

# BATTLETECH™

## FOUR-LEGGED BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Thunder Stallion 4

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LB-20X AC	RT	6	20	—	4	8	12
					[DB,C/F/S]			
1	ER Large Laser (R)	CT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: [Gauss] 16, [LB-20X] 10

BV: 2,643

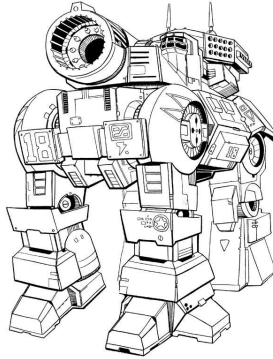


### WARRIOR DATA

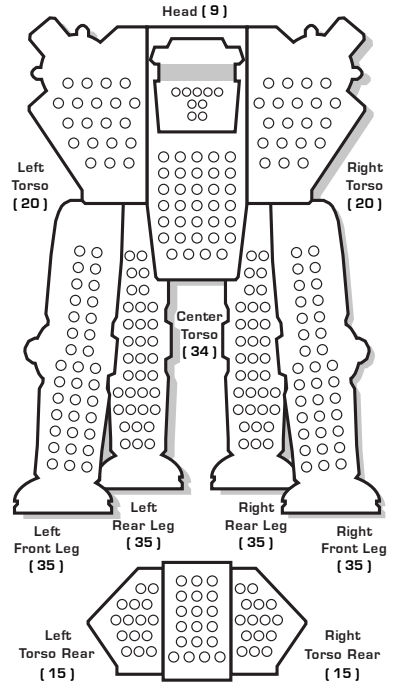
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

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

#### Front Right Leg (CASE)

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

#### Right Torso

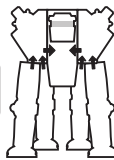
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LB-20-X AC
- LB-20-X AC
- LB-20-X AC

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

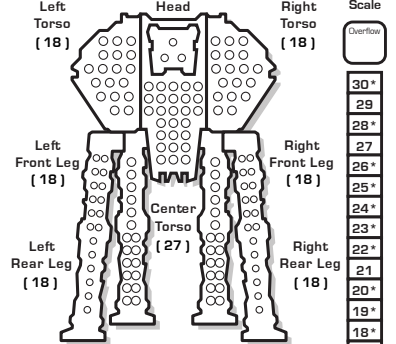
#### Rear Left Leg

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

#### Rear Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○○○○○○○○○○○○○○○○