

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-14V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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	MRM 20	LA	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	RA	6	1/Msl [M,C]	—	3	8	15
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
	(R)							
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
	(R)							
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 48, (MRM 20) 48

BV: 1,726



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM 20

1-3

- MRM 20
- MRM 20
- Apollo MRM FCS
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- ER Medium Laser (R)

1-3

- LRM 5
- Ammo (LRM 5) 24
- Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- CASE II
- Roll Again

4-6

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

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
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- MRM 20
- MRM 20
- MRM 20
- Apollo MRM FCS

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- ER Medium Laser (R)

1-3

- LRM 5
- Ammo (LRM 5) 24
- Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- CASE II
- Roll Again

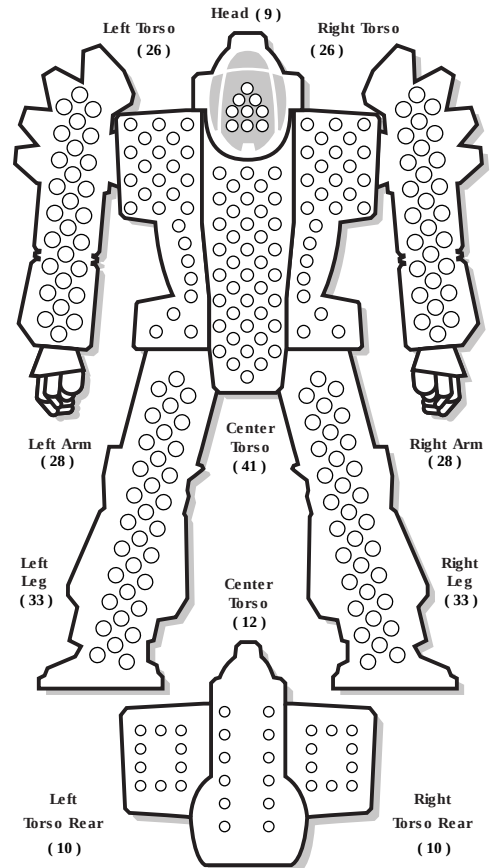
4-6

Right Leg

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

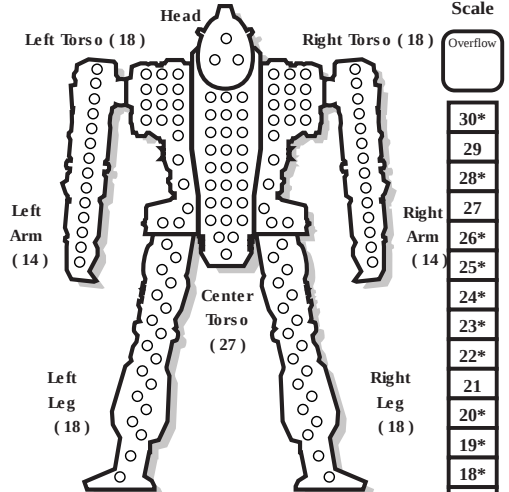
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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22*
21
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19*
18*
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16
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13*
12
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9
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7
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5*
4
3
2
1
0