

# BATTLETECH™

## FOUR-LEGGED BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Sirocco SRC-5C

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Fusion

Tonnage: 95

Tech Base: Inner Sphere

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 |
|-----------------------------------|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 2                                 | A-Pod              | FLL | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 2                                 | A-Pod              | FRL | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 1                                 | Light Gauss Rifle  | LT  | 1  | 8 [DB,X]      | 3   | 8   | 17  | 25  |
| 1                                 | ER Medium Laser    | LT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1                                 | SRM 4              | LT  | 3  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1                                 | ER Medium Laser    | LT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| (R)                               |                    |     |    |               |     |     |     |     |
| 1                                 | Light Gauss Rifle  | RT  | 1  | 8 [DB,X]      | 3   | 8   | 17  | 25  |
| 1                                 | ER Medium Laser    | RT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1                                 | SRM 4              | RT  | 3  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1                                 | ER Medium Laser    | RT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| (R)                               |                    |     |    |               |     |     |     |     |
| 1                                 | ECM Suite          | CT  | —  | [E]           | —   | —   | —   | 6   |
| (Guardian)                        |                    |     |    |               |     |     |     |     |
| 1                                 | Medium Pulse Laser | HL  | 5  | 6 [P]         | —   | 2   | 4   | 6   |
| Ammo (Light Gauss) 32, (SRM 4) 25 |                    |     |    |               |     |     |     |     |

BV: 2,107



### CRITICAL TABLE

#### Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

#### Left Torso (CASE)

- 1-3. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. ER Medium Laser

1. SRM 4
2. ER Medium Laser (R)
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

#### Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Light Gauss) 16
6. Roll Again

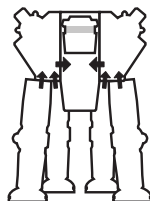
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

#### Center Torso

- 1-3. Fusion Engine
  2. Fusion Engine
  3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Fusion Engine
  3. Fusion Engine
  4. Fusion Engine
  5. ECM Suite (Guardian)
  6. ECM Suite (Guardian)

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



Damage Transfer Diagram

#### Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

#### Right Torso (CASE)

- 1-3. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

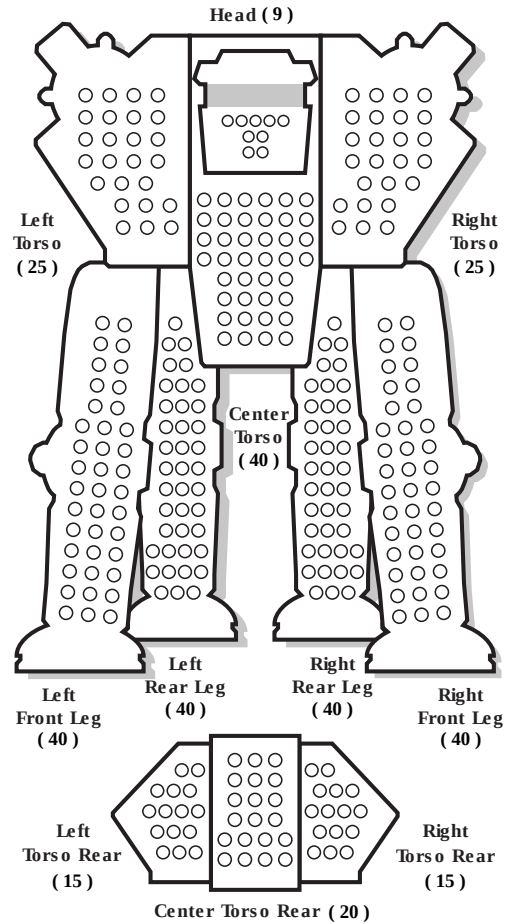
1. Light Gauss Rifle
2. Light Gauss Rifle
3. ER Medium Laser
4. SRM 4
5. ER Medium Laser (R)
6. CASE

#### Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Light Gauss) 16
6. Roll Again

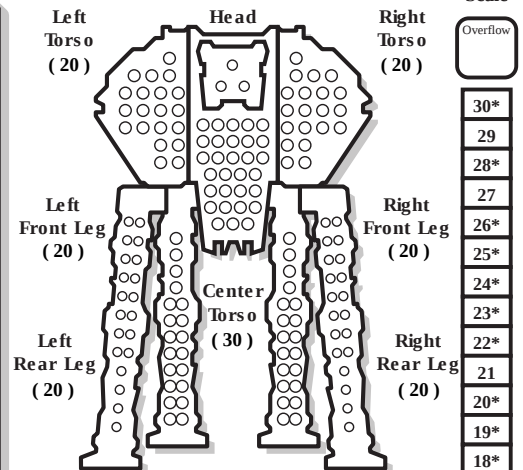
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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     | ○○○○○○○○○○○○○              |

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   |