

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Boomslang BOG-1A

Movement Points: Tonnage: 75
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Jumping: 5 Role: Brawler
Engine Type: 375 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	Plasma Cannon	CT	7	[DE,H,AI]	—	6	12	18
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
Total Heat (Dissipation): 29 (30)								

Ammo: (Plasma Cannon) 60

BV: 2,688

WARRIOR DATA

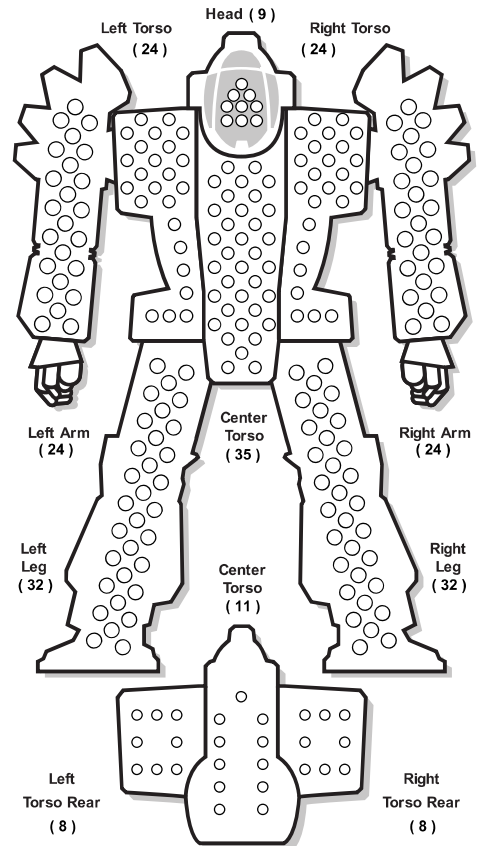
Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



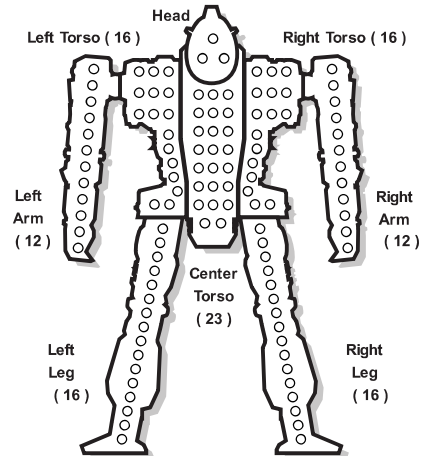
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow



CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Plasma Cannon
- 1-3 Roll Again
5 Roll Again
6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Plasma Cannon
- 1-3 Roll Again
5 Roll Again
6 Roll Again

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3 Gyro
4 Gyro
5 Gyro
6 Gyro

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
- 1-3 Ammo (Plasma Cannon) 10
4 Ammo (Plasma Cannon) 10
5 Endo Steel
6 Endo Steel

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
- 1-3 Medium Pulse Laser
4 Ammo (Plasma Cannon) 10
5 Ammo (Plasma Cannon) 10
6 Ammo (Plasma Cannon) 10

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
- 4-6 XL Fusion Engine
5 Jump Jet
6 Plasma Cannon

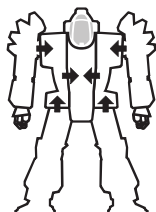
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Left Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
- 4-6 Roll Again

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
- 4-6 Roll Again



Damage Transfer Diagram

HEAT DATA

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