

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Barghest BGS-4T

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

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 (T)	LT	12	8 [DE]	—	7	14	19
1	ER Medium Laser (T)	LT	5	5 [DE]	—	4	8	12
1	Quad Turret	LT	—	[E]	—	—	—	—
1	Imp. Heavy Gauss Rifle	RT	2	22 [DB,X]	3	6	12	19
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (iHeavy Gauss) 16

BV: 1,734



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. C3 Slave
6. Endo Steel

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (iHeavy Gauss) 4
6. Endo Steel

Center Torso

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

Left Torso

1. ER Large Laser (T)
2. ER Large Laser (T)
- 1-3 3. ER Medium Laser (T)
4. Quad Turret
5. Endo Steel
6. Endo Steel

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

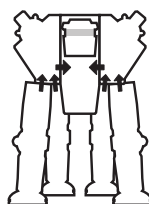
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (iHeavy Gauss) 4
6. Endo Steel

Right Torso (CASE II)

1. Imp. Heavy Gauss Rifle
2. Imp. Heavy Gauss Rifle
3. Imp. Heavy Gauss Rifle
- 1-3 4. Imp. Heavy Gauss Rifle
5. Imp. Heavy Gauss Rifle
6. Imp. Heavy Gauss Rifle

1. Imp. Heavy Gauss Rifle
2. Imp. Heavy Gauss Rifle
3. Imp. Heavy Gauss Rifle
- 4-6 4. Imp. Heavy Gauss Rifle
5. Imp. Heavy Gauss Rifle
6. CASE II

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



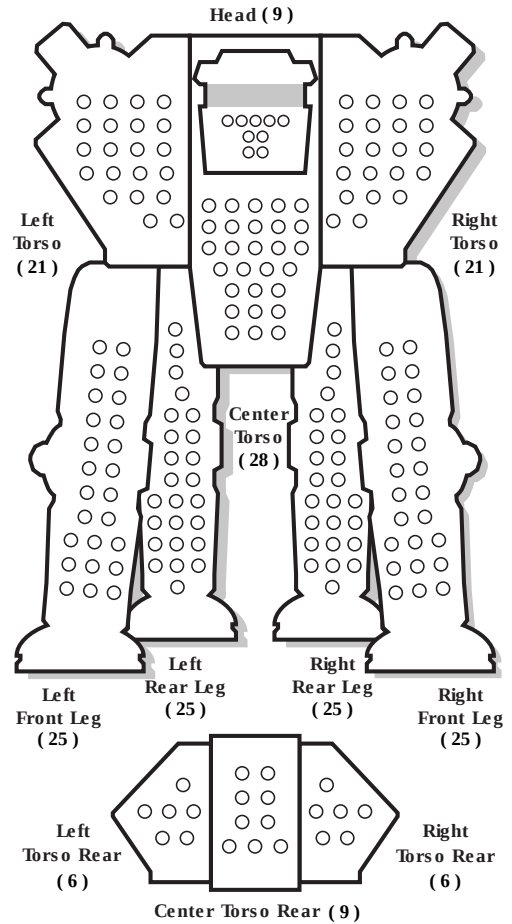
Damage Transfer Diagram

Rear Right Leg

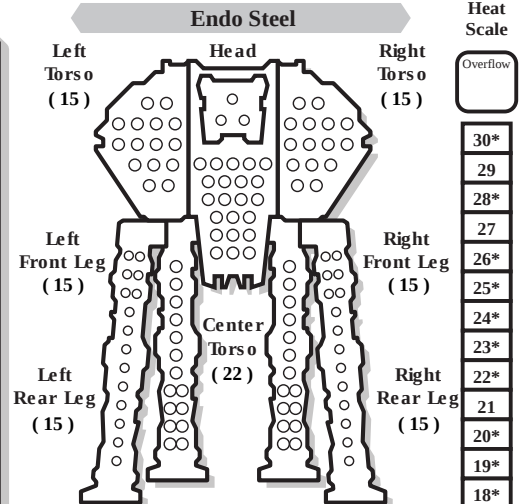
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM



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
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0