

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Bombardier BMB-05A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	LT/LA	10	20[AE,S,F]	—	1	2	8
3	Rocket Launcher 20	RA	5	1/Msl [M,C]	—	3	7	12
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (Arrow IV) 20

BV: 1,440



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

1-3

- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5

1-3

- Ammo (Arrow IV) 5
- Ammo (AMS) 12
- Ammo (AMS) 12
- CASE
- Roll Again
- Roll Again

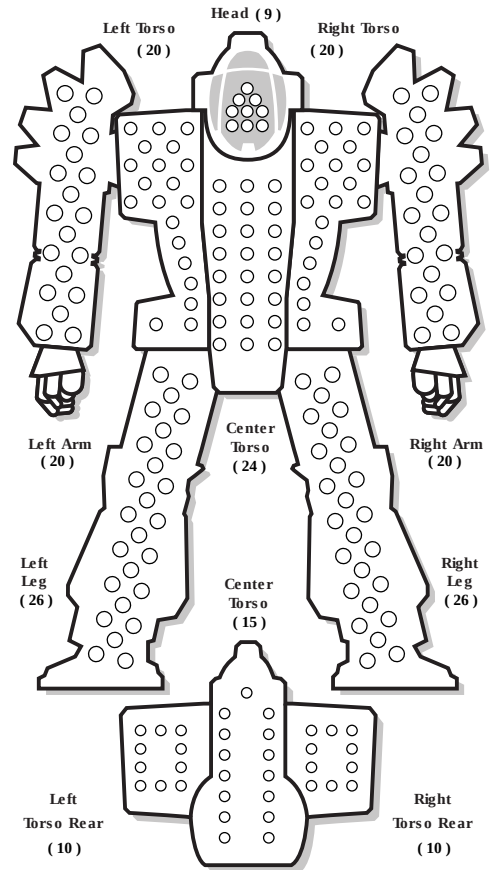
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

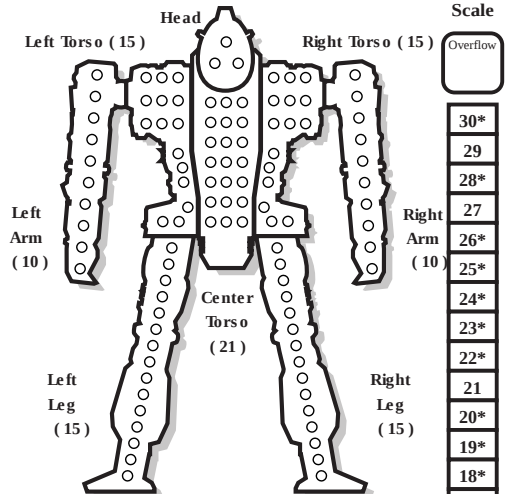
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
10 (20)



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