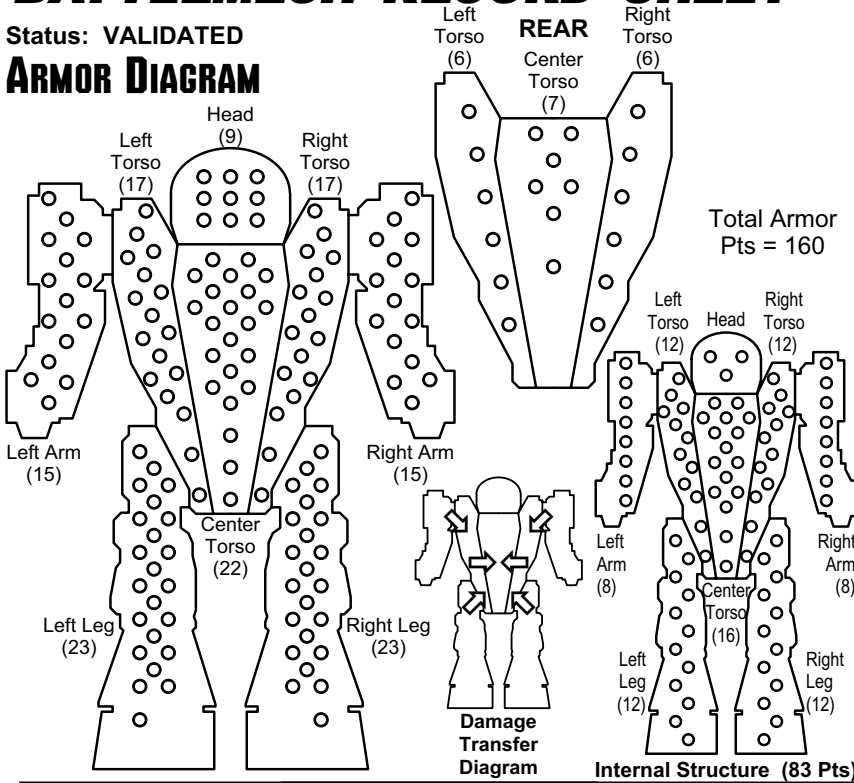


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Legionnaire LGN-1X**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **0** Level 2 / 3132

Weapons Inventory: (hexes)

| Qty | Type                | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Rotary AC/2         | RT  | 1  | 2   | -   | 6   | 12  | 18  |
| 1   | Beagle Active Probe | LT  | 0  | -   | -   | -   | -   | 4   |
| 2   | ER Medium Laser     | CT  | 5  | 5   | -   | 4   | 8   | 12  |
| 1   | Targeting Computer  |     |    |     |     |     |     |     |

Ammo Type: Rotary AC/2  
 Rounds: 45  
 BV: 26

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:  Operational  Disabled

Weapon Heat: (16)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

|    |                             |
|----|-----------------------------|
| 30 | Shutdown                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### 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

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Battle Value: **1,132**  
 Weapon Value: **963 / 963**  
 Cost, C-Bills: **10,774,000**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

- Ammo (RAC/2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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