

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Lobo

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 240 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Heavy Medium Laser  | LA  | 7  | 10 [DE] | —   | 3   | 6   | 9   |
| 1   | Heavy Medium Laser  | RA  | 7  | 10 [DE] | —   | 3   | 6   | 9   |
| 1   | ATM 6               | LT  | 4  | [M,C,S] |     |     |     |     |
|     | Standard            |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range      |     |    | 1/Msl   | 4   | 9   | 18  | 27  |
|     | High Explosive      |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | Heavy Small Laser   | LT  | 3  | 6 [DE]  | —   | 1   | 2   | 3   |
| 1   | ATM 6               | RT  | 4  | [M,C,S] |     |     |     |     |
|     | Standard            |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range      |     |    | 1/Msl   | 4   | 9   | 18  | 27  |
|     | High Explosive      |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | ER Large Laser      | RT  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | Anti-Missile System | HD  | 1  | [PB]    | —   | 1   | —   | —   |

Ammo: (AMS) 24, (ATM 6) 20, (ATM 6 ER) 10, (ATM 6 HE) 10

BV: 1,617



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Ammo (AMS) 24

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6 ER) 10

1-3

- Ammo (ATM 6) 10
- Heavy Small Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

1-3

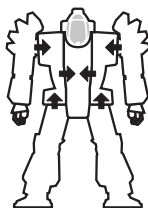
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6 HE) 10

1-3

- Ammo (ATM 6) 10
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

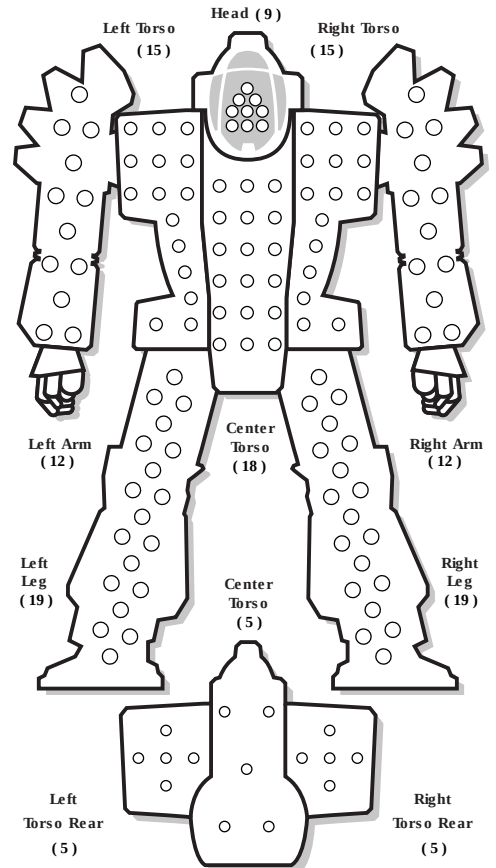
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

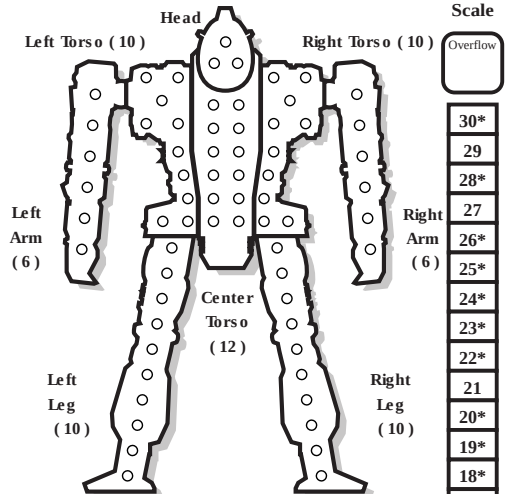
### ARMOR DIAGRAM

#### Ferro-Fibrous



### 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   |

### 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     | ○                          |