

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Dervish DV-7D

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 24, (Streak SRM 2) 100

BV: 1,412



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

4-6

Center Torso

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

1-3

Left Torso (CASE)

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (Streak SRM 2) 50
- CASE
- Endo Steel

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

Right Torso (CASE)

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (Streak SRM 2) 50
- CASE
- Endo Steel

1-3

4-6

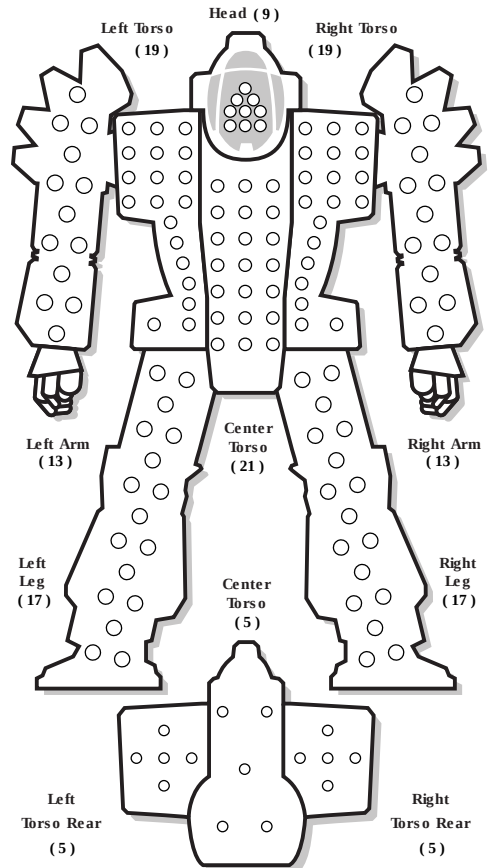
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

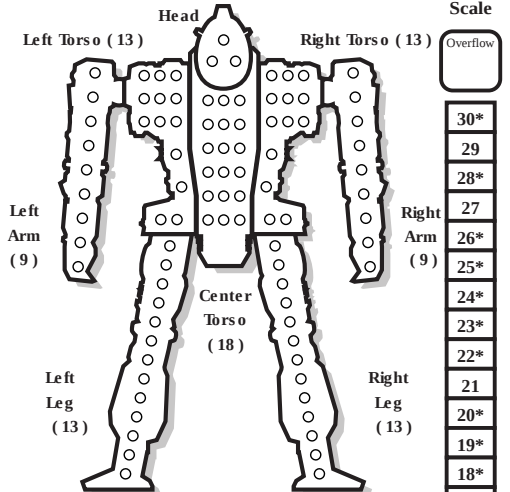
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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