BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bull Shark BSK-M3

Movement Points:
Walking: 3
Running: 5
Jumping: 0
Engine Type: 285 XL

Tonnage: 95
Tech Base: Mixed
Rules Level: Experimental

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Autocannon/10	LA	3	10 [DB,S]	—	5	10	15
1	Improved Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Improved Autocannon/10	RA	3	10 [DB,S]	—	5	10	15
1	Improved Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 48, (iAC/10) 20, (iAC/5) 20

BV: 1,761

WARRIOR DATA

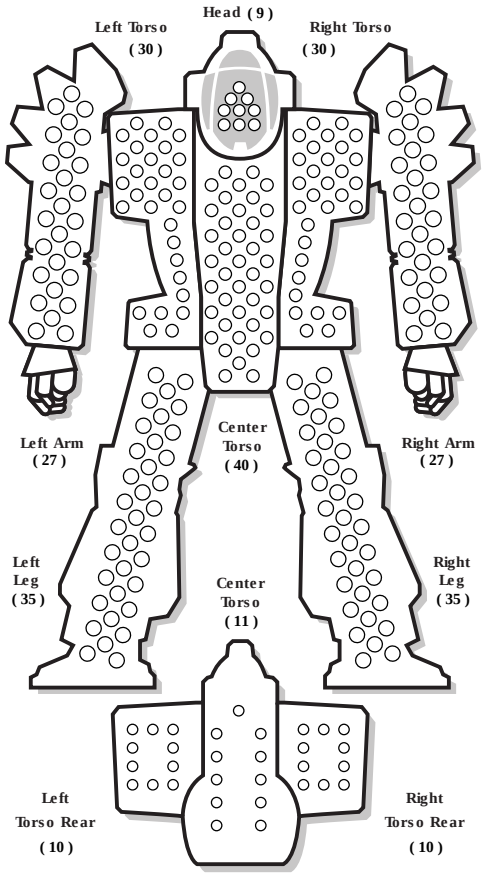
Name: _____

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

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

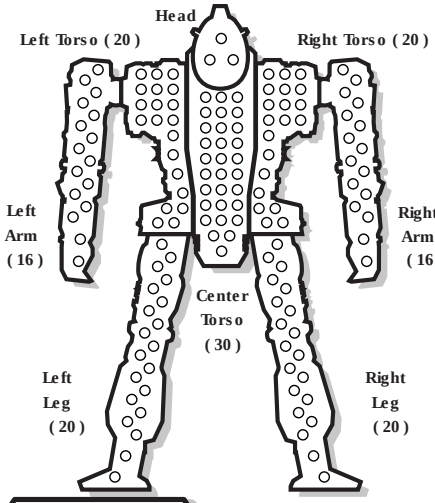
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

Heat Sinks: 16

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. Shoulder
2. Upper Arm Actuator
1-3: 3. Improved Autocannon/10; 4. Improved Autocannon/10; 5. Improved Autocannon/10; 6. Improved Autocannon/10
4-6: 1. Improved Autocannon/10; 2. Improved Autocannon/10; 3. Improved Autocannon/5; 4. Improved Autocannon/5; 5. Endo Steel; 6. Endo Steel

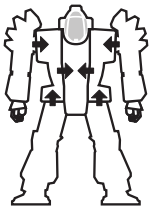
Left Torso
1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. Medium Laser; 4. Medium Laser; 5. LRM 5; 6. LRM 5
4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Left Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (iAC/10) 10
6. Ammo (LRM 5) 24

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
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. Heat Sink; 6. Heat Sink

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Improved Autocannon/10; 4. Improved Autocannon/10; 5. Improved Autocannon/10; 6. Improved Autocannon/10
4-6: 1. Improved Autocannon/10; 2. Improved Autocannon/10; 3. Improved Autocannon/5; 4. Improved Autocannon/5; 5. Endo Steel; 6. Endo Steel

Right Torso (CASE)
1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. Medium Laser; 4. Medium Laser; 5. LRM 5; 6. LRM 5
4-6: 1. Ammo (iAC/5) 20; 2. Heat Sink; 3. Heat Sink; 4. Heat Sink; 5. Endo Steel; 6. Endo Steel

Right Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (iAC/10) 10
6. Ammo (LRM 5) 24

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