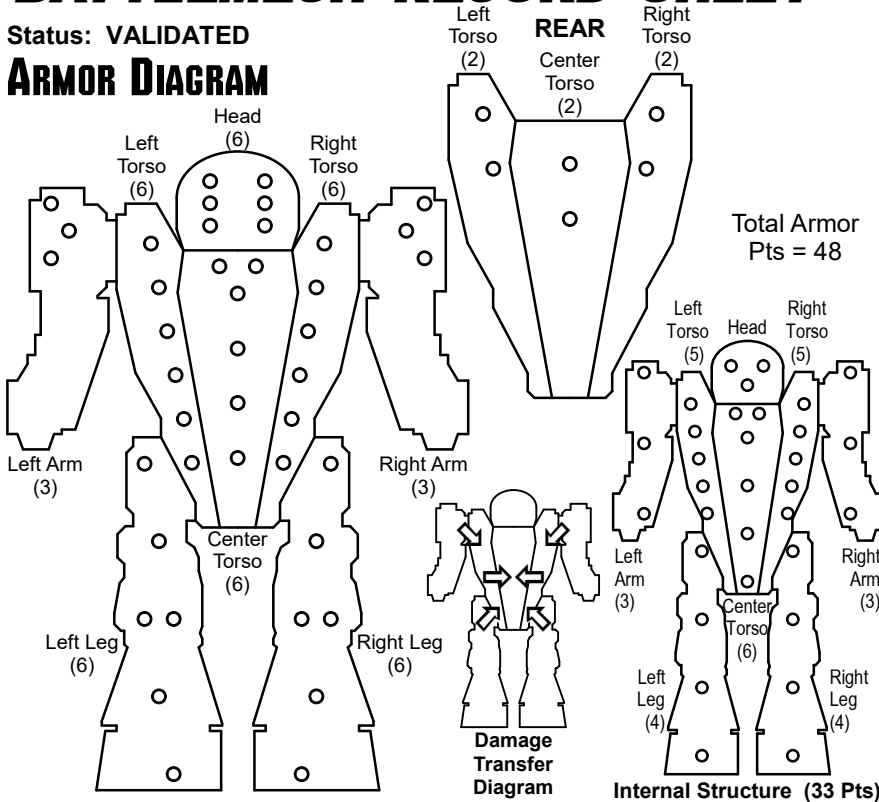


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Locust LCT-1S**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**      **Inner Sphere**  
 Running: **12**     **Biped 'Mech**  
 Jumping: **0**        **Level 1 / 3025**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	SRM 2	LA	2	2/hit	-	3	6	9
1	SRM 2	RA	2	2/hit	-	3	6	9

Ammo Type: SRM 2      Rounds: 50      BV2: 11

Total Heat Sinks: **10 Single**

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Auto Eject:      Weapon Heat: **(7)**

Operational     Disabled

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 2
- 1-3 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - 1-3 Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
- Gyro
  2. Fusion Engine
  3. Fusion Engine
  4. Fusion Engine
  5. Medium Laser
  6. Ammo (SRM 2) 50

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

Battle Value: **440**  
 Weapon Value: **119 / 119**  
 Cost, C-Bills: **1,543,600**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 2
- 1-3 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

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