

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

MECH DATA

Type: Tarantula ZPH-4A

Movement Points: Tonnage: 25
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 [14]
 Jumping: 0 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	CT	0	-	-	-	-	-
1	ER PPC	LT	15	10	-	7	14	23

Cost: 4,022,917

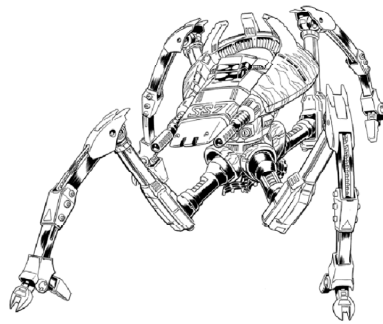
BV: 1,451

WARRIOR DATA

Name: Vagabond (Player 1)

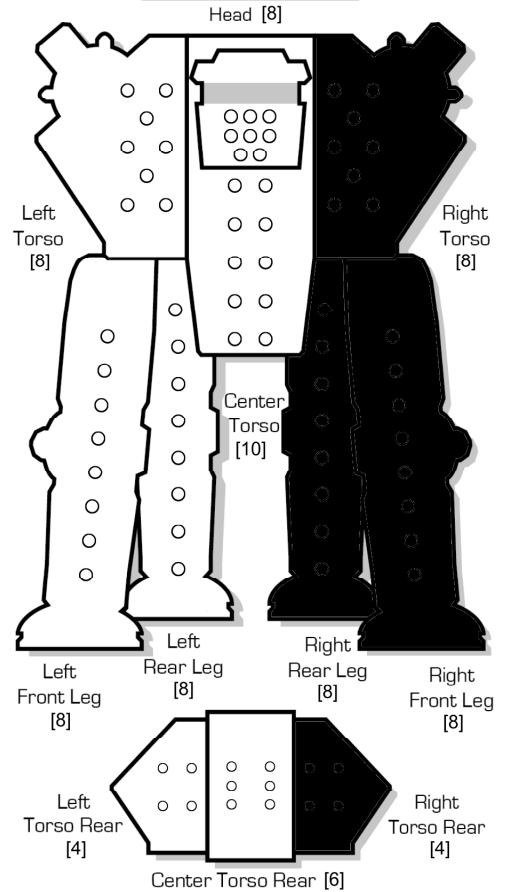
Gunnery Skill: 4 Piloting Skill: 1

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



Armor Factor = 80

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. C³ Slave
 6. MASC
- 4-6

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

Left Front Leg

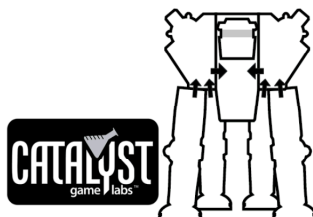
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. ER PPC
 2. ER PPC
 3. ER PPC
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

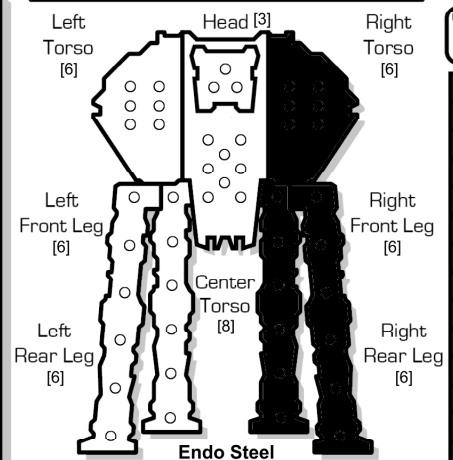
Left Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 9 [18]
30	Shutdown	Double
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

Overflow
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
0