

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vanquisher VQR-7V

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	C3i	CT	—	[E]	—	—	—	—

Ammo: (RAC/5) 100

BV: 2,420



WARRIOR DATA

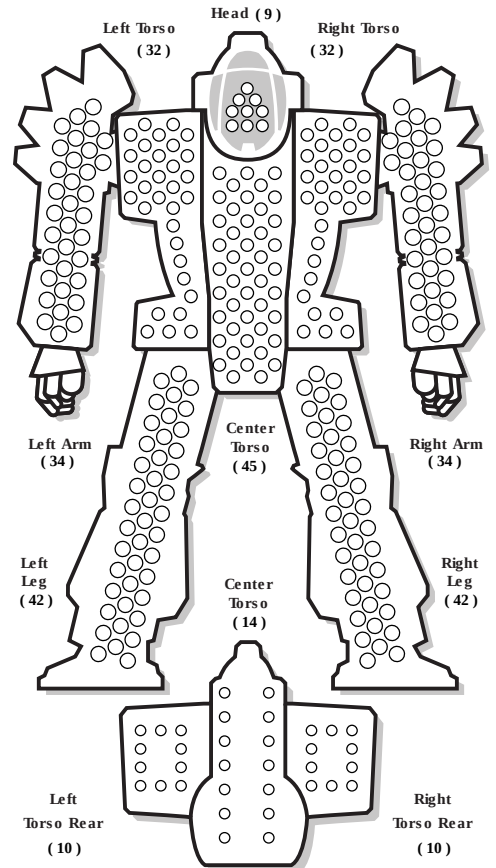
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

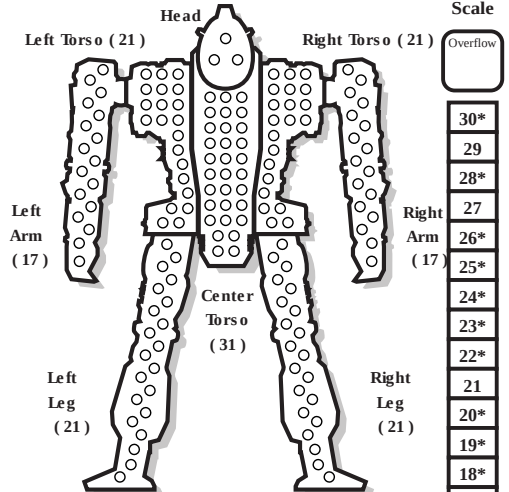
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Roll Again

Right Arm

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Ammo (RAC/5) 20

Left Leg

- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE
- Endo Steel

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



Damage Transfer Diagram

Left Leg

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

Right Leg

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

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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4
3
2
1
0