

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-13NAIS

Movement Points: **Tonnage:** 85
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 255 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LL	5	5 [DE]	—	4	8	12
1	Anti-BattleArmor	LL	—	1	—	0	—	—
Pods (B-Pods) [DB,PB,AI,X,OS]								
1	ER Medium Laser	RL	5	5 [DE]	—	4	8	12
1	Anti-BattleArmor	RL	—	1	—	0	—	—
Pods (B-Pods) [DB,PB,AI,X,OS]								
3	Light AC/5	LA	1	5 [DB,S]	—	5	10	15
3	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (LAC/5) 140

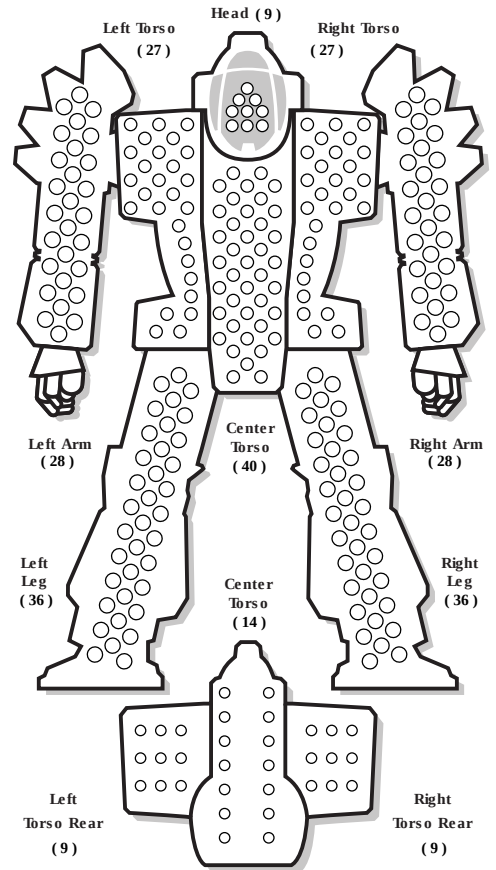
WARRIOR DATA

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

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

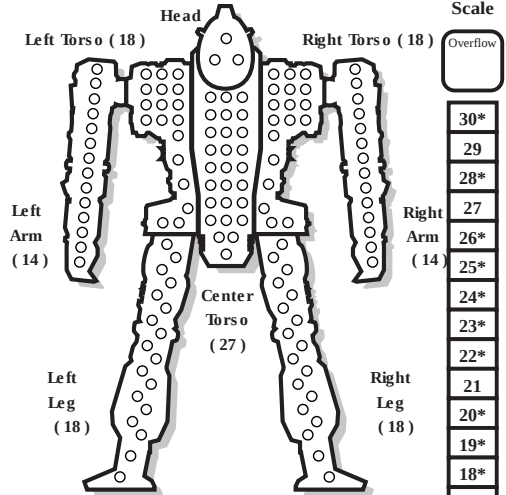
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso (CASE)

- Light AC/5
- Light AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- Light AC/5
- Light AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Engine Hits

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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

Left Torso (CASE)

- ER Small Laser
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE
- Endo Steel

Right Torso (CASE)

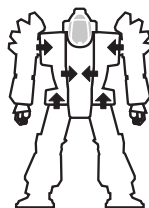
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-BattleArmor Pods (B-Pods)

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-BattleArmor Pods (B-Pods)



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○