BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Longshot LNG-4

Movement Points:		**Tonnage:**	35
Walking:	1	**Tech Base:**	Inner Sphere (Experimental)
Running:	1	**Era:**	Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	RT	6	6	–	3	6	9
1	Small X-Pulse Laser	RT	3	3	–	2	4	5
1	Streak SRM 6	RT	4	2/Msl	–	3	6	9
~~1~~	~~Medium X-Pulse Laser~~	~~LT~~	~~6~~	~~6~~	~~–~~	~~3~~	~~6~~	~~9~~
~~1~~	~~Small X-Pulse Laser~~	~~LT~~	~~3~~	~~3~~	~~–~~	~~2~~	~~4~~	~~5~~
~~1~~	~~Streak SRM 6~~	~~LT~~	~~4~~	~~2/Msl~~	~~–~~	~~3~~	~~6~~	~~9~~

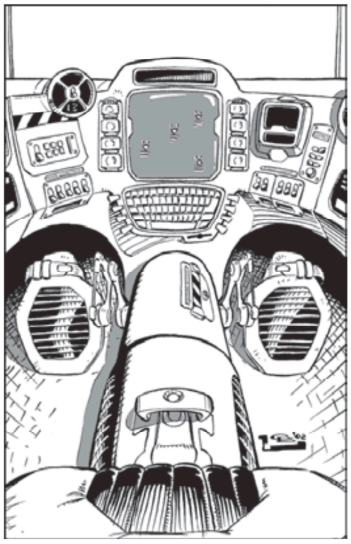
Cost: 18,169,830 **BV:** 1,521

WARRIOR DATA

Name: Xeroth (Player 2)

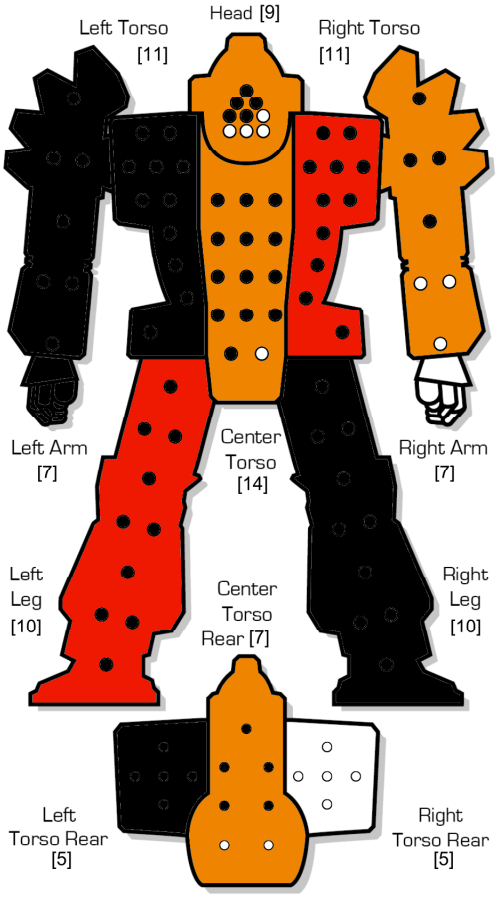
Gunnery Skill: 4 **Piloting Skill:** 2

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



Armor Factor = 96

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

Center Torso

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

4-6
1. Gyro
2. XXL Engine
3. XXL Engine
4. XXL Engine
5. Endo Steel
6. Endo Steel

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. ~~Lower Leg Actuator~~
4. ~~Foot Actuator~~
5. Endo Steel
6. Endo Steel

Right Arm

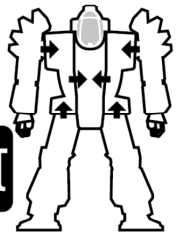
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

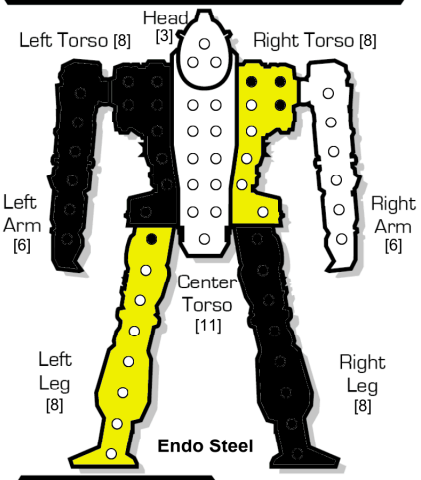
1-3
1. XXL Engine
2. XXL Engine
3. XXL Engine
4. XXL Engine
5. XXL Engine
6. XXL Engine

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Medium X-Pulse Laser
4. Small X-Pulse Laser
5. Ammo (Streak SRM 6) 15
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
0
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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 9 [18] Double
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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