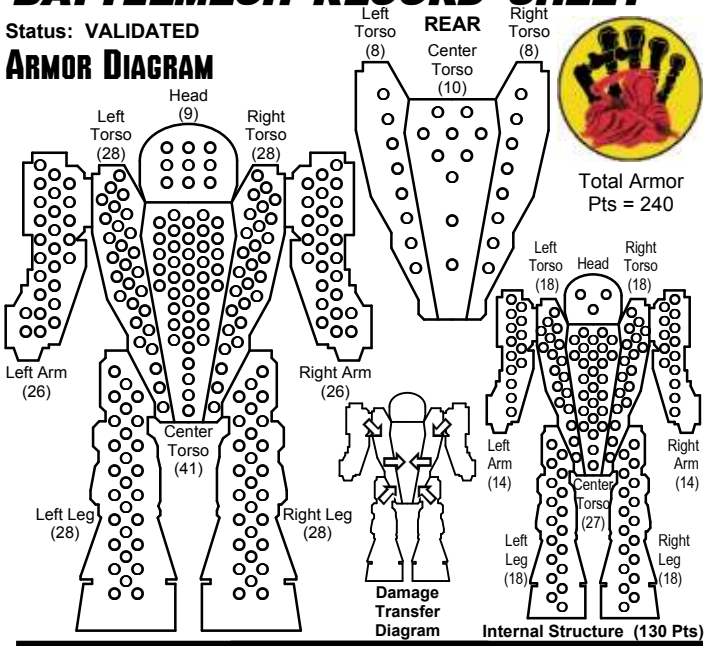
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Longbow LGB-7HOD
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	Level 2 / 3058

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	RA	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LA	6	1/hit	6	7	14	21
1	ER Large Laser	RT	12	8	-	7	14	19
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
LRM 20	36	189

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Double Heat Sink
4, Double Heat Sink
5, Double Heat Sink
6, LRM 20

4-6
1, LRM 20
2, LRM 20
3, LRM 20
4, LRM 20
5, Artemis IV FCS
6, *Roll Again*

Left Torso
1-3
1, XL Engine
2, XL Engine
3, XL Engine
4, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

4-6
1, Medium Pulse Laser
2, Medium Pulse Laser
3, Ammo (LRM 20) 6
4, Ammo (LRM 20) 6
5, Ammo (LRM 20) 6
6, CASE

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, *Roll Again*

Head
1, Life Support
2, Sensors
3, Cockpit
4, Medium Pulse Laser
5, Sensors
6, Life Support

Center Torso
1-3
1, XL Engine
2, XL Engine
3, XL Engine
4, Gyro
5, Gyro
6, Gyro

4-6
1, Gyro
2, XL Engine
3, XL Engine
4, XL Engine
5, Jump Jet
6, Medium Pulse Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1.610**
Weapon Value: **2.124 / 1.957**
Cost, C-Bills: **17.329.875**

Right Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Double Heat Sink
4, Double Heat Sink
5, Double Heat Sink
6, LRM 20

4-6
1, LRM 20
2, LRM 20
3, LRM 20
4, LRM 20
5, Artemis IV FCS
6, *Roll Again*

Right Torso
1-3
1, XL Engine
2, XL Engine
3, XL Engine
4, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

4-6
1, ER Large Laser
2, ER Large Laser
3, Ammo (LRM 20) 6
4, Ammo (LRM 20) 6
5, Ammo (LRM 20) 6
6, CASE

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, *Roll Again*

HEAT SCALE

30	Shutdown, avoid on 12+
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WizKids GAMES

LEVEL 3 HEAT SCALE

50	SHUTDOWN
49	-9 MP
48	+7 Modifier to Fire
47	Pilot Damage, avoid on 12
46	Shutdown, avoid on 20+
45	AMMO EXPLOSION
44	System Failure, avoid on 10+
43	-8 MP
42	Shutdown, avoid on 18+
41	+6 Modifier to Fire
40	Ammo Explosion, avoid on 12
39	Pilot Damage, avoid on 10+
38	Shutdown, avoid on 16+
37	-7 MP
36	System Failure, avoid on 8+
35	Ammo Explosion, avoid on 10+
34	Shutdown, avoid on 14+
33	+5 Modifier to Fire
32	Pilot Damage, avoid on 8+
31	-6 MP

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	Number of Missiles Fired								
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20