

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bandersnatch BNDR-01A

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9
1	LRM 5	HD	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20, (LRM 5) 48

BV: 1,478



WARRIOR DATA

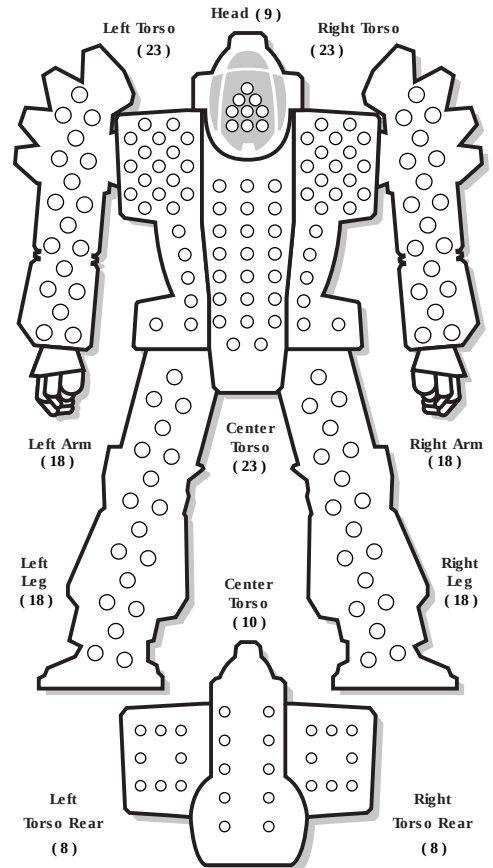
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Medium Laser
- Medium Laser
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 5
- Ammo (LRM 5) 24
- Ammo (LB 10-X) 10

1-3

- Ammo (LB 10-X Cluster) 10
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

1-3

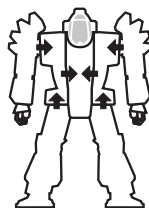
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser (R)
- Medium Laser (R)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Medium Laser
- Medium Laser
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 5
- Ammo (LRM 5) 24
- Ammo (LB 10-X) 10

1-3

- Ammo (LB 10-X Cluster) 10
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

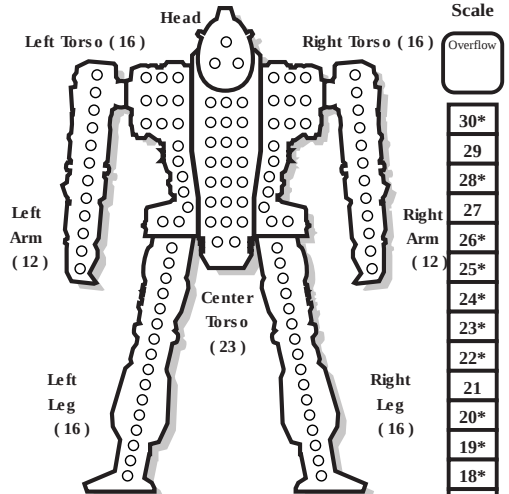
4-6

Right Leg

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

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