

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Banshee BNC-3MC

Movement Points: **Tonnage:** 95
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Introductory
Jumping: 0 **Role:** Brawler
Engine Type: 380 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	LT	3	10 [DB,S]	—	5	10	15
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AC/10) 20

BV: 1,487



WARRIOR DATA

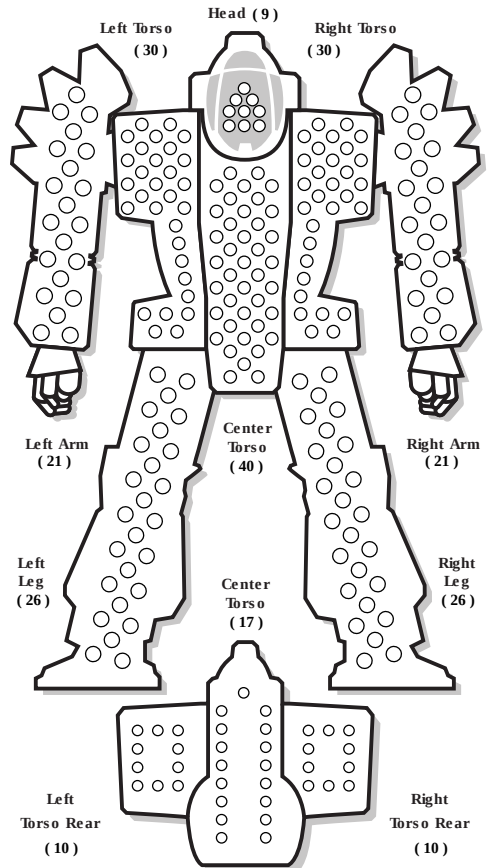
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

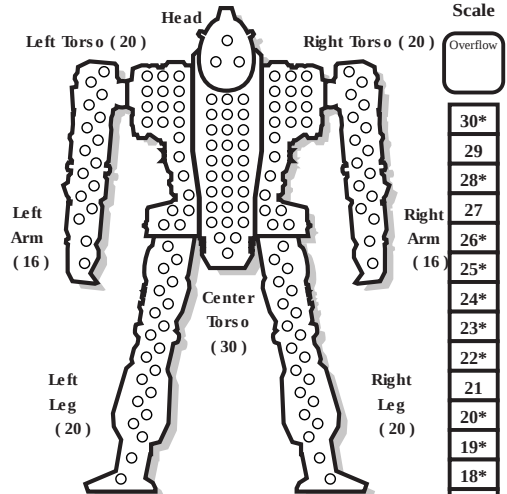
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

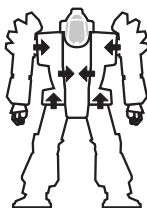
Overflow

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

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. Small Laser		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. AC/10	1-3	1. Roll Again
	2. Roll Again		2. AC/10		2. Roll Again
	3. Roll Again		3. AC/10		3. Roll Again
	4. Roll Again		4. AC/10		4. Roll Again
	5. Roll Again		5. AC/10		5. Roll Again
	6. Roll Again		6. AC/10		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects
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 Sinks: 11

