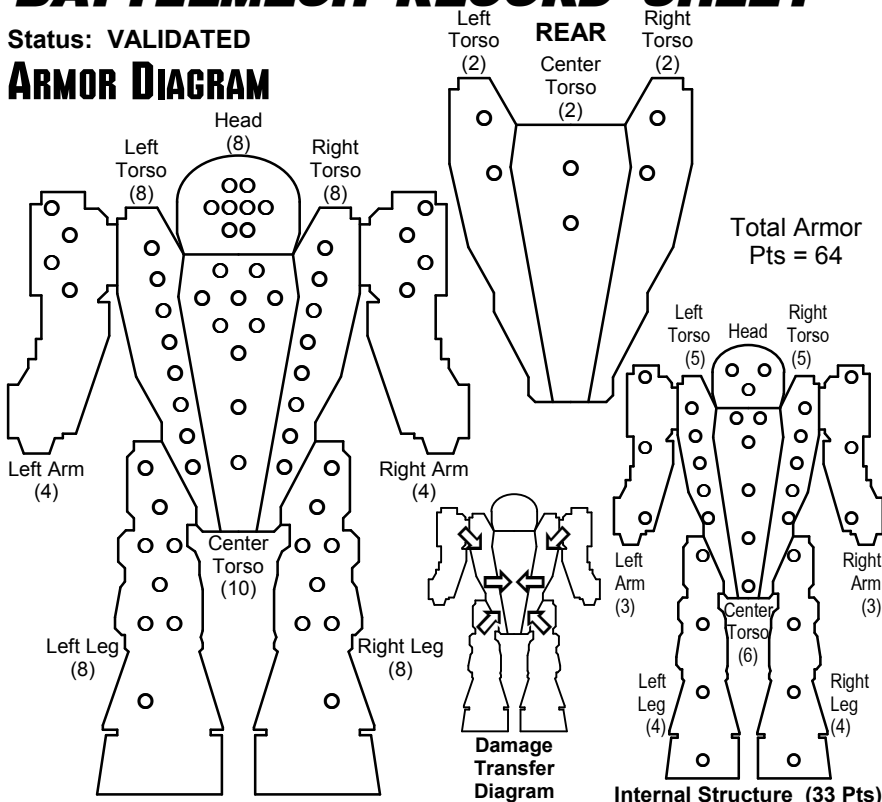


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Locust LCT-1V**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 200 BV: 2

Total Heat Sinks: **10 Single**

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Auto Eject: Operational Disabled Weapon Heat: **(3)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Torso

- Single Heat Sink
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Medium Laser
- 6 Ammo (MG) 200

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

Battle Value: **356**
 Weapon Value: **103 / 103**
 Cost, C-Bills: **1,512,400**

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Right Torso

- Single Heat Sink
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

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	

