

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Banshee BNC-9S

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Light

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Gauss) 16, (SRM 6) 15

BV: 2,496



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Light PPC
- Light PPC

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser
- Ammo (SRM 6) 15
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

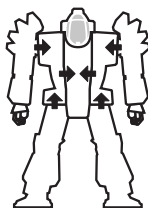
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- SRM 6
- SRM 6
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

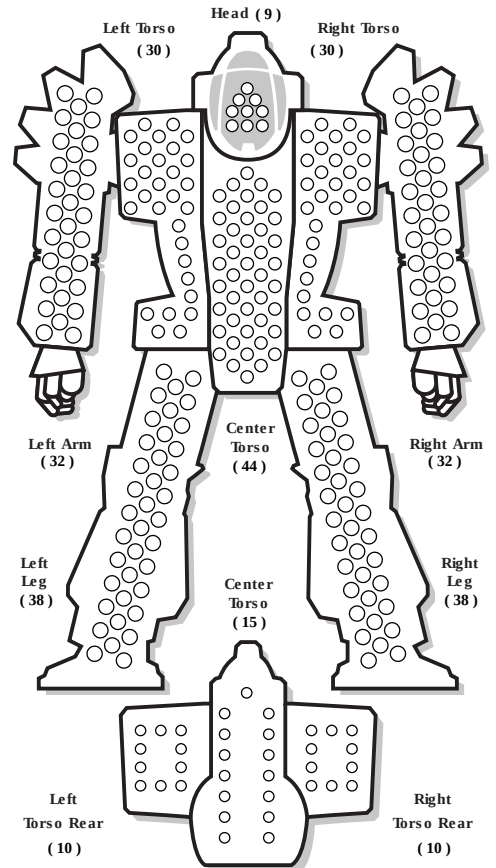
4-6

Right Leg

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

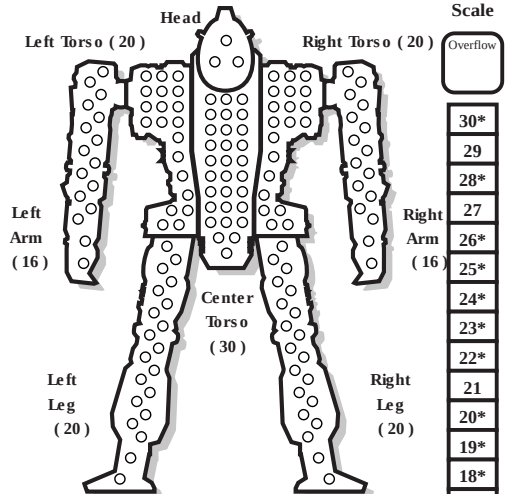
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○○○○

Heat Scale

Overflow

30*
29
28*
27
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