

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fire Scorpion 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

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	A-Pod	RLL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	RRL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	FLL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	FRL	—	[PB,OS,AI]	—	—	—	—
1	Ultra AC/20	LT	7	20/Sht	—	4	8	12
				[DB,R/C]				
2	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
4	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: (LRM 10) 24, (Machine Gun) 200, (Ultra AC/20) 20

BV: 1,623



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Front Left Leg

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

Center Torso

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

1-3

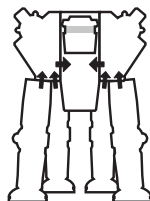
4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Left Torso (CASE)

- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
- 4-6
- Ammo (Ultra AC/20) 5
 - Ammo (Ultra AC/20) 5
 - Ammo (Ultra AC/20) 5
 - Ammo (Ultra AC/20) 5

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



Damage Transfer Diagram

Front Right Leg

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

Right Torso (CASE)

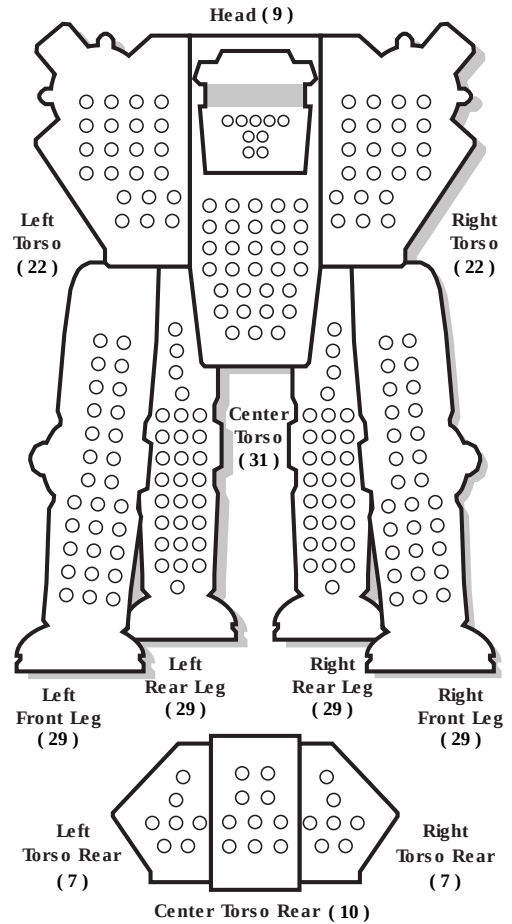
- LRM 10
 - LRM 10
 - Machine Gun
 - Machine Gun
 - Machine Gun
 - Machine Gun
- 1-3
- Ammo (Machine Gun) 200
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Active Probe
 - Roll Again
 - Roll Again
- 4-6

Rear Right Leg

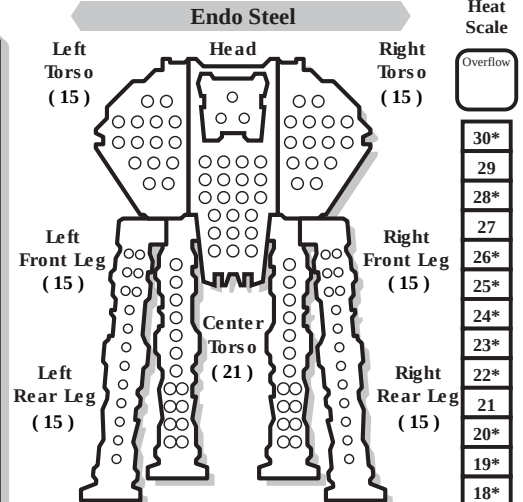
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Endo Steel

ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○