

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Bull Shark BSK-M3  
 Movement Points: Tonnage: 95  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 3070  
 Jumping: 0 D/X-X-D-D

### Weapons & Equipment Inventory (hexes)

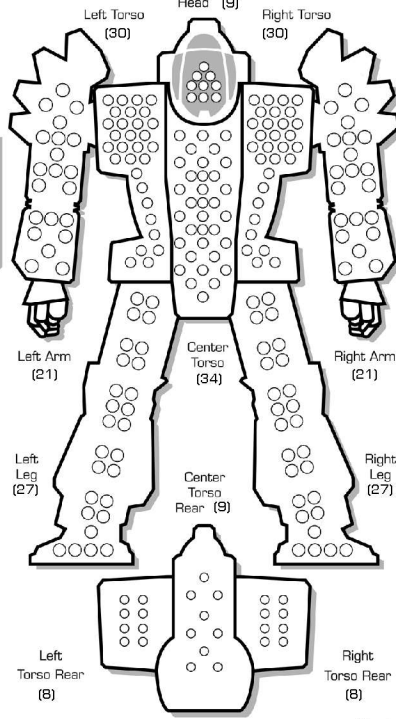
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RT	1	5 [DB, S]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	LRM-5	RT	2	1/m	6	7	14	21
1	Autocannon/5	LT	1	5 [DB, S]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM-5	LT	2	1/m	6	7	14	21
1	Autocannon/10	RA	3	10 [DB, S]	-	5	10	15
1	Autocannon/10	LA	3	10 [DB, S]	-	5	10	15
Ammunition Type		Rounds						
AC/5		20						
AC/10		10						
LRM-5		24						

Cost: 8,557,575 C-Bills +40,500 (ammo) BV: 1,584  
 Weapon Heat (18) Dissipation (10)

### WARRIOR DATA

Name:  
 Gunnery Skill: Piloting Skill:  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness#: 3 5 7 10 11 Dead

### ARMOR DIAGRAM Armor Pts: 224



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker:

Stationary	+0
Walked	+1
Ran	+2
Jumped	+3

Damage:

Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1

Target:

Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1

Range:

Short	+0
Medium	+2
Long	+4

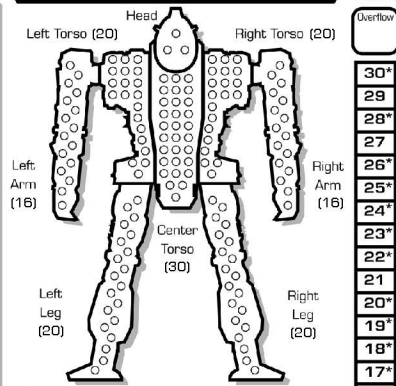
### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Autocannon/10	Autocannon/10	Autocannon/10	Autocannon/10
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Autocannon/10	Autocannon/10	Autocannon/10	Autocannon/10
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	Autocannon/5	Autocannon/5	Autocannon/5	LRM-5	Medium Laser	Roll Again
<b>Right Torso</b>	Autocannon/5	Autocannon/5	Autocannon/5	LRM-5	Medium Laser	Roll Again
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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	○

Heat Scale

30*	Overflow
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	

### PUNCH CHART

Roll	Left	Fr/Bk	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 CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

\* Add +4 to pick table

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Turn	Move	Hexes	Mod	Prev	Move	Weapon	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40