BATTLETECH™

BIMODAL LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Lightning Bug LTN-GB16

Tonnage: 50 **Tech Base:** Inner Sphere
Engine Type: 150 Fusion **Rules Level:** Experimental
Movement Points:

BattleMech	AirMech		Fighter	
Walking: 3	Walking: —	Cruising: —	Safe Thrust:	5
Running: 5	Running: —	Flanking: —	Max Thrust:	8
Jumping: 5				

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Ammo: (AC/20) 5

Quirks: Non-Standard Parts, Prototype

BV: 846

WARRIOR DATA

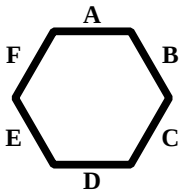
Name: _____

BattleMech
Gunnery Skill: ____ **Piloting Skill:** ____
Aerospace
Gunnery Skill: ____ **Piloting Skill:** ____

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

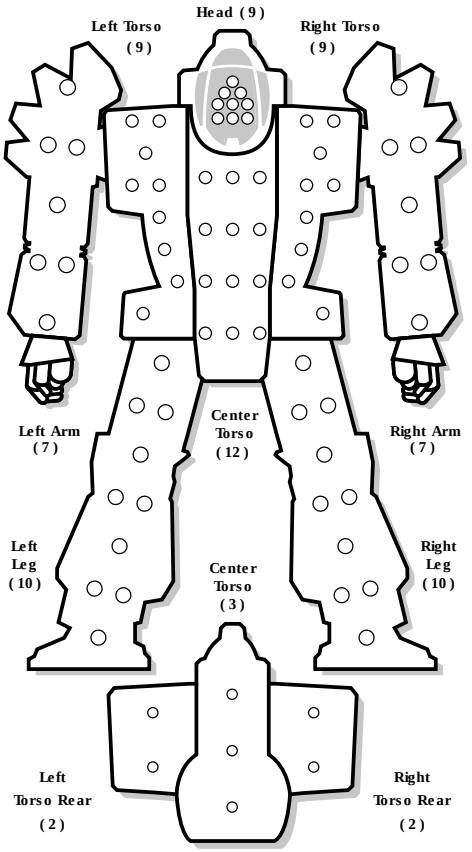


Advanced Movement Compass



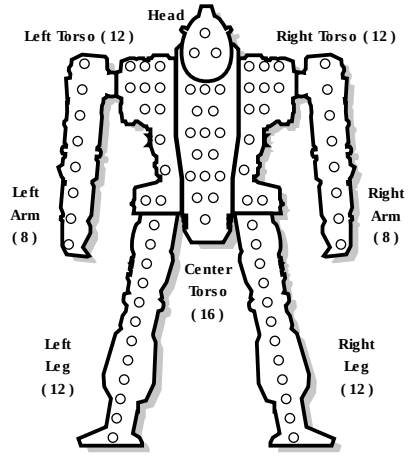
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow
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 Sinks: 11 (AirMech +3)

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points /Rand. Movement 10+
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points /Rand. Movement 8+
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points /Rand. Movement 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points /Rand. Movement 6+
8	+1 Modifier to Fire
5	-1 Movement Points /Rand. Movement 5+

CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Small Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Landing Gear 2. Avionics 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Heat Sink
4-6	1. Heat Sink 2. Ammo (AC/20) 5 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Prototype Imp. Jump Jet
6. Prototype Imp. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Landing Gear 6. Prototype Imp. Jump Jet

Avionics Hits ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○
Structural Integrity ○○○○○○○○ ○○○○○○

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Small Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Torso

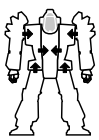
1-3	1. Landing Gear 2. Avionics 3. AC/20 4. AC/20 5. AC/20 6. AC/20
4-6	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Prototype Imp. Jump Jet
6. Prototype Imp. Jump Jet

CATALYST game labs

Damage Transfer Diagram



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