

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Lancelot LNC25-05

Movement Points: **Tonnage:** 60
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 360 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18

Ammo: (Machine Gun) 200

BV: 1,365

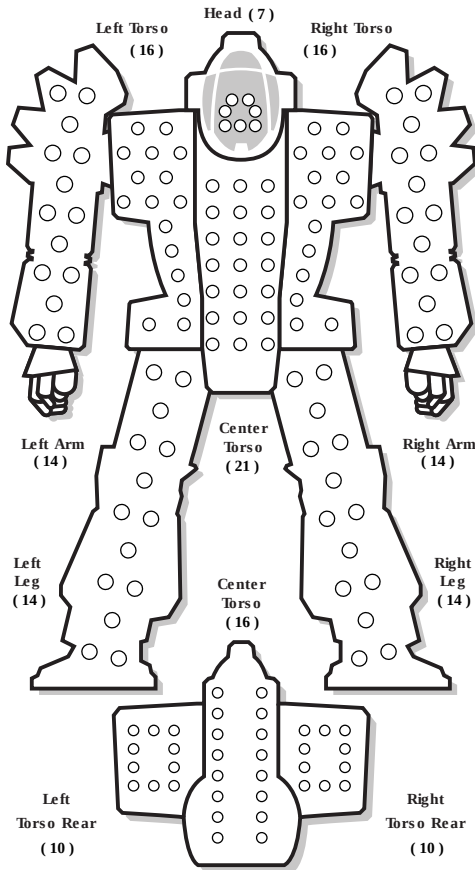
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

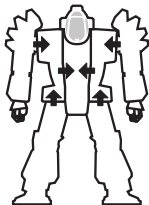
Standard Armor



CRITICAL TABLE

- Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Machine Gun
6. Machine Gun
- Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support
- Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Machine Gun
6. Machine Gun
- Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
- Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Roll Again
5. Roll Again
6. Roll Again
- Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. PPC
5. PPC
6. PPC
- Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again
- Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

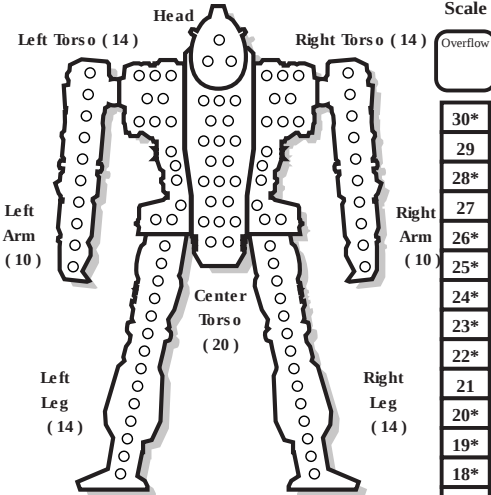
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
11 (22)

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