

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

MECH DATA

Type: **Great Turtle GTR-1**

Movement Points: Tonnage: 100
 Walking: 1 Tech Base: Inner Sphere
 Running: 1 [0] Era: Civil War
 Jumping: 1

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	H	6	6	3	6	9	
1	Large X-Pulse Laser	RT	14	9	5	10	15	
1	Targeting Computer	RT	0					
2	Medium X-Pulse Laser	LT	6	6	3	6	9	

Cost: 13,633,000

BV: 2,995

WARRIOR DATA

Name: Ronin (Player 6)
 Gunnery Skill: 4 Piloting Skill: 6
 Hits Taken:

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

 Consciousness#

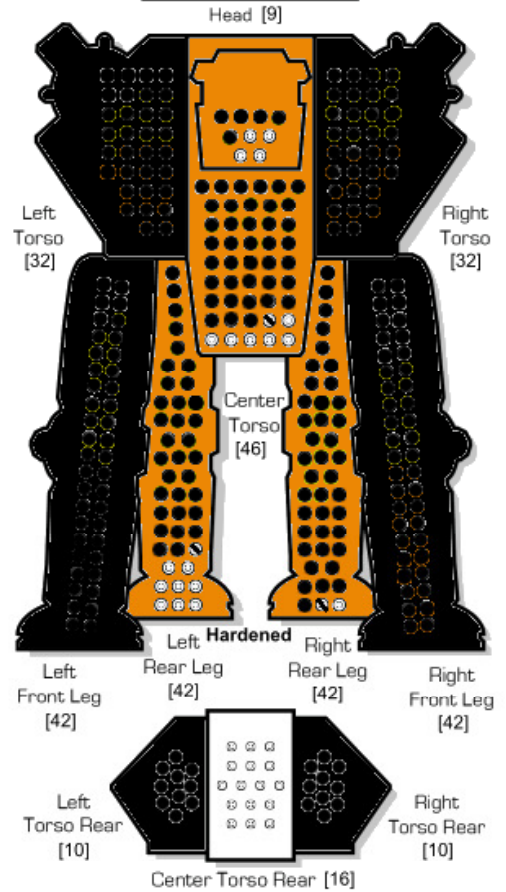
RULES LEVELS

Current: Advanced
 Era Specific: Unavailable
 Year Specific: Unavailable



Armor Factor = 323

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Sensors
- Sensors
- ~~Medium X-Pulse Laser~~
- Endo Steel
- Endo Steel
- Roll Again

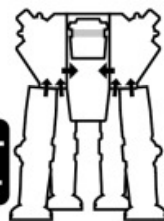
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Compact Gyro
- Compact Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Torso-Mounted Cockpit
- Sensors
- Jump Jet
- Roll Again

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

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

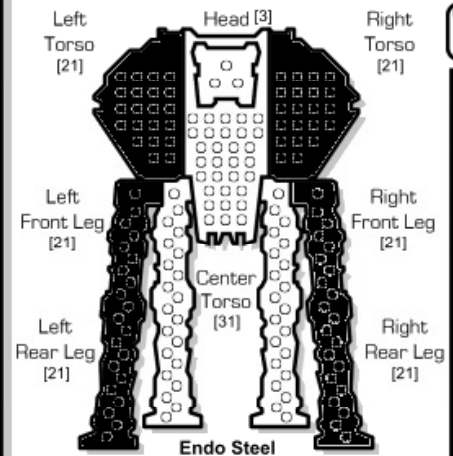


Damage Transfer Diagram

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24] Double
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

Heat Scale	Overflow
0	0
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	