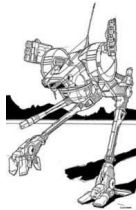
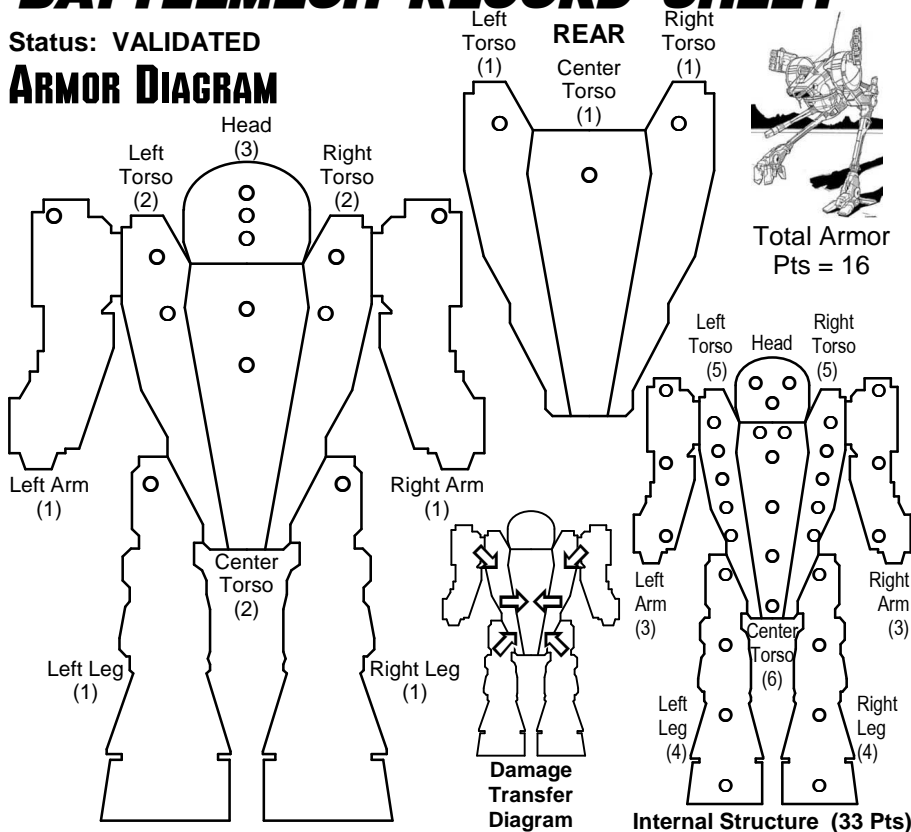


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 16

### 'MECH DATA

Type: **Locust LCT-1M**

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	LRM 5	LA	2	1/hit	6	7	14	21
1	LRM 5	RA	2	1/hit	6	7	14	21

Ammo Type: LRM 5      Rounds: 24      BV: 11

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:  Operational     Disabled    Weapon Heat: **(7)**

### 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

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, LRM 5

1-3

- 4,
- 5,
- 6,

4-6

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

1-3

- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Medium Laser
- 6, Ammo (LRM 5) 24

4-6

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Single Heat Sink

4-6

#### Left Torso

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

1-3

- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Medium Laser
- 6, Ammo (LRM 5) 24

4-6

#### Left Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Single Heat Sink

#### Head

- 1, Life Support
- 2, Sensors
- 3, Cockpit
- 4, Sensors
- 5, Sensors
- 6, Life Support

#### Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Gyro
- 5, Gyro
- 6, Gyro
- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Medium Laser
- 6, Ammo (LRM 5) 24

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

Battle Value: **382**  
 Weapon Value: **94 / 94**  
 Cost, C-Bills: **1 571 200**

#### Right Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, LRM 5

1-3

- 4,
- 5,
- 6,

4-6

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

1-3

- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Medium Laser
- 6, Ammo (LRM 5) 24

4-6

#### Right Torso

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

1-3

- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Medium Laser
- 6, Ammo (LRM 5) 24

4-6

#### Right Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Single Heat Sink

4-6

### 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	

