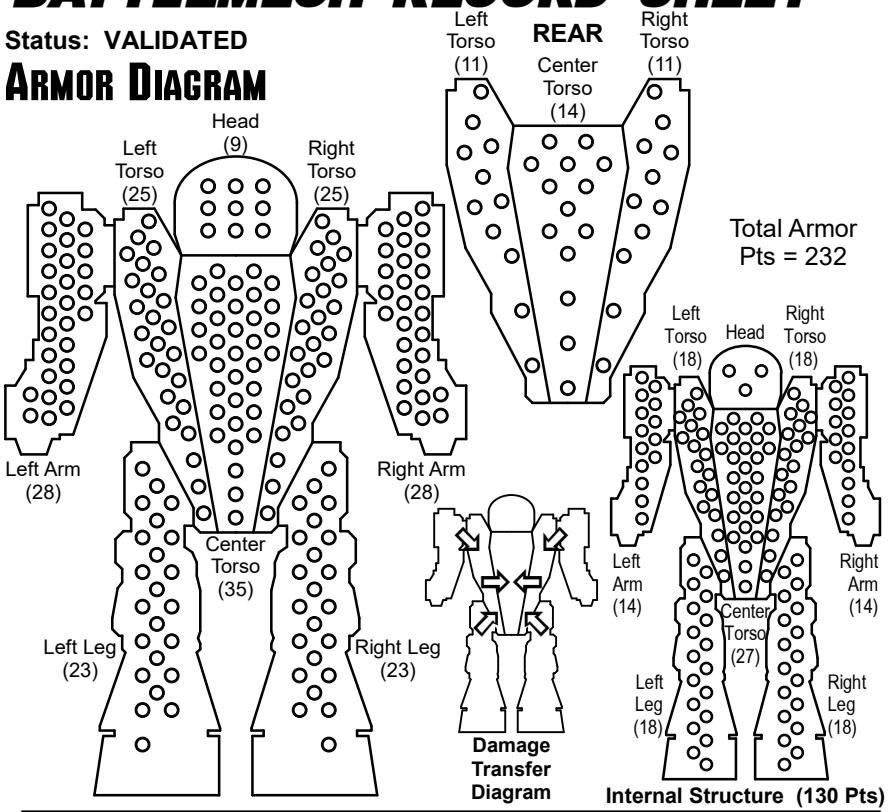
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



'Mech Data

Type: Longbow LGB-0W-SM
Mass: 85 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	0	Level 1 / 3025

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 20	LA	6	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 20	12	46
LRM 5	24	6

Total Heat Sinks: 22 Single
○○○○○○○○○○ ○○○○○○○○○○
○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (28)

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
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Single Heat Sink
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Medium Laser
2. LRM 5
3. Medium Laser (R)
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 5) 24
6. *Roll Again*

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

Battle Value: **1,654**
Weapon Value: **1,861 / 1,861**
Cost, C-Bills: **7,445,325**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Single Heat Sink
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Medium Laser
2. LRM 5
3. Medium Laser (R)
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Single Heat Sink

1. Single Heat Sink
2. Single Heat Sink
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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	

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