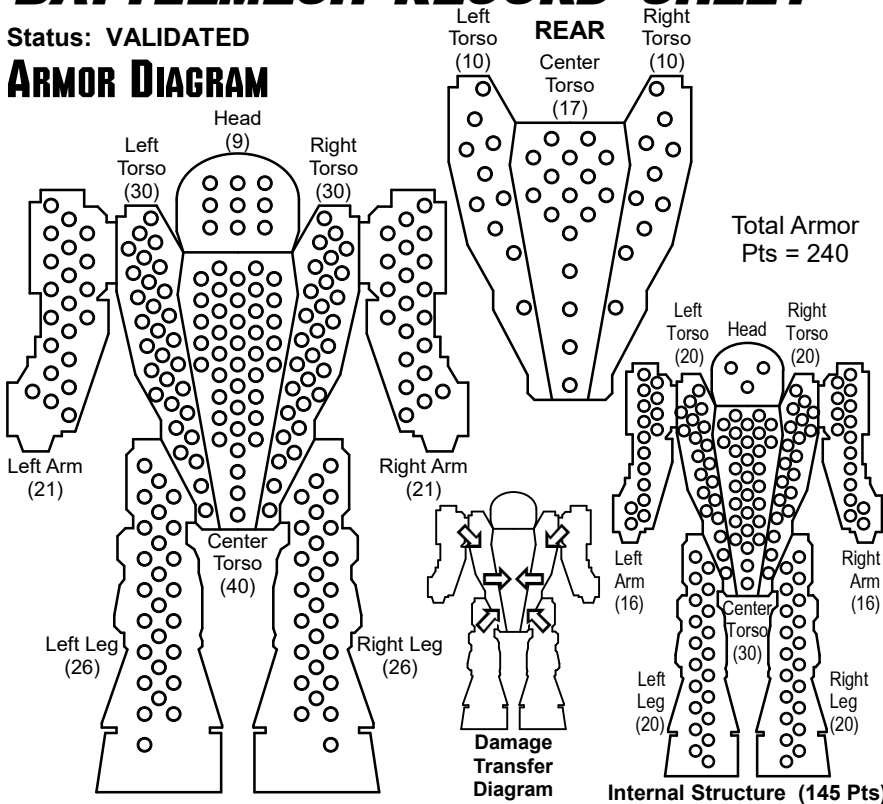


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 240

Internal Structure (145 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
- 1-3 3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
- 4-6 5. Roll Again
6. Roll Again

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

Battle Value: **1,394**  
 Weapon Value: **788 / 788**  
 Cost, C-Bills: **9,574,728**

#### Right Arm

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

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

#### Right Torso

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
- 1-3 4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
- 4-6 5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### 'MECH DATA

Type: **Banshee BNC-3Q**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**      **Inner Sphere**  
 Running: **6**      **Biped 'Mech**  
 Jumping: **0**      **Level 1 / 3025**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:      Rounds:      BV2:  
 Autocannon/20      30      166

#### Total Heat Sinks: 12 Single

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Auto Eject:      Weapon Heat:  
 Operational     Disabled      (8)

### WARRIOR DATA

Name: \_\_\_\_\_

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

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

### 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 Point
4	
3	
2	
1	
0	

