BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-0H

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper
Engine Type:	340 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
10	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18
10	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	PPC	LT	10	10 [DE]	3	6	12	18
3	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	PPC	RT	10	10 [DE]	3	6	12	18
3	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18

BV: 1,813

WARRIOR DATA

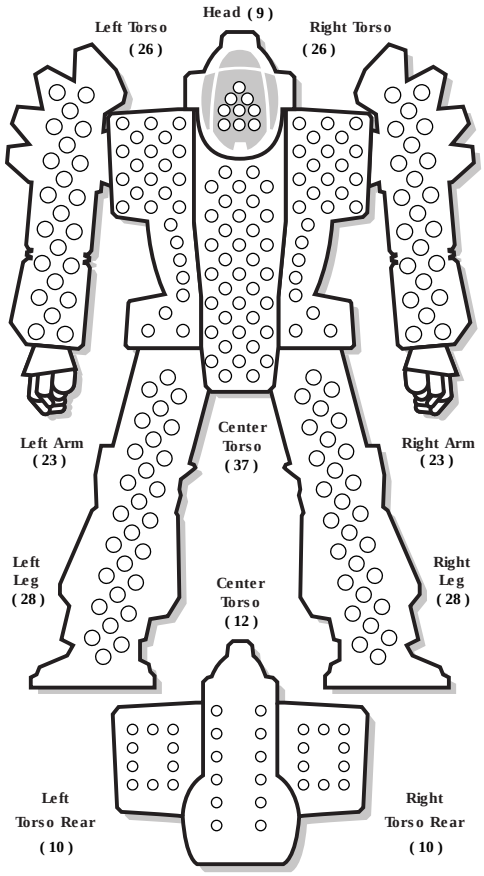
Name: _____

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

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

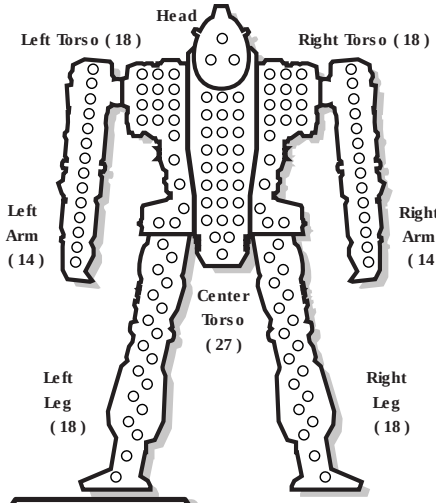
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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. Rocket Launcher 10
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

4-6
1. Rocket Launcher 10
2. Rocket Launcher 10
3. Rocket Launcher 10
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

Left Torso

1-3
1. PPC
2. PPC
3. PPC
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

4-6
1. Roll Again
2. Roll Again
3. Roll Again
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. Roll Again
6. Roll Again

Head

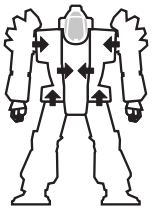
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Rocket Launcher 10
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

4-6
1. Rocket Launcher 10
2. Rocket Launcher 10
3. Rocket Launcher 10
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

Right Torso

1-3
1. PPC
2. PPC
3. PPC
4. Rocket Launcher 10
5. Rocket Launcher 10
6. Rocket Launcher 10

4-6
1. Roll Again
2. Roll Again
3. Roll Again
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. Roll Again
6. Roll Again

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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