CLASSIC BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points:
- Walking: _____
- Running: _____
- Jumping: _____

Tonnage: _____

Tech Base:
- Clan ☐
- Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

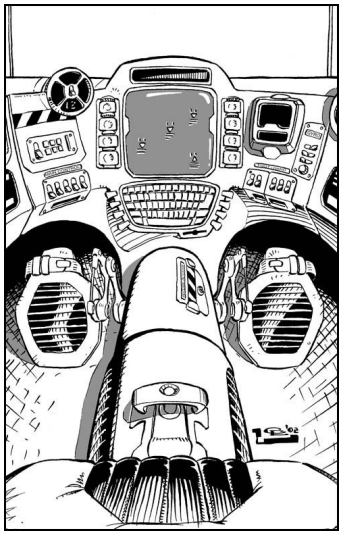
Cost: _____ **BV:** _____

WARRIOR DATA

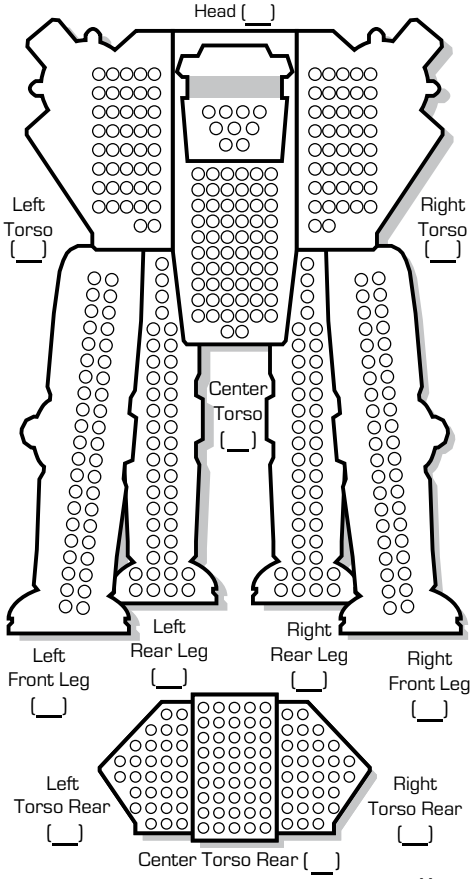
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Center Torso
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. _____
6. _____

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Left Torso
1-3:
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6:
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

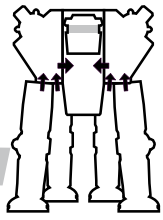
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Torso
1-3:
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6:
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

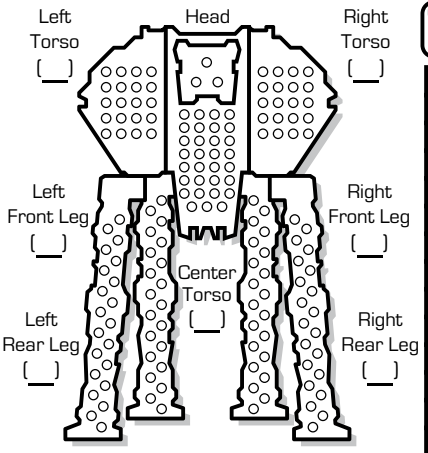
WK™ GAMES



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks: ___ (___)

○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○

Single ☐
Double ☐

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

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