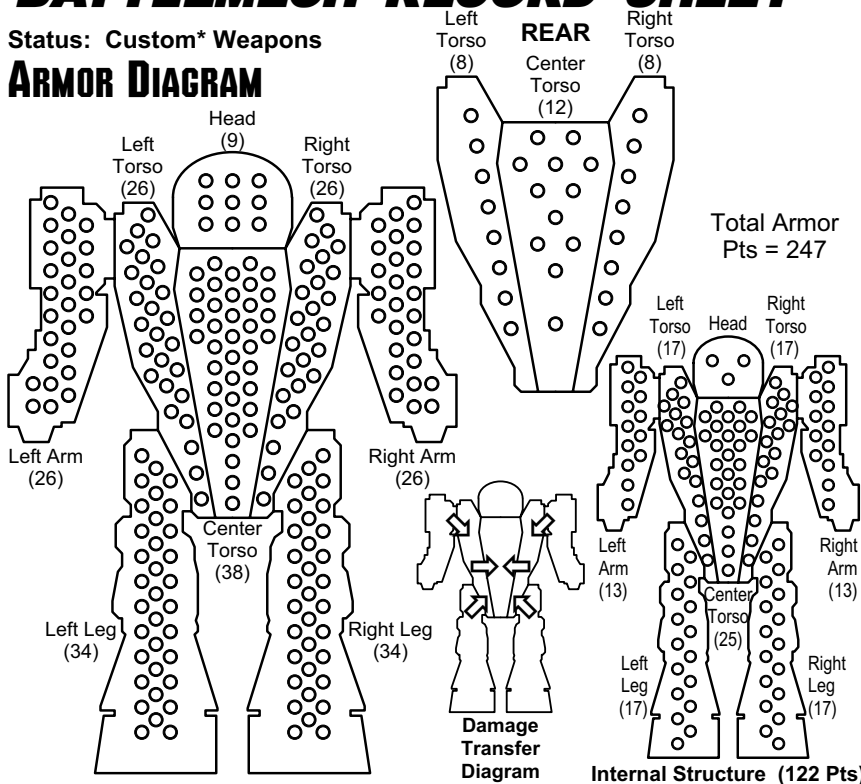


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: Custom\* Weapons

### ARMOR DIAGRAM



### 'MECH DATA

Type: Legacy LGC-03  
 Mass: 80 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 4 Inner Sphere  
 Running: 6 Biped 'Mech  
 Jumping: 3 Level 2 / 3065

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Small Laser	LA	2	3	-	2	4	5
1	Heavy PPC*	RT	15	15	3	6	12	18
1	Streak SRM 4	RT	3	2/hit	-	3	6	9
1	Heavy PPC*	LT	15	15	3	6	12	18
1	Improved C³ CPU	LT	0	-	-	-	-	-

Ammo Type: Streak SRM 4  
 Rounds: 25  
 BV: 10

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject:  Operational  Disabled  
 Weapon Heat: (45)

### WARRIOR DATA

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

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

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Improved C³ CPU
- Improved C³ CPU
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### 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

#### Center Torso

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

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

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

Battle Value: 991  
 Add for C³: & 70  
 Weapon Value: 2,240 / 2,160  
 Cost, C-Bills: 15,856,290

#### Right Arm

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

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

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Ammo (Streak 4) 25
- CASE

#### Right Leg

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

### 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	

WKGAMES