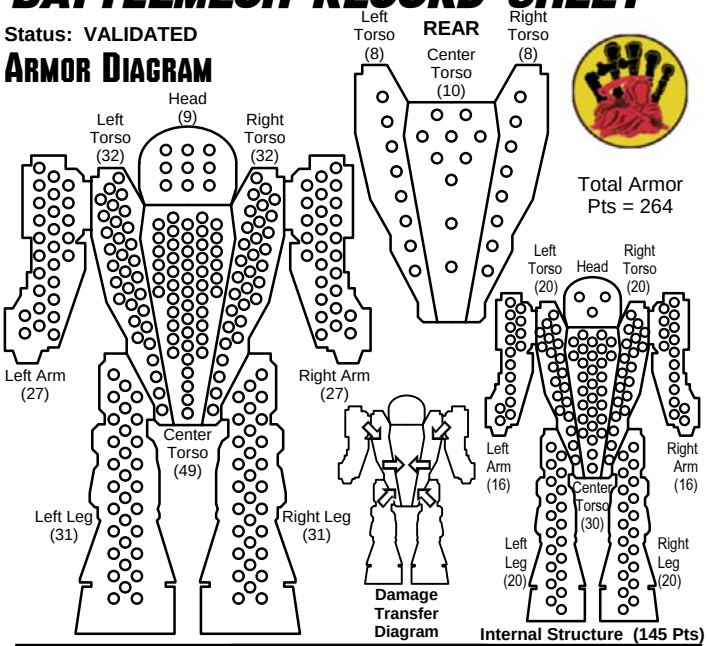
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 264

'MECH DATA

Type: Banshee BNC-5HOD3
Mass: 95 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	Mixed (I.S. Base)
Running:	6	Biped 'Mech
Jumping:	4	Level 3 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Medium Laser(IS)	LA	3	5	-	3	6	9
1	ER PPC(IS)	RT	15	10	-	7	14	23
1	ER PPC (C)	RT	15	15	-	7	14	23
1	Gauss Rifle(IS)	LT	1	15	2	7	15	22
1	Medium Laser(IS)	HD	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Gauss Rifle	16	121

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (37)

WARRIOR DATA

Name: _____

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

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

HEAT SCALE

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

FASA

LEVEL 3 HEAT SCALE

50	SHUTDOWN
49	-9 Movement Points
48	+7 Modifier to Fire
47	Pilot Damage, avoid on 12
46	Shutdown, avoid on 20+
45	AMMO EXPLOSION
44	System Failure, avoid on 10+
43	-8 Movement Points
42	Shutdown, avoid on 18+
41	+6 Modifier to Fire
40	Ammo Explosion, avoid on 12
39	Pilot Damage, avoid on 10+
38	Shutdown, avoid on 16+
37	-7 Movement Points
36	System Failure, avoid on 8+
35	Ammo Explosion, avoid on 10+
34	Shutdown, avoid on 14+
33	+5 Modifier to Fire
32	Pilot Damage, avoid on 8+
31	-6 Movement Points

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Left Arm
1, Shoulder
1-3: 2, Upper Arm Actuator; 3, Lower Arm Actuator; 4, Medium Laser (IS); 5, Double Heat Sink (IS); 6, Double Heat Sink (IS)
4-6: 1, Double Heat Sink (IS); 2, *Endo Steel (IS)*; 3, *Endo Steel (IS)*; 4, *Endo Steel (IS)*; 5, *Roll Again*; 6, *Roll Again*

Left Torso
1-3: 1, XL Engine (IS); 2, XL Engine (IS); 3, XL Engine (IS); 4, Jump Jet; 5, Jump Jet; 6, Gauss Rifle (IS)
4-6: 1, Gauss Rifle (IS); 2, Gauss Rifle (IS); 3, Gauss Rifle (IS); 4, Gauss Rifle (IS); 5, Gauss Rifle (IS); 6, Gauss Rifle (IS)

Left Leg
1, Hip; 2, Upper Leg Actuator; 3, Lower Leg Actuator; 4, Foot Actuator; 5, *Endo Steel (IS)*; 6, *Endo Steel (IS)*

Head
1, Life Support; 2, Sensors; 3, Cockpit; 4, Medium Laser (IS); 5, Sensors; 6, Life Support

Center Torso
1-3: 1, XL Engine (IS); 2, XL Engine (IS); 3, XL Engine (IS); 4, Gyro; 5, Gyro; 6, Gyro
4-6: 1, Gyro; 2, XL Engine (IS); 3, XL Engine (IS); 4, XL Engine (IS); 5, Ammo (Gauss) 8; 6, Ammo (Gauss) 8

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **2.437**
Weapon Value: **3.522 / 3.522**
Cost, C-Bills: **25.927.721**

Right Arm
1, Shoulder; 2, Upper Arm Actuator; 3, Lower Arm Actuator; 4, Hand Actuator; 5, *Endo Steel (IS)*; 6, *Endo Steel (IS)*
1-3: 1, *Endo Steel (IS)*; 2, *Endo Steel (IS)*; 3, *Endo Steel (IS)*; 4, *Endo Steel (IS)*; 5, *Roll Again*; 6, *Roll Again*

Right Torso
1-3: 1, XL Engine (IS); 2, XL Engine (IS); 3, XL Engine (IS); 4, Jump Jet; 5, Jump Jet; 6, ER PPC (IS)
4-6: 1, ER PPC (IS); 2, ER PPC (IS); 3, ER PPC (C); 4, ER PPC (C); 5, *Endo Steel (IS)*; 6, *Roll Again*

Right Leg
1, Hip; 2, Upper Leg Actuator; 3, Lower Leg Actuator; 4, Foot Actuator; 5, *Endo Steel (IS)*; 6, *Endo Steel (IS)*

Printed by HEAVYMETAL PRO V5.03. Copyright 2001 WizKids, LLC. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, LLC.

MISSILE HITS TABLE

Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											