

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Silver Fox SVR-5Y

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Engine Type: 245 Light

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Striker

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
5	Magshot	LA	1	2 [DB,X]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ECM Suite	RT	—	[E]	—	—	—	6
(Guardian)								
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

Ammo: (Magshot) 50

BV: 1,316

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Magshot
- Magshot
- Magshot
- Magshot

1-3

- Magshot
- Magshot
- Magshot
- Magshot
- Magshot
- Magshot

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (Magshot) 50
- Reflective
- Reflective
- Reflective

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Targeting Computer
- Targeting Computer

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

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ECM Suite (Guardian)

1-3

- ECM Suite (Guardian)
- Reflective
- Reflective
- Reflective
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

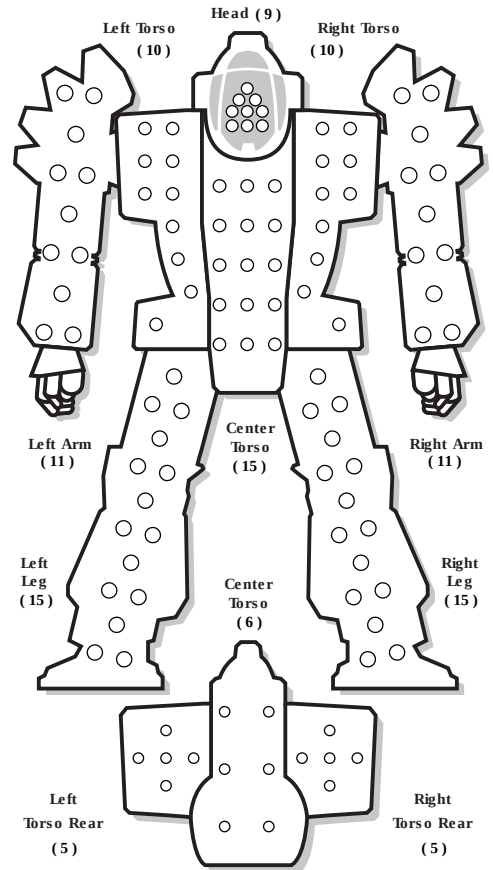
CATALYST
game labs



Damage Transfer Diagram

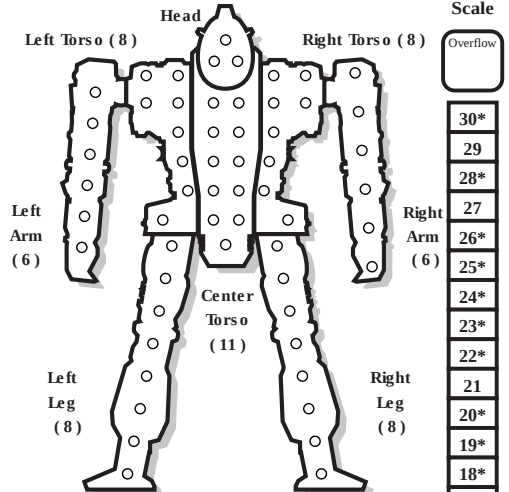
ARMOR DIAGRAM

Reflective



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*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0