BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lobo 3

Movement Points:
Walking: 6
Running: 9
Jumping: 0
Engine Type: 240 XL

Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun Array	LA	—	[T]	—	1	2	3
4	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RA	—	[T]	—	1	2	3
4	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9

Ammo: (AP Gauss) 40, (Machine Gun) 100, (Streak SRM 4) 25

BV: 1,743

WARRIOR DATA

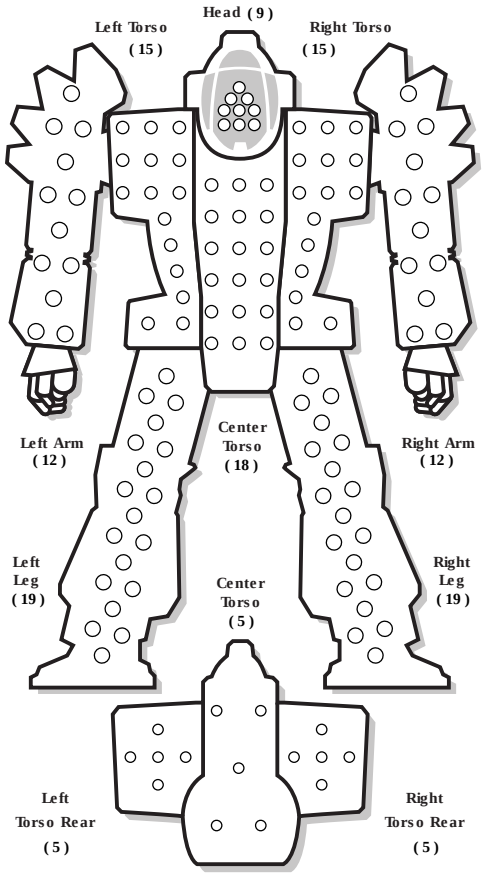
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

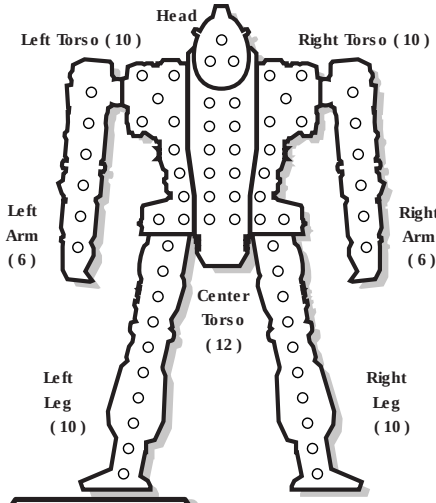
ARMOR DIAGRAM

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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Machine Gun Array
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Streak SRM 4

4-6
1. AP Gauss Rifle
2. Ammo (Streak SRM 4) 25
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

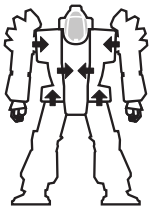
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Machine Gun Array
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER PPC
4. ER PPC
5. Streak SRM 4
6. AP Gauss Rifle

4-6
1. Ammo (AP Gauss) 40
2. Ammo (Machine Gun) 100
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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