

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Viper VP-7

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Light

Tonnage: 70

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

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	Binary Laser (Blazer) Cannon	LA	16	12 [DE]	—	5	10	15
1	Binary Laser (Blazer) Cannon	RA	16	12 [DE]	—	5	10	15
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	Targeting Computer (IS)	LT	—	[E]	—	—	—	—
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (C) (R)	CT	5	7 [DE]	—	5	10	15
1	Active Probe	HD	—	[E]	—	—	—	5

BV: 1,864



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon

1-3

- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe [Clan]
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon

1-3

- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- 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
- ER Medium Laser [Clan]

1-3

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

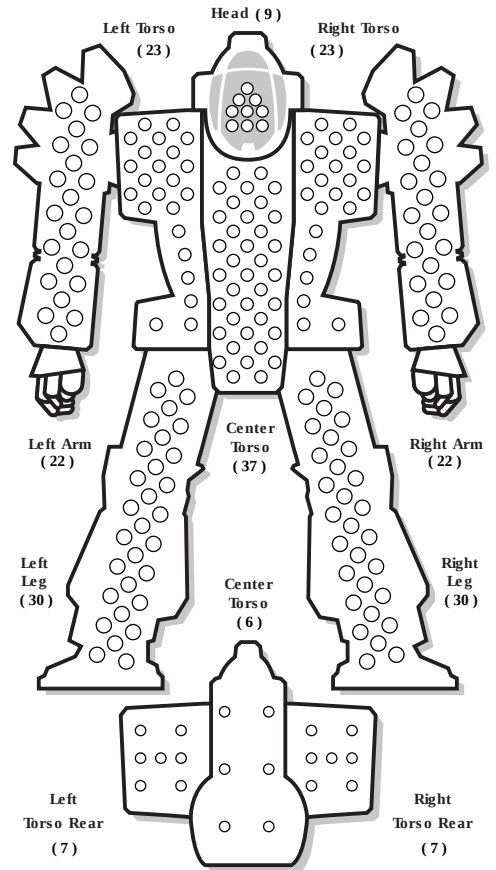
4-6

Right Leg

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

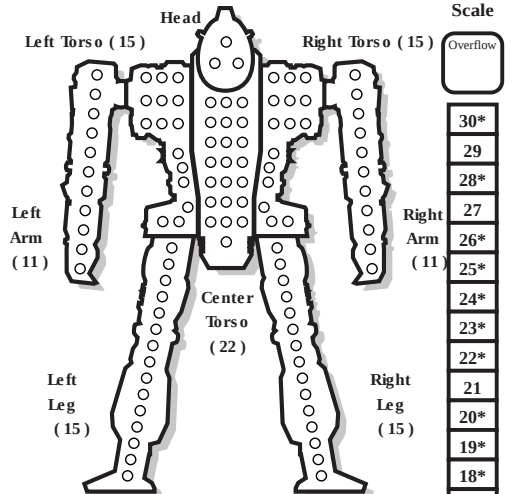
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



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	○○○