	LT	1	3 [DE]	—	1	2	3
1	AC/10	RT	3	10 [DB,S]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AC/10) 20, (SRM 4) 25

BV: 1,300

### CRITICAL TABLE

#### Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Left Torso

- Large Laser
- Large Laser
- SRM 4
- Medium Laser
- Small Laser (R)
- Ammo (SRM 4) 25

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Head

- Life Support
- Sensors
- Primitive Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Roll Again
- Roll Again

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

#### Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

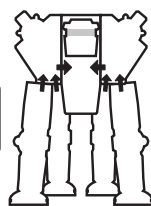
#### Right Torso

- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

- AC/10
- Medium Laser
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Roll Again
- Roll Again

#### Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

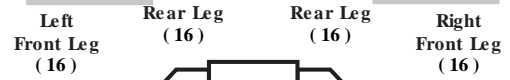
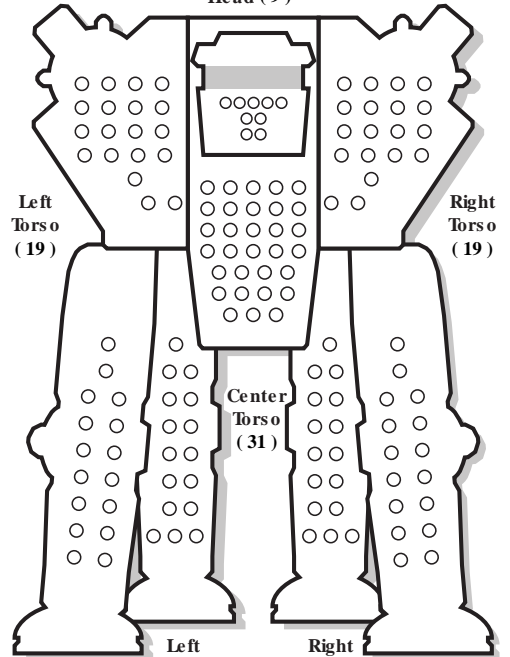


Damage Transfer Diagram

### ARMOR DIAGRAM

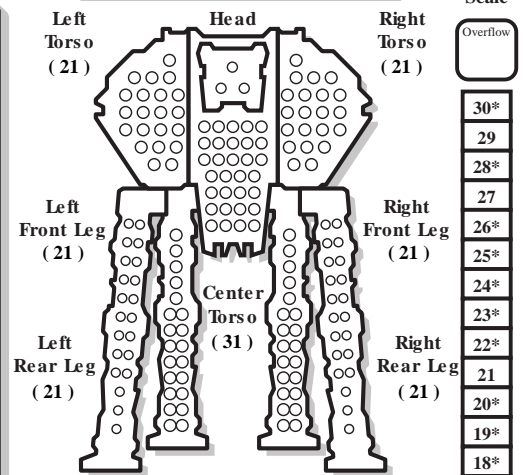
Primitive

Head (9)



### INTERNAL STRUCTURE DIAGRAM

Standard Structure



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 18
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