

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Bombardier BMB-10D
Movement Points: Tonnage: 65
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Introductory
Jumping: 0 Role: Missile Boat
Engine Type: 260 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: (LRM 20) 12, (Machine Gun) 200, (SRM 4) 25

BV: 1,340



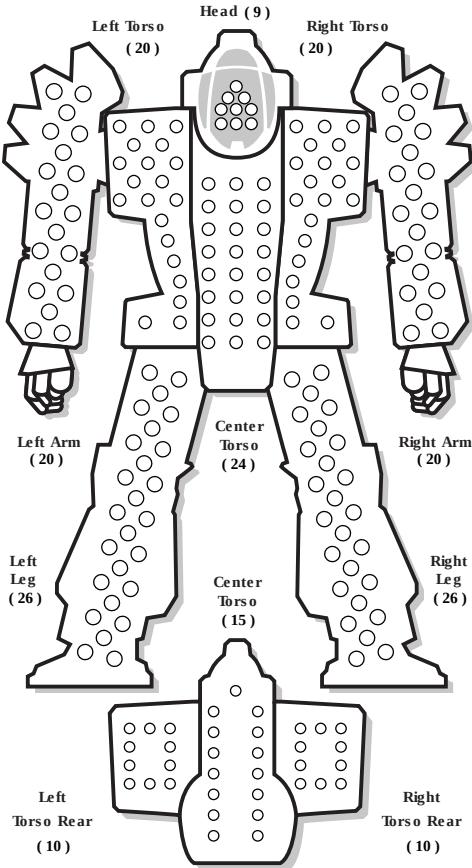
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

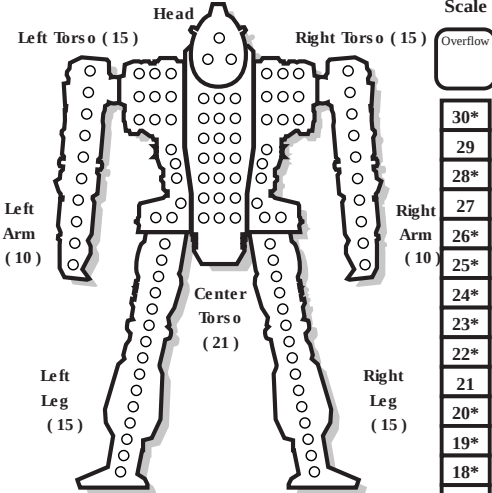
ARMOR DIAGRAM

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

CRITICAL TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

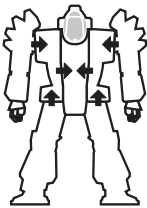
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

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 (Machine Gun) 200

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



Damage Transfer Diagram

Right Arm

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

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

HEAT DATA

Heat Level*	Effects
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

Heat Sinks: 10

