

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bandersnatch BNDR-01B

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LA	4	10/Sht	—	6	12	18
[DB,R/C]								
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
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
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 5) 24, (Streak SRM 2) 50, (Ultra AC/10) 20

BV: 1,630

WARRIOR DATA

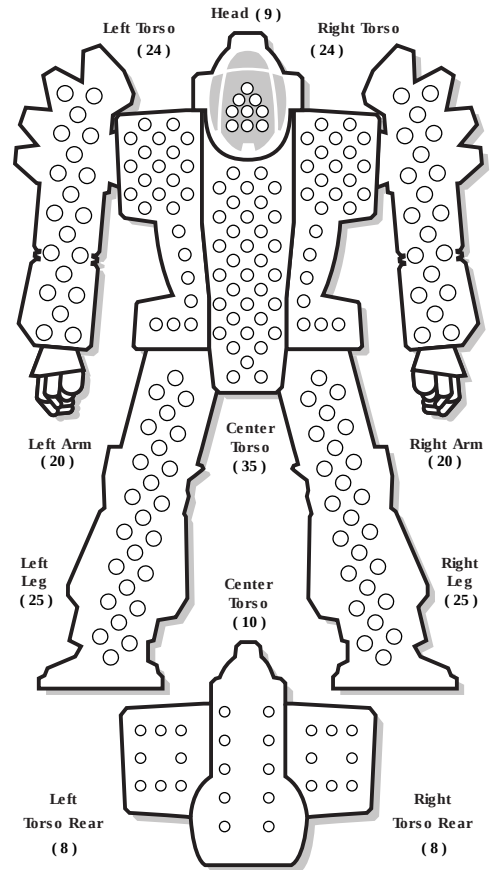
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

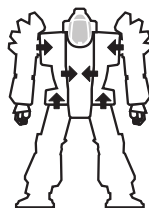
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

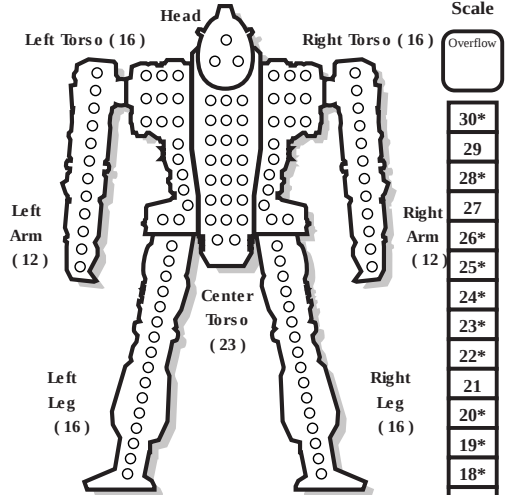
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Ultra AC/10		4. Streak SRM 2		4. PPC
	5. Ultra AC/10		5. Sensors		5. PPC
	6. Ultra AC/10		6. Life Support		6. PPC
Center Torso		Left Torso (CASE)		Right Torso	
4-6	1. Ultra AC/10	1-3	1. Light Fusion Engine	1-3	1. Medium Laser
	2. Ultra AC/10		2. Light Fusion Engine		2. Medium Laser
	3. Ultra AC/10		3. Light Fusion Engine		3. Roll Again
	4. Ultra AC/10		4. Gyro		4. Roll Again
	5. Medium Laser		5. Gyro		5. Roll Again
	6. Medium Laser		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Gyro	○○○	
	2. Upper Leg Actuator		2. Light Fusion Engine	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. Light Fusion Engine	Sensor Hits ○○○	
	4. Foot Actuator		4. Light Fusion Engine	Life Support ○	
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



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*
22*
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19*
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16
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0