BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dervish DV-9D

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Missile Boat
Engine Type:	275 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—

Ammo: (MML 5/LRM) 48, (MML 5/SRM) 60

BV: 1,518

WARRIOR DATA

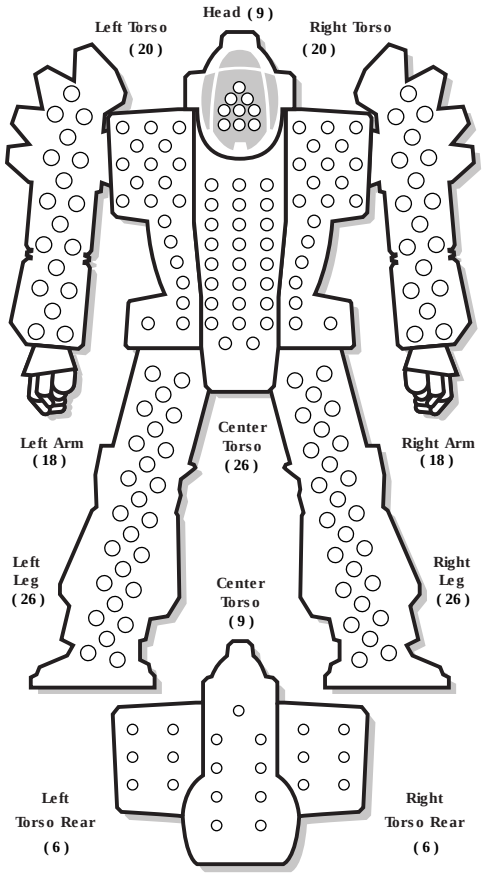
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

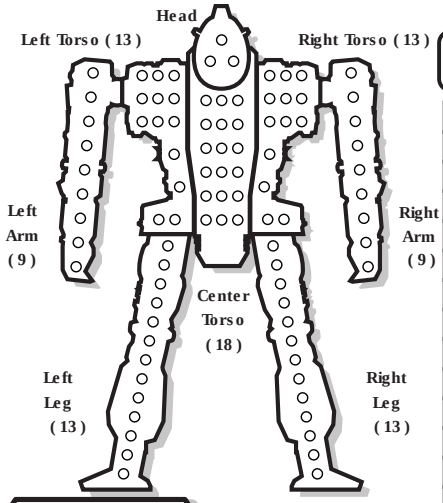
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 5
5. MML 5
6. MML 5

4-6
1. MML 5
2. MML 5
3. MML 5
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

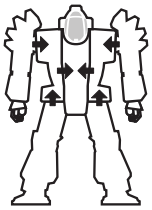
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ammo (MML 5/SRM) 20

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 5
5. MML 5
6. MML 5

4-6
1. MML 5
2. MML 5
3. MML 5
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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