

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Verfolger VR6-C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

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	ER PPC	RA	15	10 [DE]	—	7	14	23
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (MML 9/LRM) 26, (MML 9/SRM) 22

BV: 1,584



CRITICAL TABLE

Left Arm

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

1-3

- Endo Steel
- Endo Steel

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

1-3

- MML 9
- MML 9
- MML 9

4-6

- MML 9
- MML 9
- ER Medium Laser
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- CASE

Left Leg

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

- Endo Steel
- Endo Steel

Head

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

1-3

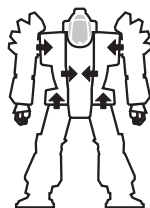
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

1-3

- ER PPC
- ER PPC

4-6

- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

1-3

- MML 9
- MML 9
- MML 9

4-6

- MML 9
- MML 9
- ER Medium Laser
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- CASE

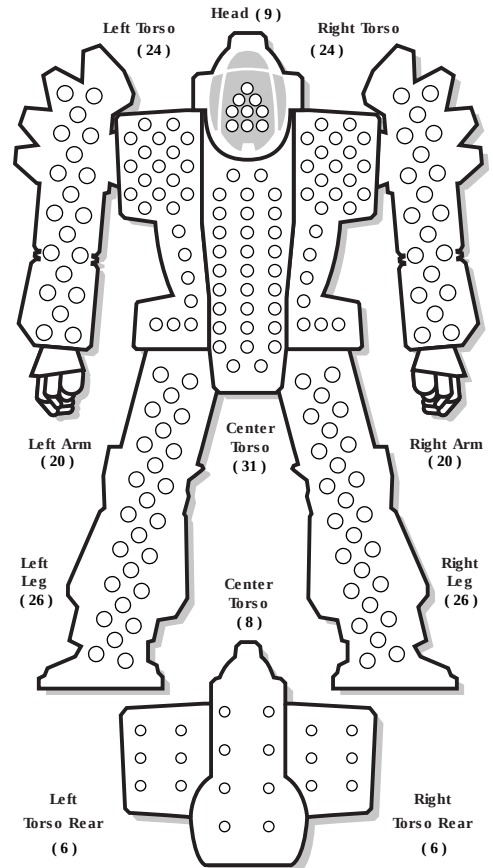
Right Leg

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

- Endo Steel
- Endo Steel

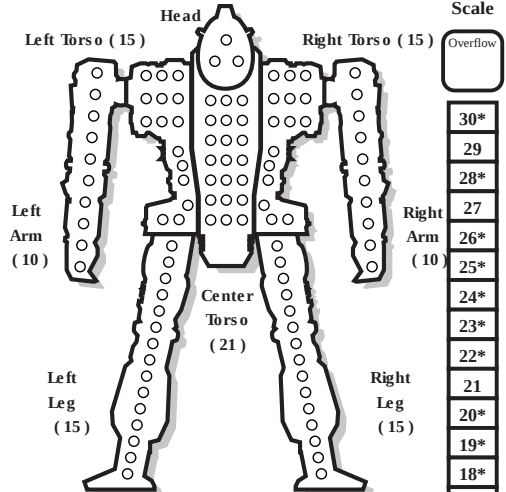
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○