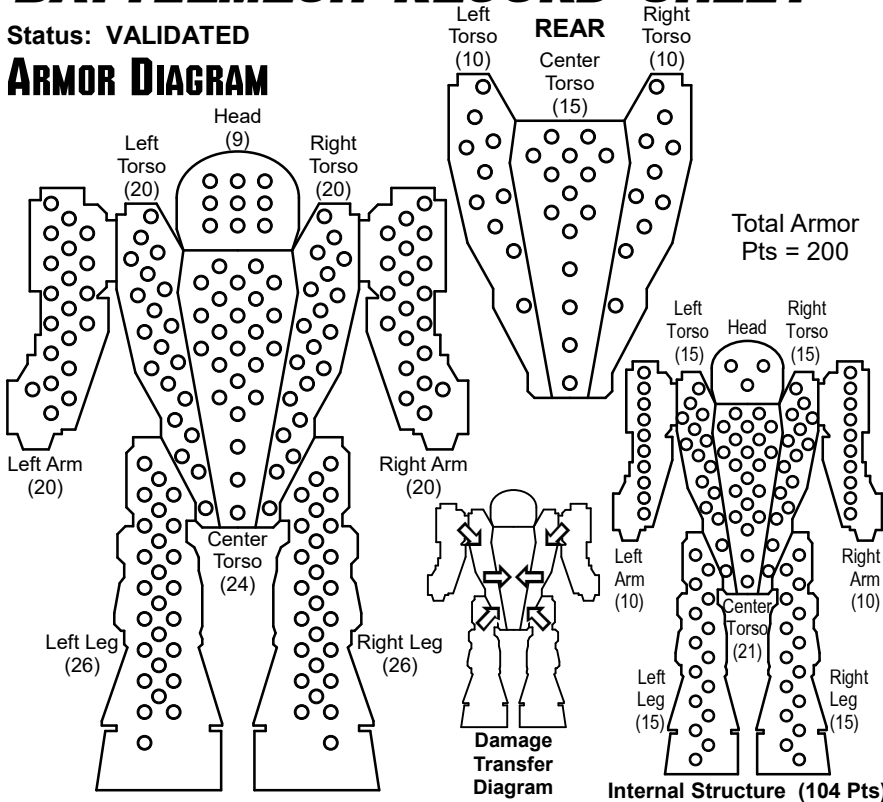


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bombardier BMB-10D**

Mass: **65 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	LRM 20	LT	6	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type: Rounds: BV2:

LRM 20	12	58
SRM 4	25	6
Machine Gun	200	1

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(15)**

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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Ammo (MG) 200

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

Battle Value: **1,340**

Weapon Value: **1,056 / 1,056**

Cost, C-Bills: **5,636,511**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 4
- Ammo (SRM 4) 25

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

- 4-6 Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again