

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Postrach Bielsko-Bialej (Scamboar) DZ1-KN

Movement Points:

Walking: 4

Running: 5 [9]

Jumping: 0

Engine Type: 320 XXL

Tonnage: 80

Tech Base: Clan

Rules Level: Experimental

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory

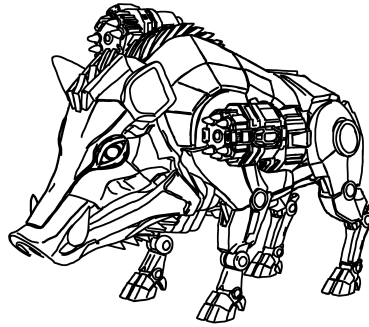
(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	FLL	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	FRL	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Ram Plate	C/R/LT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Full Head Eject System	—	—	[E]	—	—	—	—

Ammo: (Streak SRM 6) 30

Quirks: Cowl, Distracting, Narrow/Low Profile, Hard to Pilot

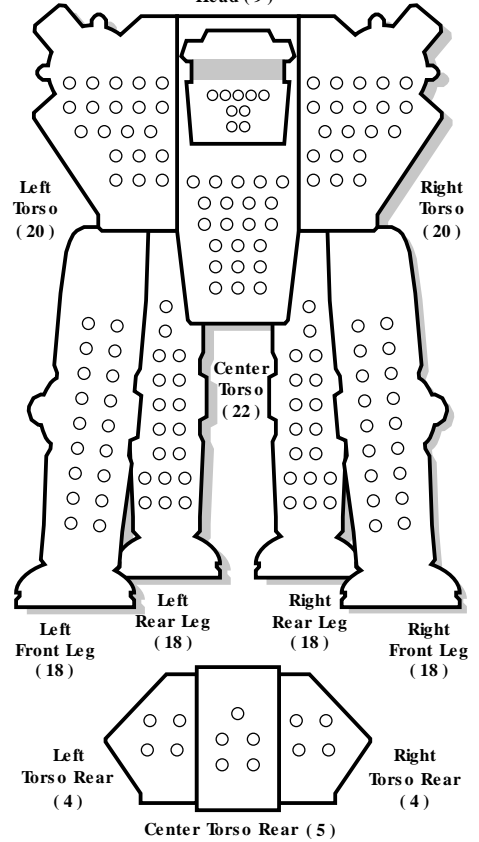
BV: 2,582



ARMOR DIAGRAM

Hardened

Head (9)



CRITICAL TABLE

Head (CASE)

1. Life Support
2. Sensors
3. Cockpit
4. Ammo (Streak SRM 6) 15
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 6
6. Streak SRM 6

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 6
6. Streak SRM 6

Center Torso

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

1-3

4-6

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Medium Pulse Laser
6. MASC

1-3

4-6

1. MASC

2. MASC

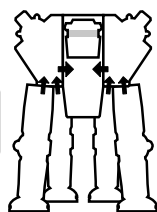
3. Ram Plate

4. Targeting Computer

5. Roll Again

6. Roll Again

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



Damage Transfer Diagram

Rear Left Leg

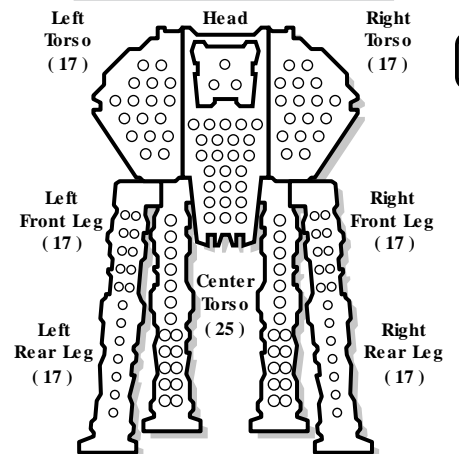
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Rear Right Leg (CASE)

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Streak SRM 6) 15
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Reinforced



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

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

Double Heat Sinks: 10 (20)

