

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Tantrum TNT-1A
 Movement Points: 7
 Walking: 7
 Running: 11 [18]
 Jumping: 0
 Engine Type: 350 XL

Tonnage: 50
 Tech Base: Mixed
 Rules Level: Advanced

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Spikes	LT	—	[E]	—	—	—	—
1	Spikes	RT	—	[E]	—	—	—	—
1	ER Large Laser (C)	RT	12	10 [DE]	—	8	15	25

(hexes)

BV: 1,656



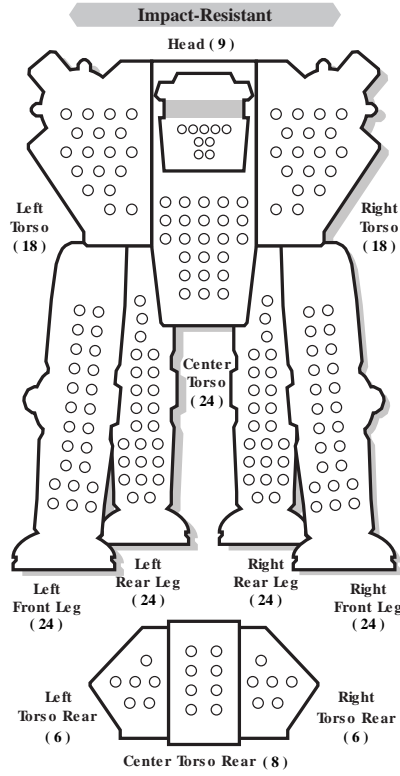
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LRL	RFL	RRL
4	LFL	RFL	RFL
5	LFL	RRL	RFL
6	LRL	RT	RRL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LRL	LT
10	RFL	LFL	LFL
11	RRL	LFL	LRL
12	HD	HD	HD

*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

Location	1-3	4-6
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. Endo Steel	
Front Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Center Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Compact Gyro 5. Compact Gyro 6. XL Fusion Engine	
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Spikes 5. MASC 6. MASC	
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. ER Large Laser [Clan] (T) 5. Spikes 6. Endo Steel	
Left Rear Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Right Rear Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

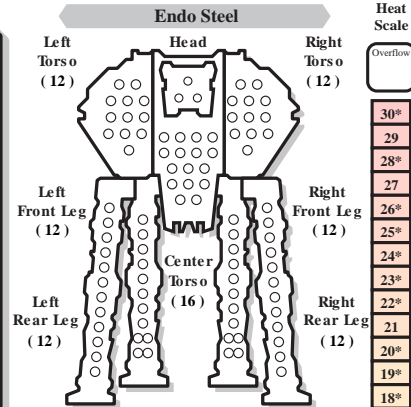
Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

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

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

Overflow

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	10
Charge	+0*	5/Hex†

*Modified by target piloting skill
 †+2/each torso location with spikes

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LFL	RFL/RRL	RFL
4-6	LRL	LFL/LRL	RRL

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LFL	RFL/RRL	RFL
4-6	LRL	LFL/LRL	RRL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										