

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bombardier BMB-14K

Movement Points: **Tonnage:** 65
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat
Engine Type: 325 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	RA	—	[T]	—	1	2	3
2	MML 7	LT	4	[M, C, S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 7	RT	4	[M, C, S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (MML 7/LRM) 51, (MML 7/SRM) 28, (Machine Gun) 100

BV: 1,235

WARRIOR DATA

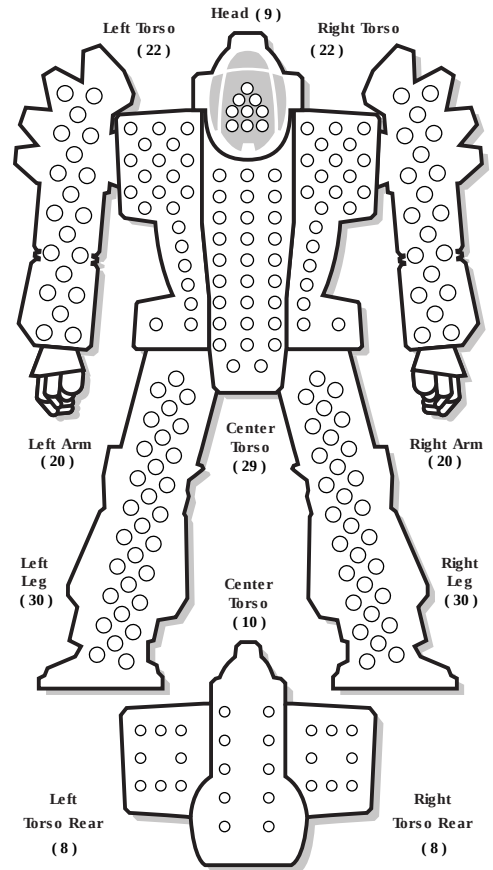
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

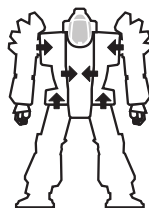
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

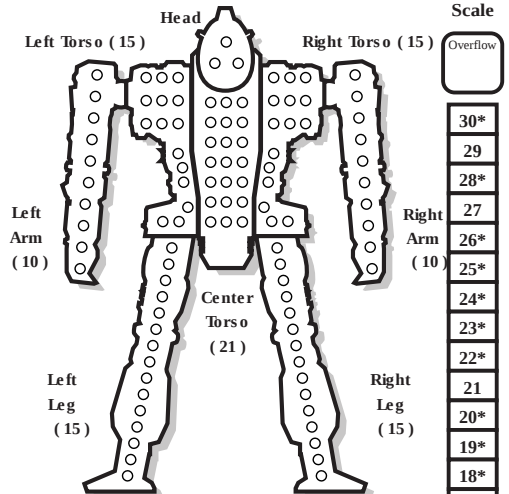
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. C3 Slave		4. Hand Actuator
	5. Ammo (MML 7/SRM) 14		5. Sensors		5. Machine Gun
	6. Ammo (MML 7/SRM) 14		6. Life Support		6. Machine Gun
Left Torso		Center Torso		Right Torso	
1-3	1. Ammo (MML 7/LRM) 17	1-3	1. XL Fusion Engine	1-3	1. Machine Gun
	2. Ammo (MML 7/LRM) 17		2. XL Fusion Engine		2. Machine Gun Array
	3. Ammo (MML 7/LRM) 17		3. XL Fusion Engine		3. Ammo (Machine Gun) 100
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits ○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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 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