

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunder Stallion 3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 255 Fusion

Tonnage:

85

Tech Base:

Clan

Rules Level:

Standard

Role:

Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40	LT	8	40 [C,F,X]	2	8	16	24
1	LB 20-X AC	RT	6	20	—	4	8	12
[DB,C/F/S]								
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (HAG/40) 18, (LB-20X) 10, (LB-20X Cluster) 5

BV: 2,601



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

Center Torso

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

1-3

4-6

Left Torso (CASE)

- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40

1-3

4-6

- HAG/40
- HAG/40
- HAG/40
- HAG/40
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

Rear Left Leg

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

Front Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5

Right Torso (CASE)

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

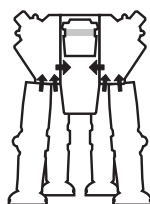
4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ammo (LB-20X) 5
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

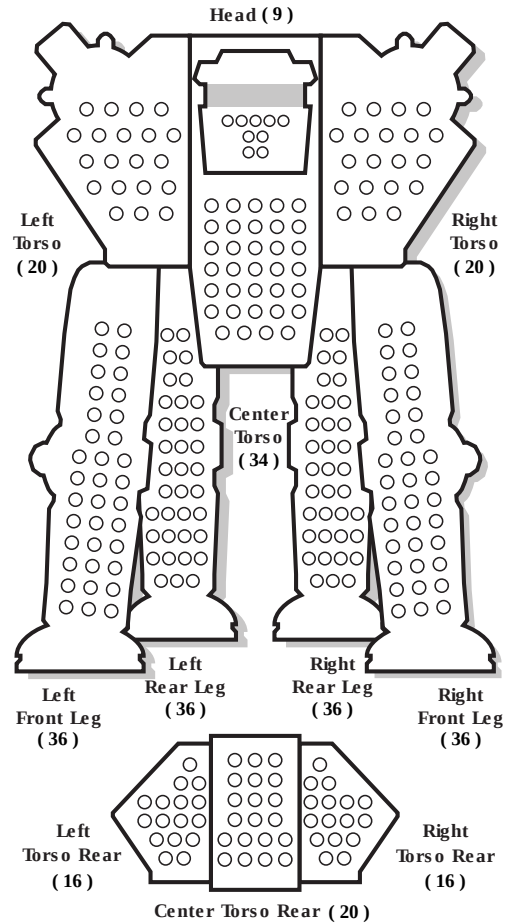
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

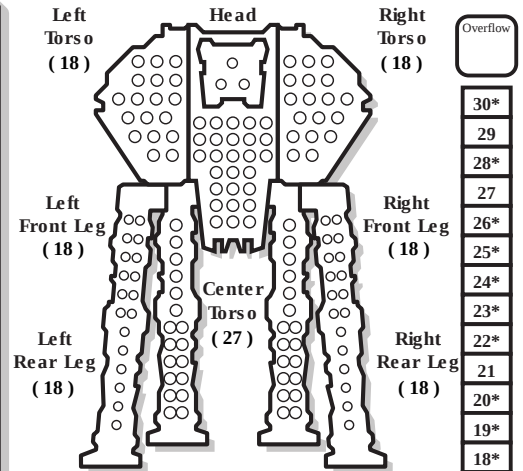
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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
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