

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lu Wei Bing LN-4B

Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 4 **Role:** Brawler
 Engine Type: 340 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5 [DE]	3	6	12	18
1	LB 20-X AC	RT/RA	6	20	—	4	8	12
				[DB,C/F/S]				
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Angel ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (LB 20-X) 10, (LB 20-X Cluster) 10, (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 2,045



WARRIOR DATA

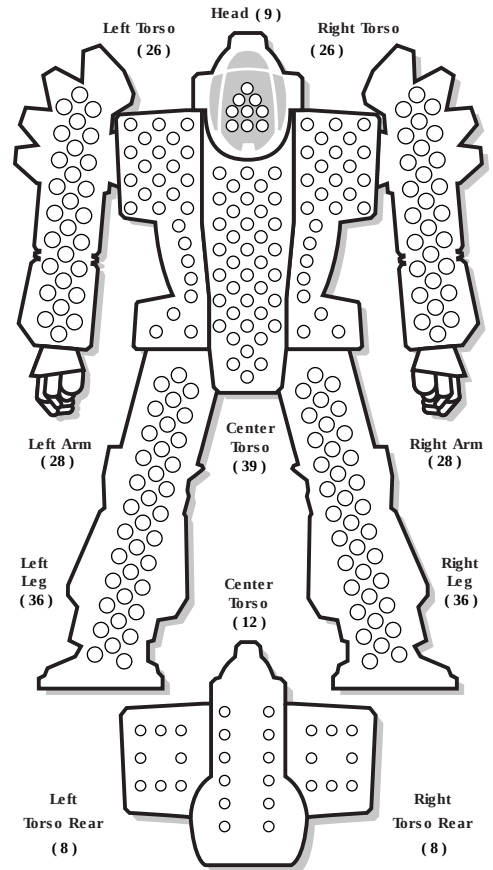
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

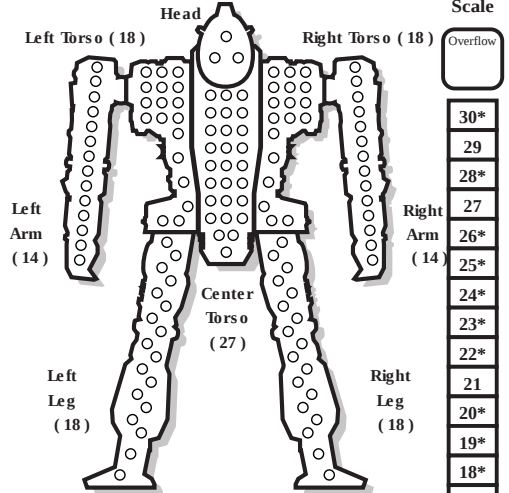
ARMOR DIAGRAM

Standard Armor



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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

1-3

- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- MML 5
- MML 5

1-3

- MML 5
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- LB 20-X AC
- Ammo (LB 20-X) 5

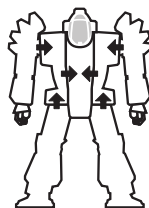
1-3

- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5
- Ammo (LB 20-X Cluster) 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- CASE II

4-6

Right Leg

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



Damage Transfer Diagram



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	○