

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Vindicator VND-6L

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	—	—	—	—
2	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (Plasma Rifle) 20

BV: 1,739



CRITICAL TABLE

Left Arm

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

1-3

- Sword

4-6

- Rocket Launcher 10
- Rocket Launcher 10
- Triple Strength Myomer
- Stealth
- Stealth

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

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

1-3

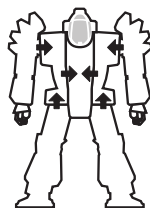
Center Torso

- 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
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink

4-6

- Plasma Rifle
- Plasma Rifle
- Stealth
- Stealth
- Triple Strength Myomer

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Targeting Computer
- Targeting Computer

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Stealth
- Stealth
- Triple Strength Myomer
- Triple Strength Myomer

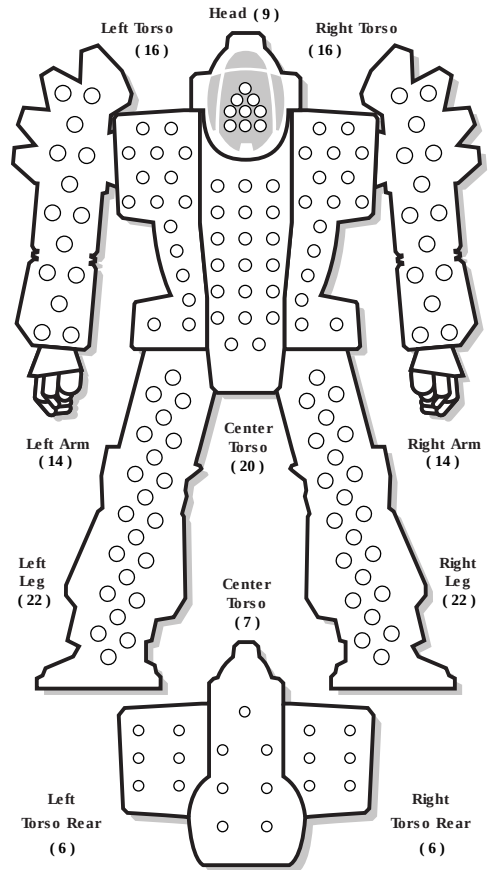
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

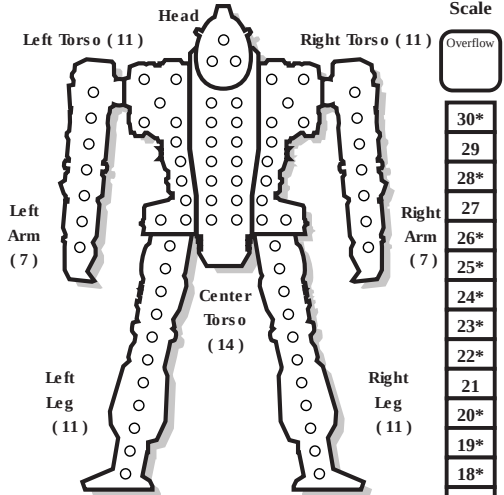
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
23*
22*
21
20*
19*
18*
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16
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