

# BATTLETECH™

## FOUR-LEGGED BATTLEMECH RECORD SHEET

### MECH DATA

Type: Blue Flame BLF-21

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 225 Light

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### 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   | ER Large Laser | LT  | 12 | 8 [DE]      | —   | 7   | 14  | 19  |
| 1   | Streak SRM 2   | LT  | 2  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | ER Large Laser | RT  | 12 | 8 [DE]      | —   | 7   | 14  | 19  |
| 1   | Streak SRM 2   | RT  | 2  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | C3i            | CT  | —  | [E]         | —   | —   | —   | —   |
| 1   | Streak SRM 2   | HD  | 2  | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Ammo: (Streak SRM 2) 50

BV: 1,256



### CRITICAL TABLE

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

#### Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Center Torso

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

#### Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. ER Large Laser
4. ER Large Laser
5. Streak SRM 2
6. Endo Steel

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
5. C3i
6. C3i

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

1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

#### Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

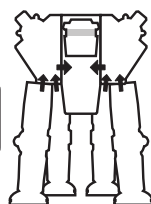
#### Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1. ER Large Laser
2. Streak SRM 2
3. Ammo (Streak SRM 2) 50
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Rear Right Leg

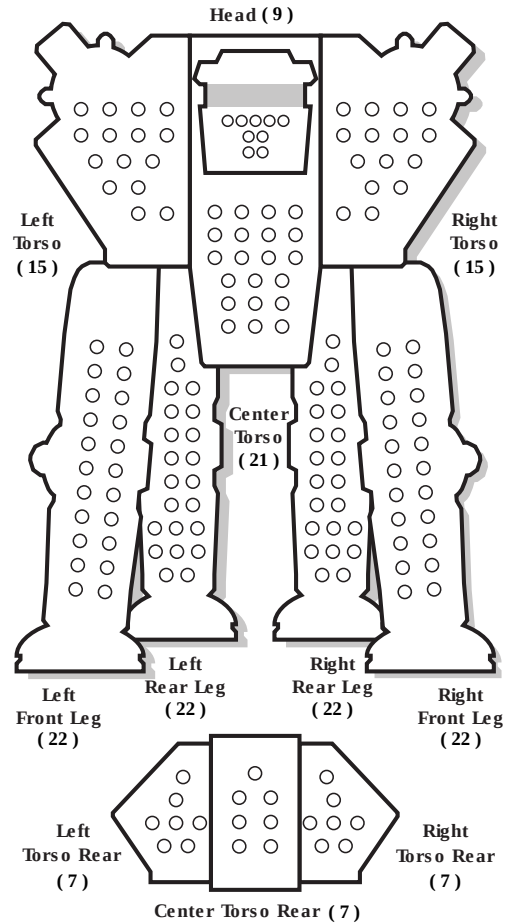
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

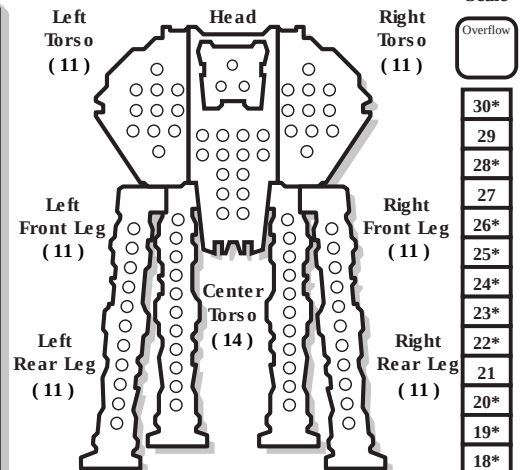
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 10 (20) |
|-------------|------------------------|----------------------------|
| 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   |