

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Victor VTR-11D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 Light

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
[DB,R/C]								
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (RAC/5) 60, (Streak SRM 4) 25

BV: 2,021



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

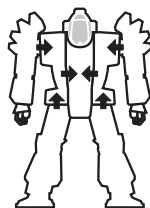
Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (Streak SRM 4) 25

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

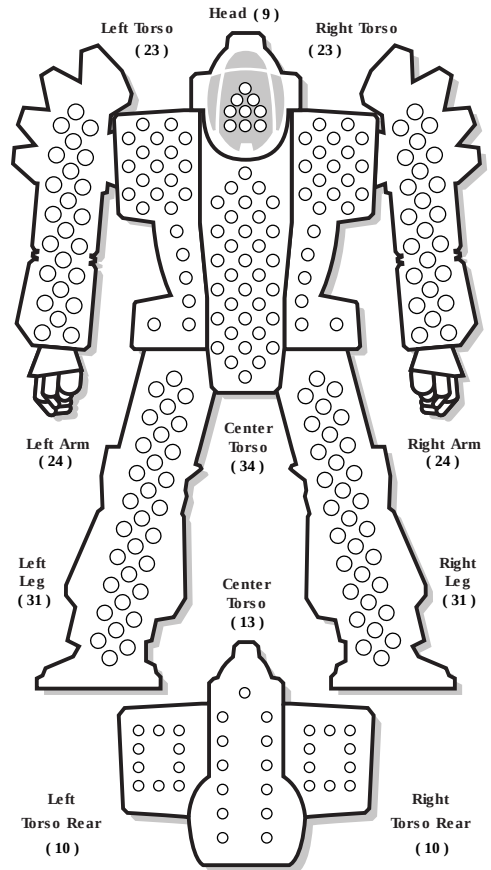
4-6

Right Leg

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

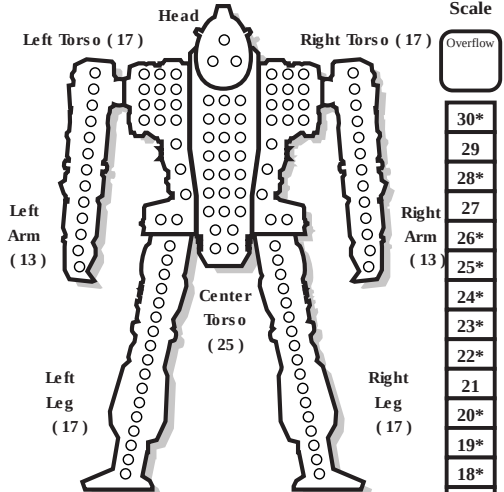
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Overflow

30*
29
28*
27
26*
25*
24*
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