

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Scorpion C

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Engine Type: 330 Light

Tonnage: 55

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

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	Micro Pulse Laser	LT	1	3 [P, AI]	—	1	2	3
1	ER PPC (C)	RT	15	15 [DE]	—	7	14	23
1	ATM 6	RT	4	[M, C, S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (ATM 6) 10, (ATM 6 ER) 10, (ATM 6 HE) 10

BV: 2,090

CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Micro Pulse Laser [Clan]
- Ammo (ATM 6) 10
- Ammo (ATM 6 ER) 10
- Ammo (ATM 6 HE) 10

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- ER PPC [Clan]
- ER PPC [Clan]
- PPC Capacitor
- ATM 6 [Clan]

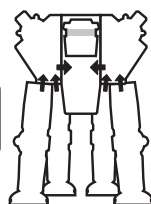
1-3

4-6

- ATM 6 [Clan]
- ATM 6 [Clan]

Rear Right Leg

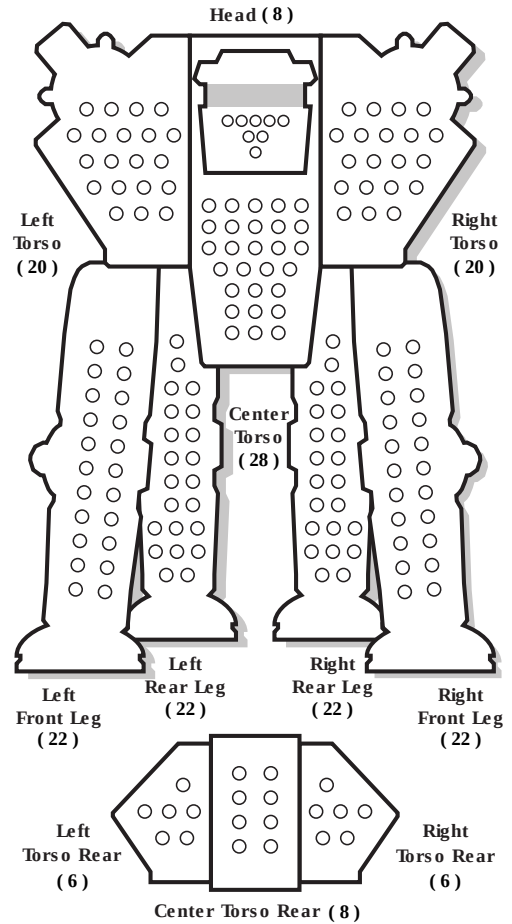
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



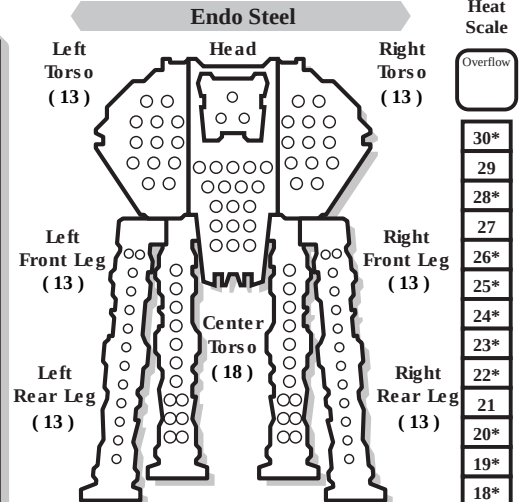
Damage Transfer Diagram

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
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0