

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Legacy LGC-02

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 240 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

### 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	ER Small Laser	LA	2	3 [DE]	—	2	4	5
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	C3i	LT	—	[E]	—	—	—	—
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6

Ammo: (LRM 20) 36, (Streak SRM 4) 25

BV: 2,033



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Medium Pulse Laser

1-3

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- C3i
- C3i
- CASE

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Streak SRM 4

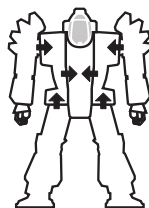
1-3

- Medium Pulse Laser
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (Streak SRM 4) 25
- CASE

4-6

#### Right Leg

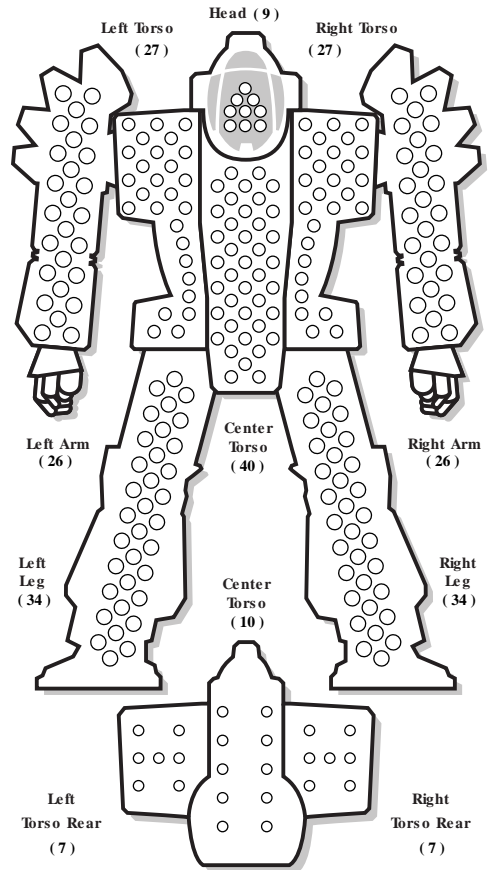
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel



Damage Transfer Diagram

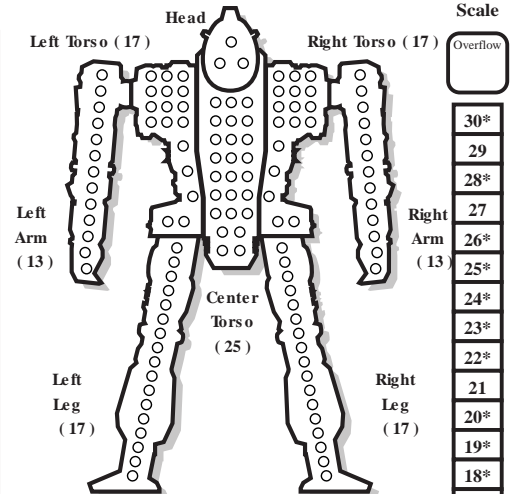
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○