

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Venom SDR-9KC
Movement Points: Tonnage: 35
Walking: 8 Tech Base: Inner Sphere
Running: 12 Rules Level: Standard
Jumping: 8 Role: Striker
Engine Type: 280 XL

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6

BV: 939

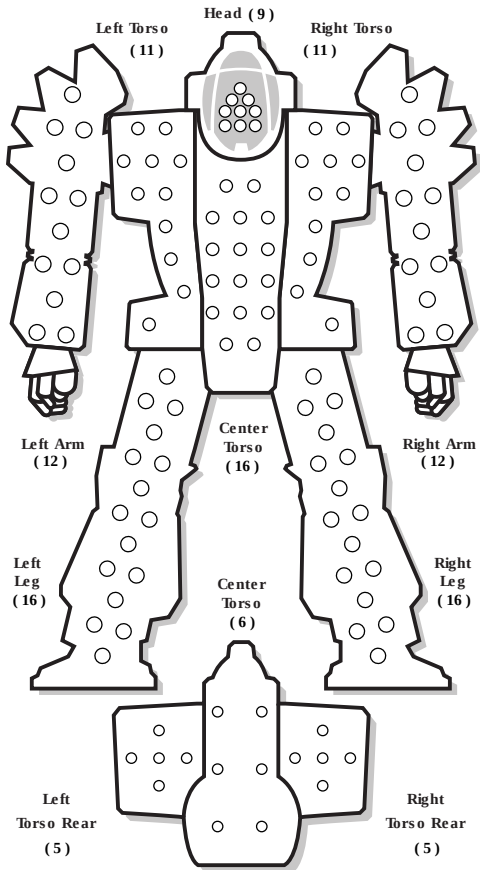
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

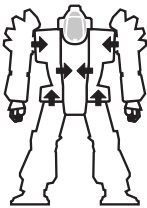
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

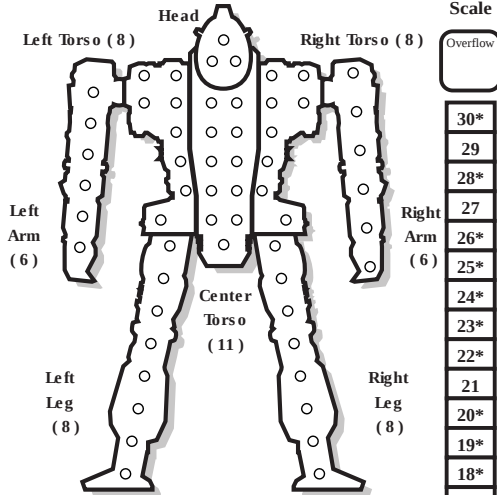
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Center Torso		Right Torso		Left Torso	
4-6	1. Endo Steel	4-6	1. Endo Steel	1-3	1. XL Fusion Engine
	2. Endo Steel		2. Endo Steel		2. XL Fusion Engine
	3. Endo Steel		3. Endo Steel		3. XL Fusion Engine
	4. Endo Steel		4. Endo Steel		4. Jump Jet
	5. Ferro-Fibrous		5. Ferro-Fibrous		5. Jump Jet
	6. Ferro-Fibrous		6. Ferro-Fibrous		6. Jump Jet
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Jump Jet		4. Jump Jet		4. Foot Actuator
	5. Jump Jet		5. Jump Jet		5. Endo Steel
	6. Jump Jet		6. Jump Jet		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Ferro-Fibrous		6. Ferro-Fibrous		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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