

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Scorpion SCP-1KL

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 5

Engine Type: 275 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 10, (Streak SRM 6) 15

BV: 1,555

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

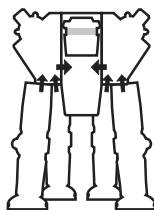
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

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



Damage Transfer Diagram

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Light Ferro-Fibrous

Left Torso (CASE II)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Small Laser
5. Ammo (Streak SRM 6) 15
6. Ammo (LB 10-X Cluster) 10

1-3

4-6

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X) 10
3. CASE II
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Rear Left Leg

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

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Light Ferro-Fibrous

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak SRM 6
5. Streak SRM 6
6. LB 10-X AC

1-3

4-6

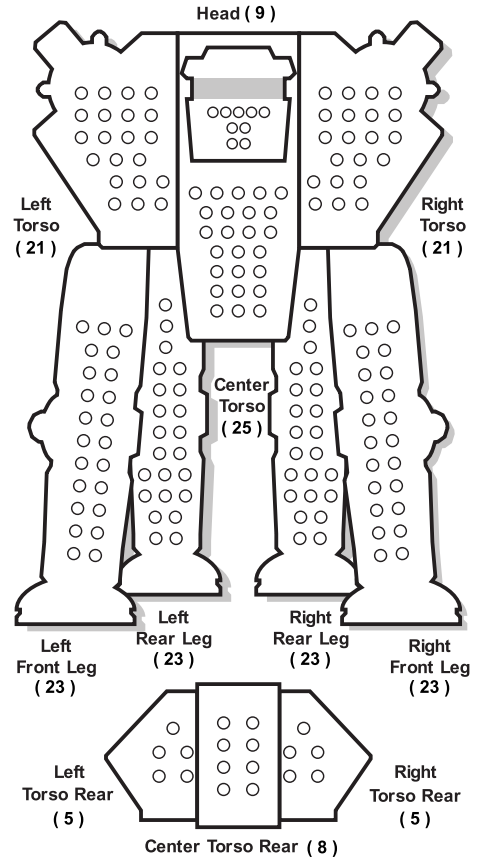
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Light Ferro-Fibrous

Rear Right Leg

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

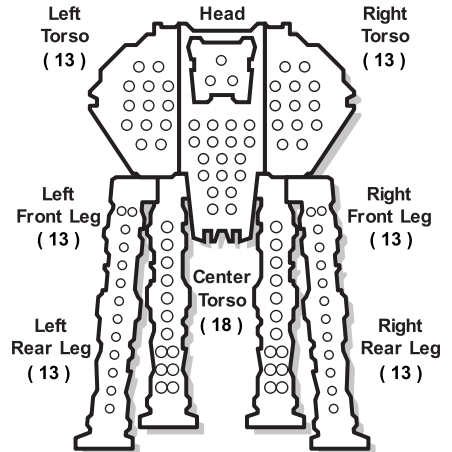
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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)

