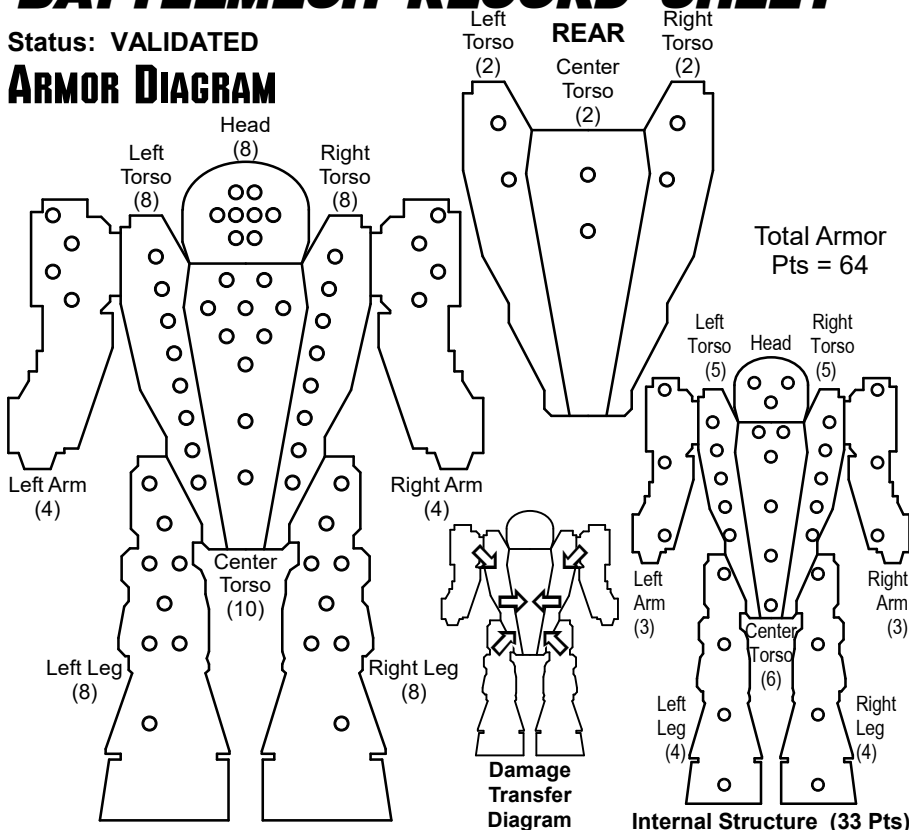


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Locust LCT-1L**  
 Mass: **20 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **8 [9]** Inner Sphere  
 Running: **12 [14]** Biped 'Mech  
 Jumping: **0** Level 2 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Machine Gun      Rounds: 200      BV2: 4

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:  Operational     Disabled      Weapon Heat: (3)

### 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
  - Machine Gun
  - Triple Strength
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 4-6

#### Head

- Life Support
- Sensors
- Cockpit
- \_\_\_\_\_
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Ammo (MG) 200
- 4-6

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

Battle Value: **474**  
 Weapon Value: **103 / 103**  
 Cost, C-Bills: **1,848,400**

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Machine Gun
  - Triple Strength
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 4-6

#### Right Torso

- Single Heat Sink
  - Triple Strength
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 1-3
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Triple Strength

### HEAT SCALE

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

