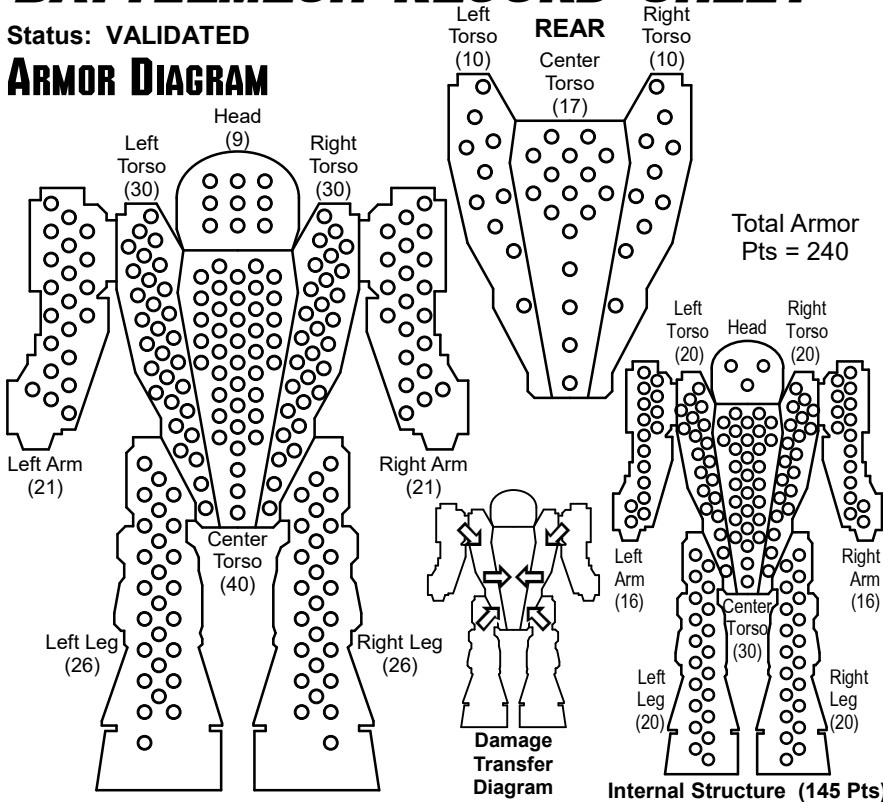


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 240

Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
5. Small Laser
6. Single Heat Sink

Left Torso

- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
- 4-6 Single Heat Sink
5. Single Heat Sink
6. Roll Again

Right Arm

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

Right Torso

- 1-3 PPC
- PPC
- PPC
4. SRM 6
5. SRM 6
6. Medium Laser
1. Medium Laser
2. Medium Laser
3. Medium Laser
- 4-6 Ammo (SRM 6) 15
5. Single Heat Sink
6. Single Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Battle Value: 1,751

Weapon Value: 1,713 / 1,713

Cost, C-Bills: 8,870,745

'MECH DATA

Type: **Banshee BNC-3S**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	LT	3	10	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
4	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV2:
Autocannon/10	20	30
SRM 6	15	7

Total Heat Sinks: 21 Single

○○○○○○○○○○ ○○○○○○○○○
○

Auto Eject: Operational Disabled
 Weapon Heat: **(41)**

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	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WZGAMES