

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dervish DV-11DK

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 XL

Tonnage: 55

Tech Base: Mixed

Rules Level: Advanced

Role: Missile Boat

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	Medium	LA	6	6 [P]	—	3	6	9
Re-engineered Laser								
1	Streak SRM 2 (C)	LA	2	2/Msl [M,C]	—	4	8	12
1	AES	LA	—	[E]	—	—	—	—
1	Medium	RA	6	6 [P]	—	3	6	9
Re-engineered Laser								
1	Streak SRM 2 (C)	RA	2	2/Msl [M,C]	—	4	8	12
1	AES	RA	—	[E]	—	—	—	—
1	LRM 10 (C)	LT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10 (C)	RT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 24, (Streak SRM 2) 50

BV: 1,919



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Streak SRM 2 [Clan]

1-3

- AES
- AES
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10 [Clan]
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ballistic-Reinforced
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Streak SRM 2 [Clan]

1-3

- AES
- AES
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10 [Clan]
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

1-3

- Ammo (Streak SRM 2) 50
- CASE II
- Endo Steel
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

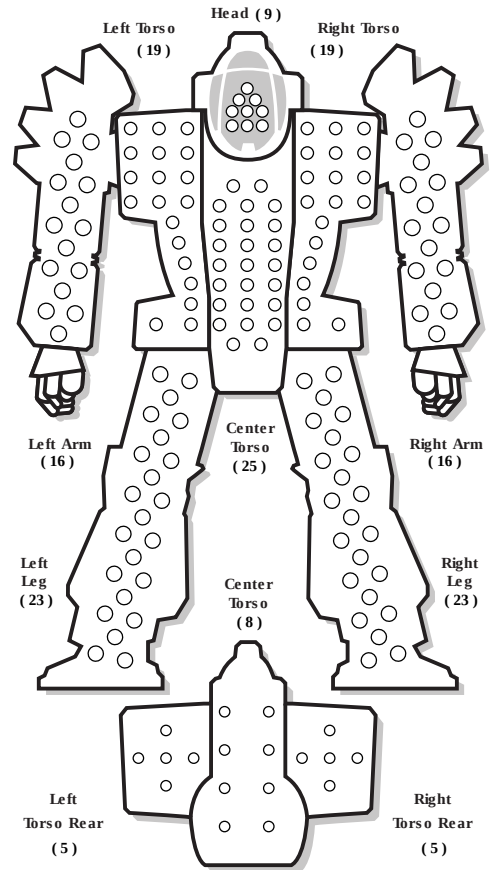


Damage Transfer Diagram



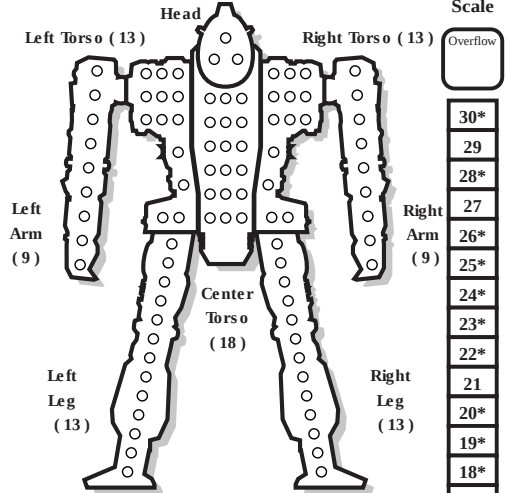
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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