

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Lao Hu LHU-4E
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Engine Type: 375 XL
Tonnage: 75
Tech Base: Inner Sphere
Rules Level: Standard
Role: Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
3	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	ECM Suite (Guardian)	HD	—	[E]	—	—	—	6

Ammo: (Gauss) 16

BV: 2,123



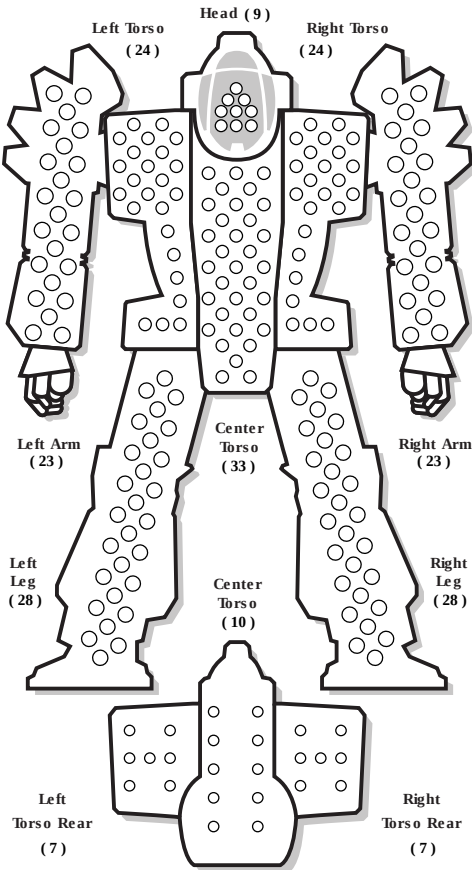
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Stealth

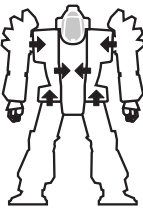


CRITICAL TABLE

Left Arm		Head		Right Arm		
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder	
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
	3. Heavy PPC		3. Small Cockpit		3. Gauss Rifle	
	4. Heavy PPC		4. Sensors		4. Gauss Rifle	
	5. Heavy PPC		5. ECM Suite (Guardian)		5. Gauss Rifle	
	6. Heavy PPC		6. ECM Suite (Guardian)		6. Gauss Rifle	
Center Torso		Left Torso		Right Torso		
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	1-3	1. Gauss Rifle	
	2. Endo Steel		2. XL Fusion Engine		2. Gauss Rifle	
	3. Endo Steel		3. XL Fusion Engine		3. Gauss Rifle	
	4. Endo Steel		4. XL Gyro		4. Endo Steel	
	5. Stealth		5. XL Gyro		5. Stealth	
	6. Stealth		6. XL Gyro		6. Stealth	
Left Leg		Engine Hits		Right Leg		
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip	
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator	
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator	
	4. Foot Actuator				4. Foot Actuator	
	5. Stealth				5. Stealth	
	6. Stealth				6. Stealth	

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

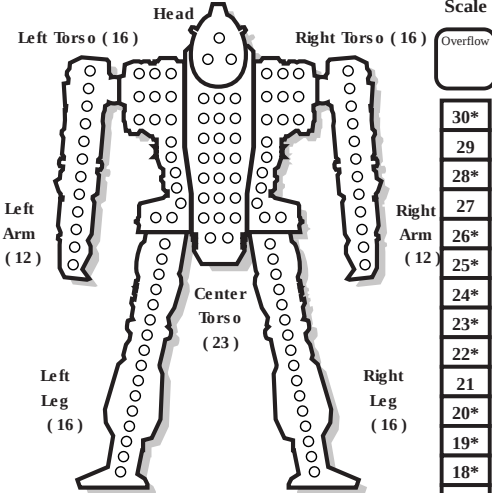
Damage Transfer
Diagram



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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16
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1
0