

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Banshee BNC-3S

Movement Points: Tonnage: 95
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Late Succession Wars
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3	-	1	2	3
4	Small Laser	GT	1	3	-	1	2	3
4	Medium Laser	RT	3	5	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
4	SRM 6	RT	4	2/Msl	3	6	9	
1	Autocannon/10	LT	3	10	5	10	15	
4	PPC	LA	10	10	3	6	12	18

Cost: 8,794,695

BV: 2,329

WARRIOR DATA

Name: Pinhead (Player 8)

Gunnery Skill: 2 Piloting Skill: 6

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

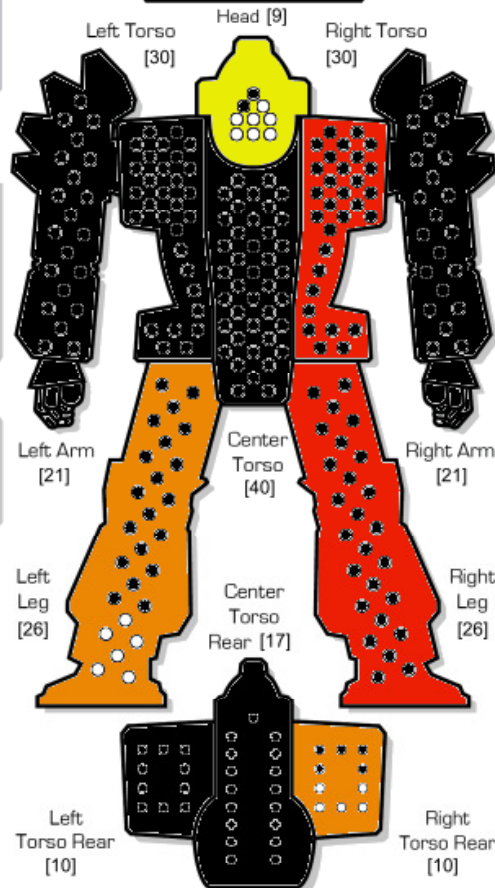
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 240

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Torso

- PPC
 - PPC
 - PPC
 - SRM 6
 - SRM 6
 - Medium Laser
- Medium Laser
 - Medium Laser
 - Medium Laser
 - Ammo (SRM 6) 10
 - Heat Sink
 - Heat Sink

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



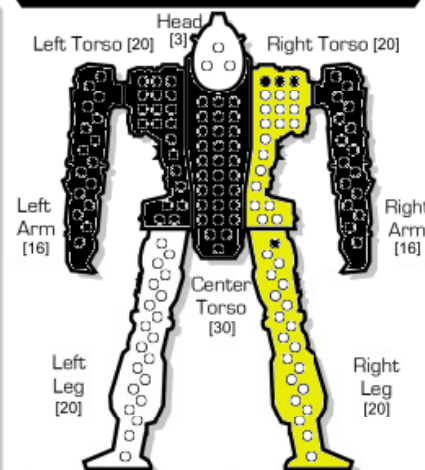
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	17 Single
29	Ammo Exp. avoid on 8+	●●●●
28*	Shutdown, avoid on 10+	●●●●
27	-5 Movement Points	●●●●
26*	+4 Modifier to Fire	●●●●
25*	Ammo Exp. avoid on 6+	●●●●
24*	Shutdown, avoid on 8+	●●●●
23*	-4 Movement Points	●●●●
22*	Ammo Exp. avoid on 4+	●●●●
21	Shutdown, avoid on 6+	●●●●
20*	+3 Modifier to Fire	●●●●
19*	-3 Movement Points	●●●●
18*	Shutdown, avoid on 4+	●●●●
17*	+2 Modifier to Fire	●●●●
16	-2 Movement Points	●●●●
15*	+1 Modifier to Fire	●●●●
14*	-1 Movement Points	●●●●
13*		●●●●
12		●●●●
11		●●●●
10*		●●●●
9		●●●●
8*		●●●●
7		●●●●
6		●●●●
5*		●●●●
4		●●●●
3		●●●●
2		●●●●
1		●●●●
0		●●●●

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 Single
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	●●●●