

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vindicator VND-5L

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

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
1	Sword	LA	—	6	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	RT	2	3 [P, AI]	—	1	2	3

BV: 1,484



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Sword
- Sword

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Medium Pulse Laser
- Small Laser

1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Medium Pulse Laser
- Small Pulse Laser

1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

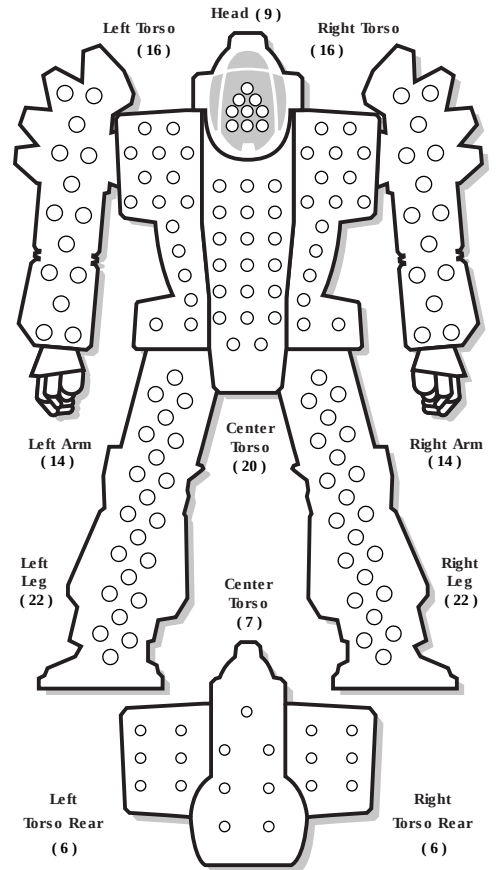
4-6

Right Leg

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

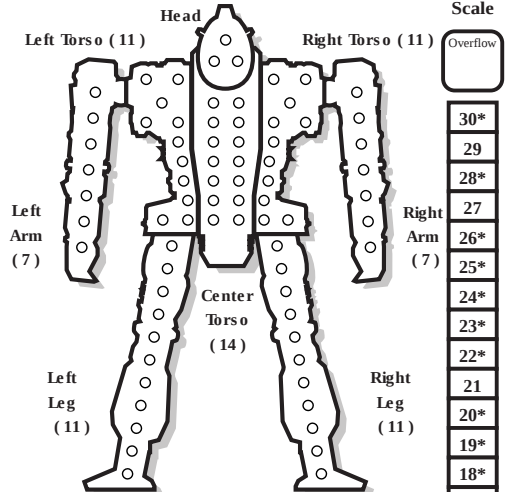
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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9
8*
7
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5*
4
3
2
1
0