

# BATTLETECH™

## FOUR-LEGGED BATTLEMECH RECORD SHEET

### MECH DATA

Type: Jaguar 2

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 280 XL

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

### 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 Medium Laser    | LT  | 5  | 7 [DE]     | —   | 5   | 10  | 15  |
| 1   | Medium Pulse Laser | LT  | 4  | 7 [P]      | —   | 4   | 8   | 12  |
| 3   | Machine Gun        | LT  | —  | 2 [DB, AI] | —   | 1   | 2   | 3   |
| 1   | Machine Gun Array  | LT  | —  | [T]        | —   | 1   | 2   | 3   |
| 1   | ER Medium Laser    | RT  | 5  | 7 [DE]     | —   | 5   | 10  | 15  |
| 1   | Medium Pulse Laser | RT  | 4  | 7 [P]      | —   | 4   | 8   | 12  |
| 3   | Machine Gun        | RT  | —  | 2 [DB, AI] | —   | 1   | 2   | 3   |
| 1   | Machine Gun Array  | RT  | —  | [T]        | —   | 1   | 2   | 3   |
| 1   | Targeting Computer | RT  | —  | [E]        | —   | —   | —   | —   |
| 1   | Active Probe       | CT  | —  | [E]        | —   | —   | —   | 5   |
| 1   | Light TAG          | CT  | —  | [E]        | —   | 3   | 6   | 9   |

Ammo: (Machine Gun) 100

BV: 1,721



### CRITICAL TABLE

#### Head

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

#### Front Left Leg

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

#### Center Torso

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

1-3

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Medium Pulse Laser
5. Machine Gun
6. Machine Gun

1-3

4-6

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

#### Rear Left Leg

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

4-6

#### Front Right Leg

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

1-3

#### Right Torso

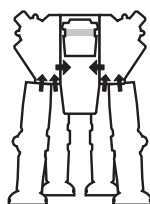
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Medium Pulse Laser
5. Machine Gun
6. Machine Gun

4-6

1. Machine Gun
2. Machine Gun Array
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

#### Rear Right Leg

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

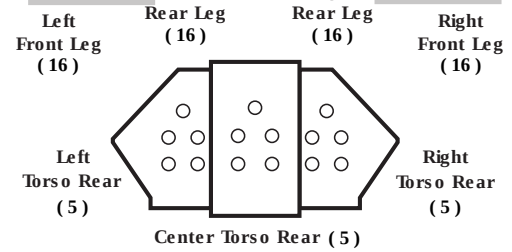
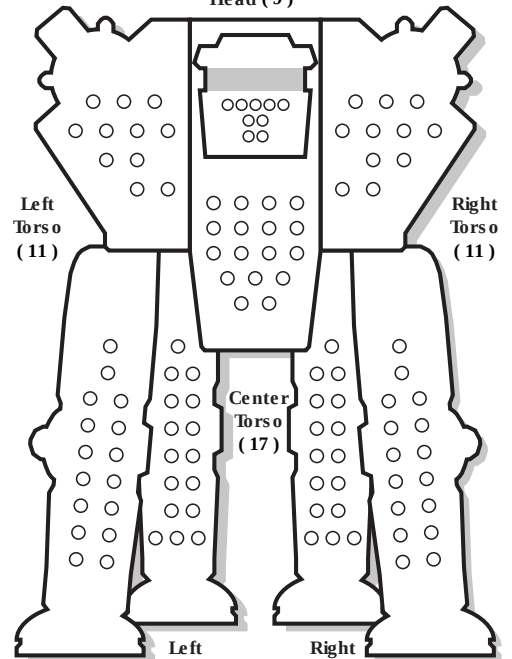


Damage Transfer Diagram

### ARMOR DIAGRAM

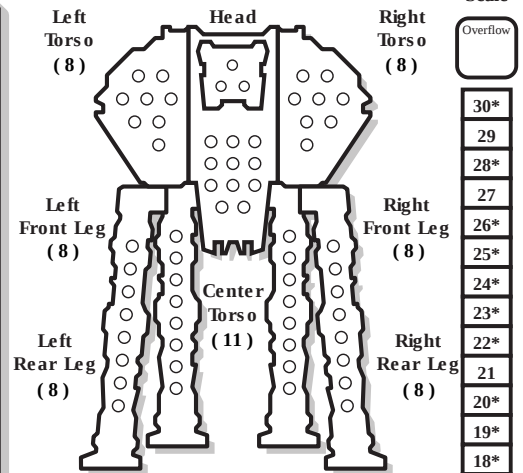
#### Ferro-Fibrous

Head (9)



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### 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   |