BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bushwacker BSW-S2r

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 (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	Plasma Rifle	CT	10	10 [DE,H]	—	5	10	15

Ammo: (AMS) 12, (LB 10-X) 10, (LB 10-X Cluster) 10, (Plasma Rifle) 10, (SRM 4) 25

BV: 1,339

WARRIOR DATA

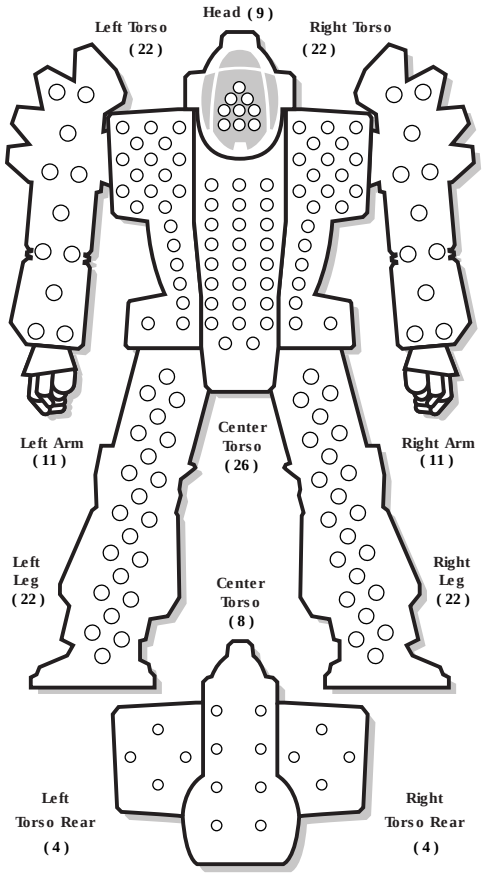
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

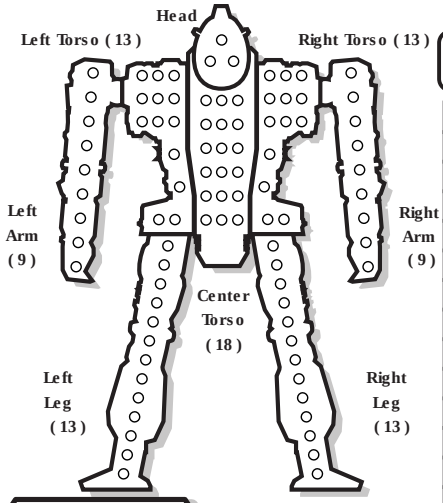
ARMOR DIAGRAM

Ferro-Fibrous



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

HEAT DATA

Double Heat Sinks: 11 (22)

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	

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **SRM 4**
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Anti-Missile System**
5. **Ammo (SRM 4) 25**
6. **Ammo (Plasma Rifle) 10**

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Ferro-Fibrous
6. Roll Again

Head

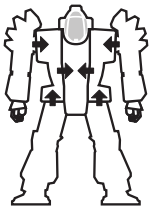
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Roll Again
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **Plasma Rifle**
6. **Plasma Rifle**

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. **LB 10-X AC**
6. **LB 10-X AC**

4-6
1. **LB 10-X AC**
2. **LB 10-X AC**
3. **LB 10-X AC**
4. **LB 10-X AC**
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Ammo (AMS) 12**
5. **Ammo (LB 10-X) 10**
6. **Ammo (LB 10-X Cluster) 10**

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Ferro-Fibrous
6. Roll Again

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