

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-14C2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 255 XL

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

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
2	MML 9	LA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 9	RA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	C3 Boosted Slave	HD	—	[E]	—	—	—	—

Ammo: (MML 9/LRM) 65, (MML 9/SRM) 55

BV: 1,291



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MML 9
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- MML 9
- MML 9
- MML 9
- MML 9
- MML 9

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- MML 9

4-6

- Ammo (MML 9/LRM) 13
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- C3 Boosted Slave
- C3 Boosted Slave

1-3

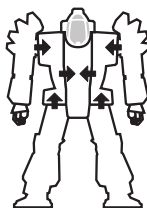
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- MML 9
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- MML 9
- MML 9
- MML 9
- MML 9
- MML 9

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- MML 9

4-6

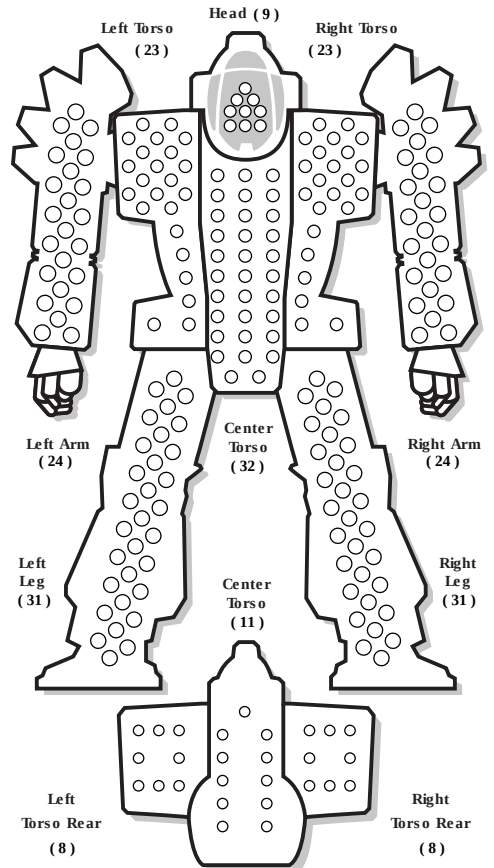
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- Ammo (MML 9/SRM) 11
- CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11

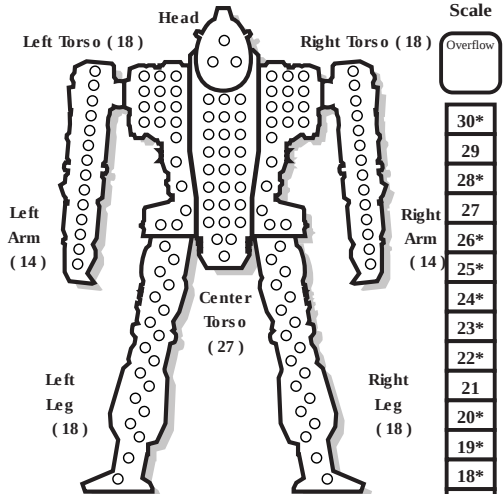
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○

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