

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Banshee BMS-11FS

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 95

Tech Base: Mixed

Rules Level: Experimental

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Modular Armor	LA	—	[E]	—	—	—	—
1	Modular Armor	RA	—	[E]	—	—	—	—
1	Modular Armor	LL	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Modular Armor	CT	—	[E]	—	—	—	—
1	Plasma Rifle (IS)	LT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle (IS)	RT	10	10 [DE,H]	—	5	10	15
1	ER Flamer (IS)	HD	4	2 [DE,H,AI]	—	3	5	7
2	ER Flamer (IS)	LA	4	2 [DE,H,AI]	—	3	5	7
2	ER Flamer (IS)	RA	4	2 [DE,H,AI]	—	3	5	7
1	Medium Pulse Laser (Clan)	CT	4	7 [P]	—	4	8	12

Ammo: (Plasma Rifle) 20

Quirks: Rugged (1 Point), Bad Reputation (Inner Sphere)

BV: 2,287



### WARRIOR DATA

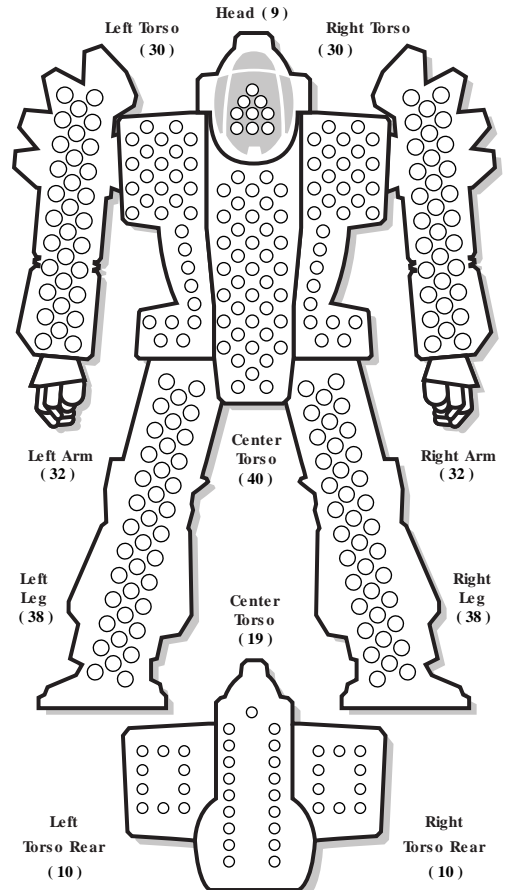
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



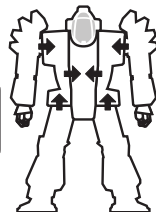
### ARMOR DIAGRAM



### CRITICAL TABLE

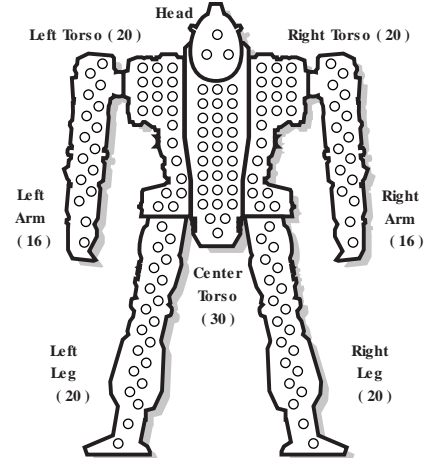
Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Modular Armor ○○○○○○</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>ER Flamer</li> <li>ER Flamer</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Modular Armor ○○○○○○</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>ER Flamer</li> <li>ER Flamer</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Modular Armor ○○○○○○</li> <li>Medium Pulse Laser [Clan]</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Modular Armor ○○○○○○</li> <li>Plasma Rifle</li> <li>Plasma Rifle</li> </ol>	<ol style="list-style-type: none"> <li>Jump Jet</li> <li>Ammo (Plasma Rifle) 10</li> <li>CASE</li> <li>Coolant Pod</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Modular Armor ○○○○○○</li> <li>Plasma Rifle</li> <li>Plasma Rifle</li> </ol>	<ol style="list-style-type: none"> <li>Jump Jet</li> <li>Ammo (Plasma Rifle) 10</li> <li>CASE</li> <li>Coolant Pod</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Modular Armor ○○○○○○</li> <li>Jump Jet</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Modular Armor ○○○○○○</li> <li>Jump Jet</li> </ol>	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



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 Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○○○○○○○○○○○○○○○