

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Sagittaire SGT-14R

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 285 Light

Tonnage: 95

Tech Base: Mixed

Rules Level: Standard

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 VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
(C)								
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
(C)								
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
(C)								
1	ER PPC (C)	LT	15	15 [DE]	—	7	14	23
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
(C)								
1	Targeting Computer (IS)	RT	—	[E]	—	—	—	—
1	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6
(C) (R)								
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6
(C) (R)								

BV: 2,626



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- ER Medium Laser [Clan]
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- ER PPC [Clan]
- ER PPC [Clan]
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo-Composite

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser [Clan] (R)
- Sensors
- Life Support

1-3

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Small Pulse Laser [Clan] (R)

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- ER Medium Laser [Clan]
- Small Pulse Laser [Clan]

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser [Clan]
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo-Composite

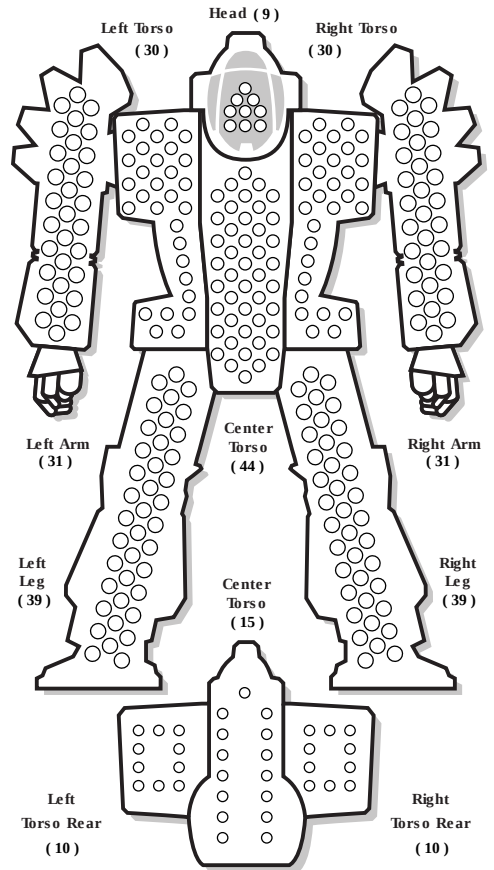
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo-Composite

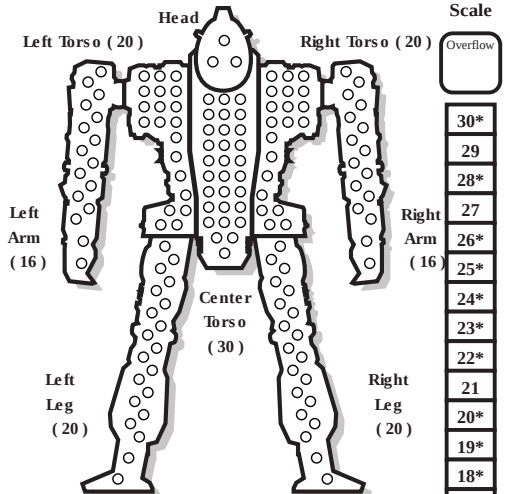
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 17 (34)



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