

'MECH RECORD SHEET

Type: Bushman BM-1A

Movement Points:	Tonnage: 55
Walking: 5	Tech Base: Inner Sphere
Running: 8	2492
Jumping: 3	D/C-E-D-D

Weapons & Equipment Inventory

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM-4	HD	3	2/m	-	3	6	9
1	Autocannon/10	RA	3	10 [DB, S]	-	5	10	15
1	Machine Gun	RA	0	2 [DB, AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB, AI]	-	1	2	3

Ammunition Type	Rounds
AC/10	10
MG	200
SRM-4	25

Cost: 4.523.107 C-Bills
+34.000 (ammo)

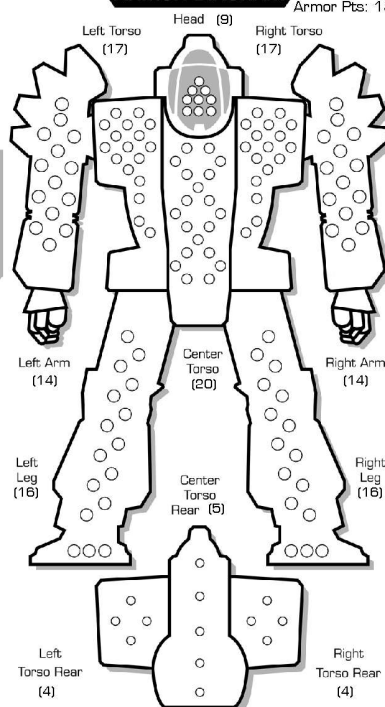
BV: 1.001
Weapon Heat (6)
Dissipation (10)

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 136



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

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

Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Machine Gun
 6. Roll Again

- | | | |
|------------|-----------|------------|
| 4-6 | 1. | Roll Again |
| | 2. | Roll Again |
| | 3. | Roll Again |
| | 4. | Roll Again |
| | 5. | Roll Again |
| | 6. | Roll Again |

Left Torso

- 1-3**
1. Jump Jet
 2. Ammo (SRM 4) 25
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

- 4-6**
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM-4
5. Sensors
6. Life Support

Center Torso

- 1-3
1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Machine Gun
 6. Autocannon/10

- 4-6
- | | |
|----|---------------|
| 1. | Autocannon/10 |
| 2. | Autocannon/10 |
| 3. | Autocannon/10 |
| 4. | Autocannon/10 |
| 5. | Autocannon/10 |
| 6. | Autocannon/10 |

Right Torso

- 1-3
1. Jump Jet
 2. Ammo (AC/10) 10
 3. Ammo (MG) 200
 4. Roll Again
 5. Roll Again
 6. Roll Again

- 4-6
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

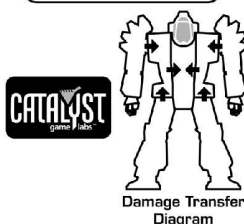
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Engine Hits ○○○

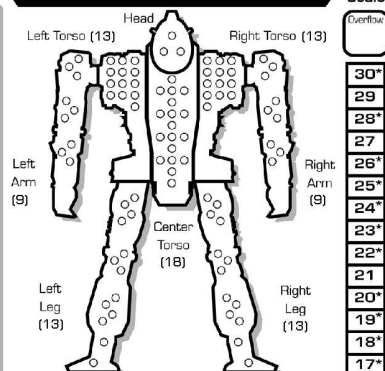
Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support C



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	

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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

* Add +4 to pick table