

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Bushwacker BSW-X2

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 275 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
2	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: (AC/10) 10, (LRM 5) 24, (Machine Gun) 100

BV: 1,193



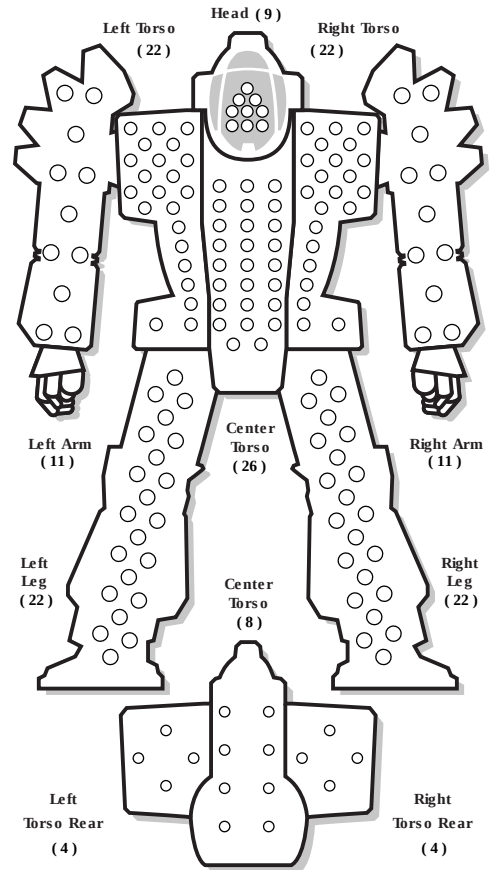
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LRM 5
 - Ferro-Fibrous
 - Ferro-Fibrous

- Center Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 5
 - LRM 5
 - Machine Gun

- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Ammo (AC/10) 10

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - AC/10
 - AC/10

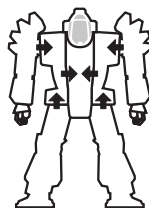
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Ammo (AC/10) 10

- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Ammo (AC/10) 10

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Roll Again

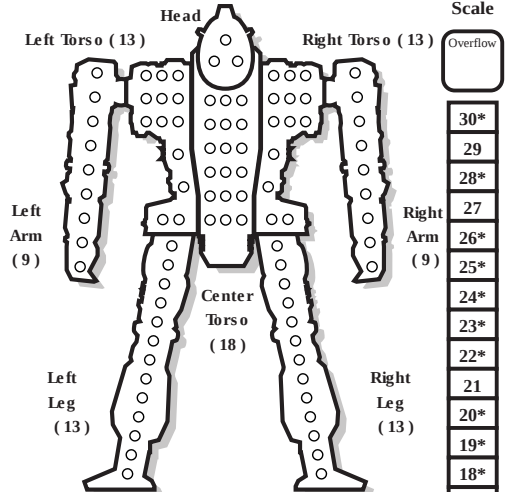
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



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*
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20*
19*
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4
3
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1
0