

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

MECH DATA

Type: Thunder Fox TFT-F11

Movement Points: Tonnage: 55
Walking: 4 Tech Base: Mixed Tech (IS)
Running: 6 [5] (Advanced)
Jumping: 4 Era: Republic

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC *	H (T)	15	15	-	7	14	23
1	Targeting Computer	H	0	-	-	-	-	-

* Clan Technology

Cost: 37,518,008

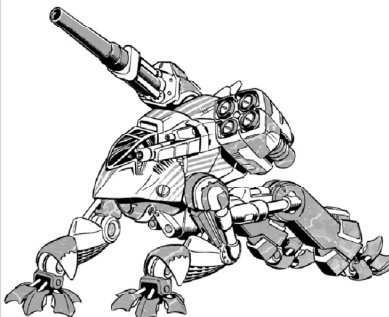
BV: 2,912

WARRIOR DATA

Name: Horhiro (Player 5)

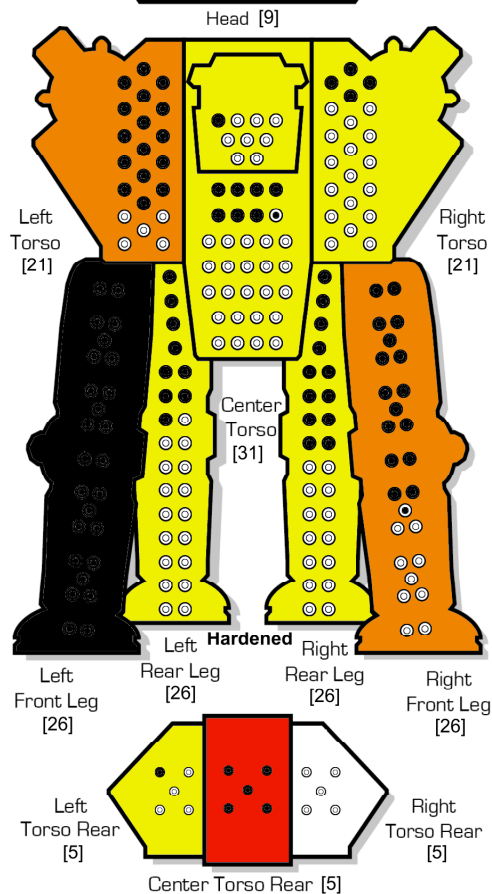
Gunnery Skill: 3 Piloting Skill: 5

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



Armor Factor = 201

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Sensors
2. Sensors
3. ER PPC (T) *
4. ER PPC (T) *
5. Targeting Computer
6. Targeting Computer

Center Torso

1. XXL Engine
 2. XXL Engine
 3. XXL Engine
 4. Compact Gyro
 5. Compact Gyro
 6. XXL Engine
- 1-3
1. XXL Engine
 2. XXL Engine
 3. Torso-Mounted Cockpit
 4. Sensors
 5. Jump Jet
 6. Head Turret
- 4-6

Left Torso

1. XXL Engine
 2. XXL Engine
 3. XXL Engine
 4. XXL Engine
 5. XXL Engine
 6. XXL Engine
- 1-3
1. Life Support
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

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

Left Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Right Front Leg

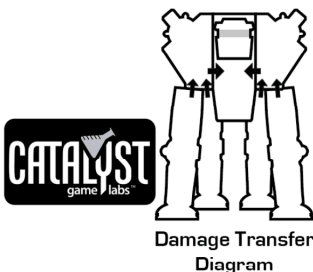
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Right Torso

1. XXL Engine
 2. XXL Engine
 3. XXL Engine
 4. XXL Engine
 5. XXL Engine
 6. XXL Engine
- 1-3
1. Life Support
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

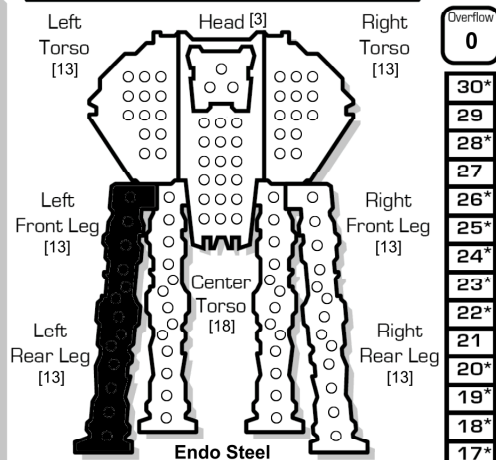
Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22]
28	Ammo Exp. avoid on 8+	Double
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

0
30*
29
28*
27
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