BATTLETECH™

SUPERHEAVY THREE-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Poseidon PSD-V2

Movement Points:		Tonnage:	125
Walking:	3	Tech Base:	Mixed
Running:	5	Rules Level:	Advanced
Jumping:	0	Role:	Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
2	A-Pod	CL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
2	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23
1	MRM 20 w/Apollo	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (Clan)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (Clan)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (Clan)	CT	2	5 [DE]	—	2	4	6

Ammo: (LRM 5) 24, (MRM 20) 24, (SRM 2) 50

BV: 3,357

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

Gunner: _____

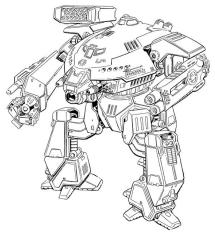
Gunnery Skill: _____ **Piloting Skill:** _____

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

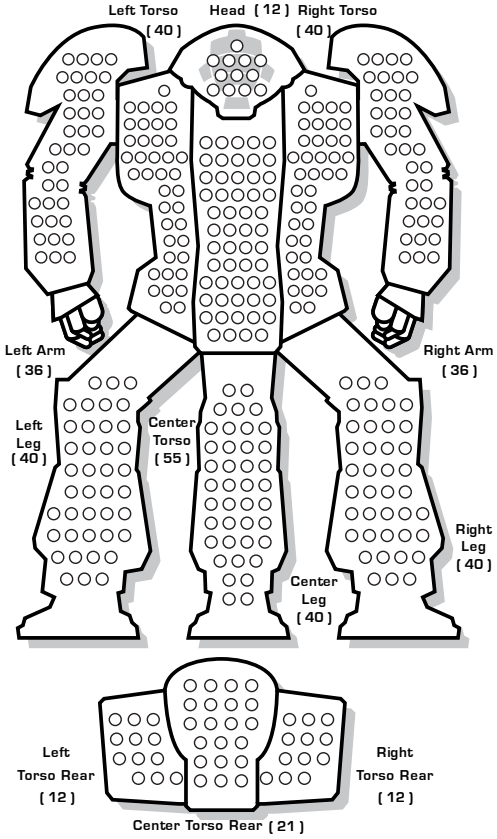
Tech Officer: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC [Clan]
6. ER PPC [Clan]

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser [Clan]
6. ER Small Laser [Clan]

4-6
1. LRM 5
2. SRM 2
3. Ammo (SRM 2) 50
4. Ammo (MRM 20) 12
5. CASE II [Clan]
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Head

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

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Superheavy Gyro
5. Superheavy Gyro
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 2
5. ER Small Laser [Clan]
6. Endo Steel

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

Damage Transfer Diagram

Center Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 20
6. MRM 20

4-6
1. Apollo MRM FCS
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. Roll Again
6. Roll Again

Right Torso

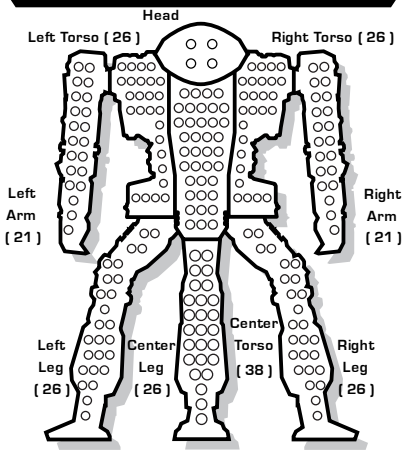
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser [Clan]
6. ER Small Laser [Clan]

4-6
1. LRM 5
2. SRM 2
3. Ammo (LRM 5) 24
4. Ammo (MRM 20) 12
5. CASE II [Clan]
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 20 (40)

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	

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

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