

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Bowman

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	9
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (Arrow IV) 10, (Arrow IV Homing) 10, (LRM 20) 6

BV: 2,210



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- 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
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5

1-3

- Ammo (Arrow IV Homing) 5
- Ammo (Arrow IV Homing) 5
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

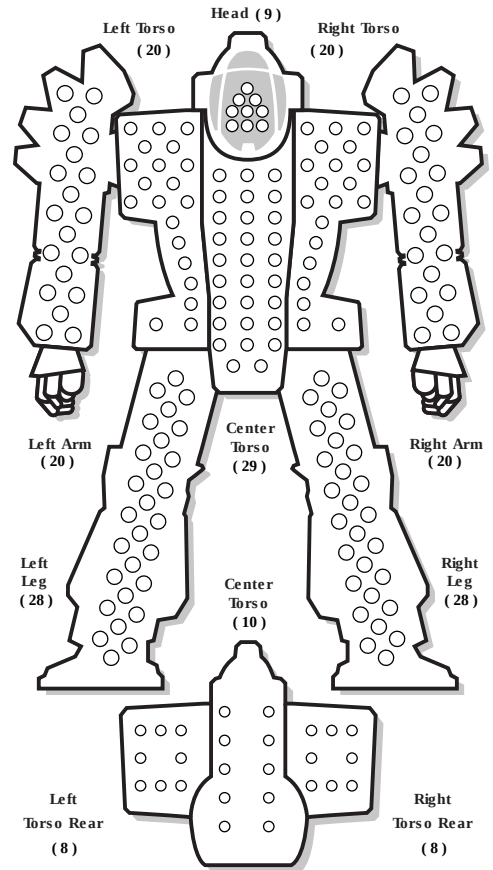
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

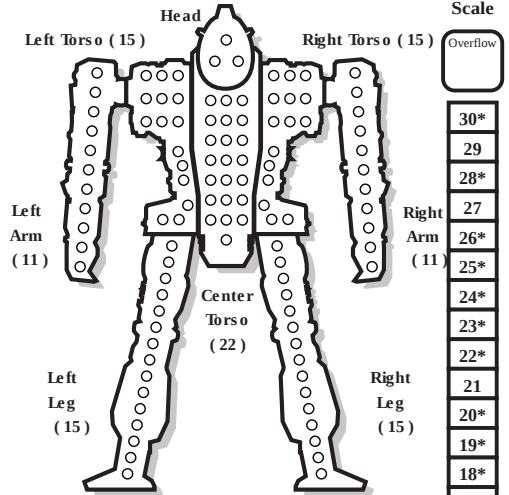
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○