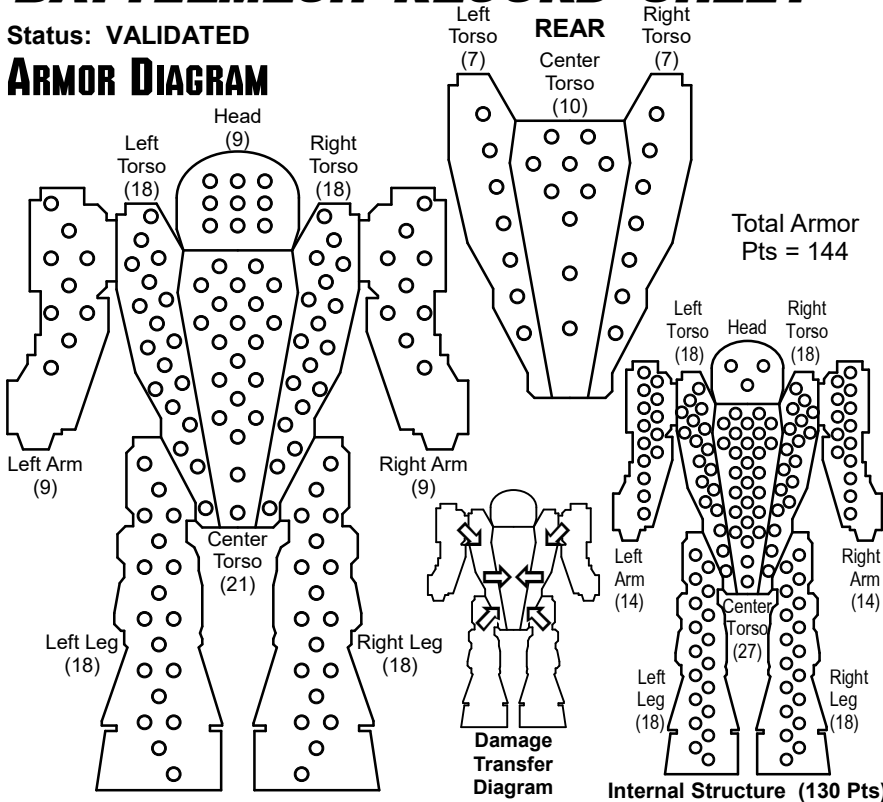


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Longbow LGB-OW**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV2:
LRM 20	24	115
LRM 5	48	15

Total Heat Sinks: 13 Single

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Auto Eject: Weapon Heat:

Operational Disabled (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (LRM 5) 24
 - Ammo (LRM 5) 24
- 4-6

Right Torso

- LRM 5
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- LRM 5
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Battle Value: **1,337**
 Weapon Value: **1,081 / 1,081**
 Cost, C-Bills: **8,647,671**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

