

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Longbow LGB-0W2

Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Introductory
Jumping: 0 **Role:** Missile Boat
Engine Type: 340 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 24, (LRM 5) 24

BV: 1,410

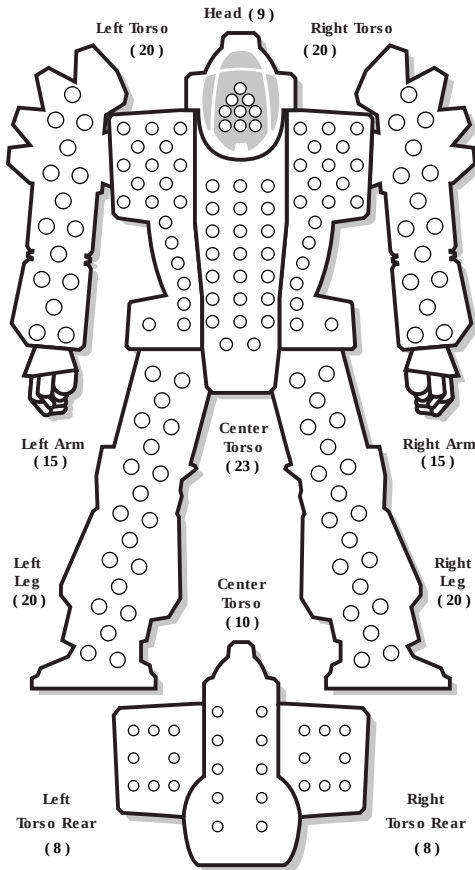
WARRIOR DATA

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**
- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- Center Torso**
- LRM 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- LRM 5
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

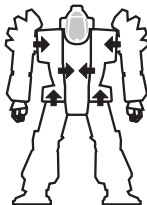
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Right Arm**
- LRM 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Center Torso**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- Center Torso**
- LRM 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

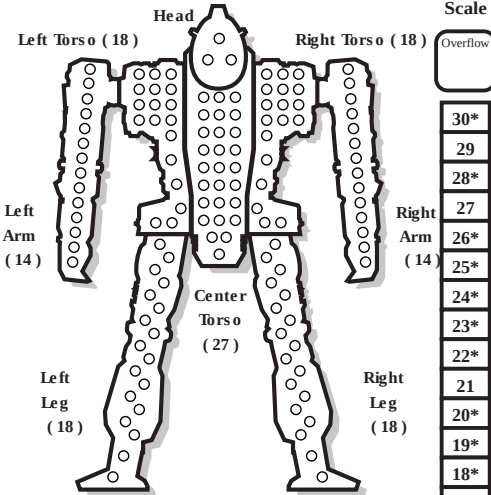
- Left Torso**
- LRM 5
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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*
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16
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3
2
1
0