

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Viper VP-9

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Light

Tonnage: 70

Tech Base: Mixed

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	AES	LA	—	[E]	—	—	—	—
1	Mace	RA	—	18	—	—	—	—
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Plasma Cannon) 60

BV: 2,244



WARRIOR DATA

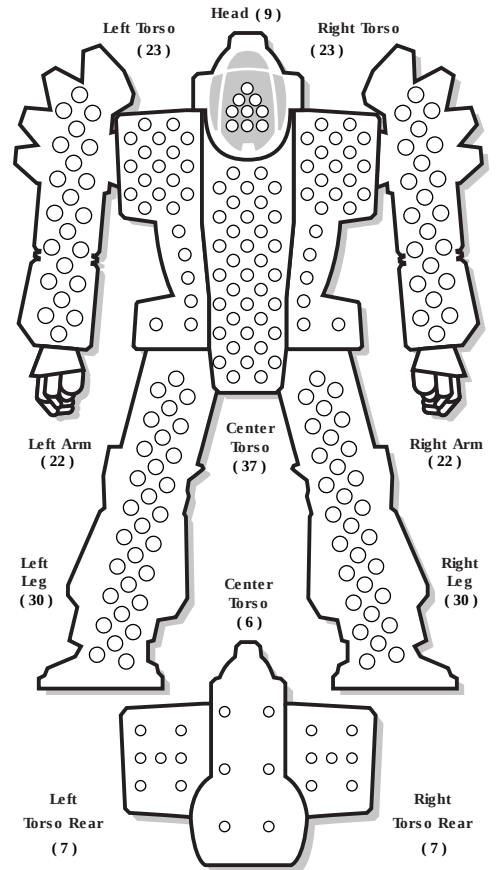
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

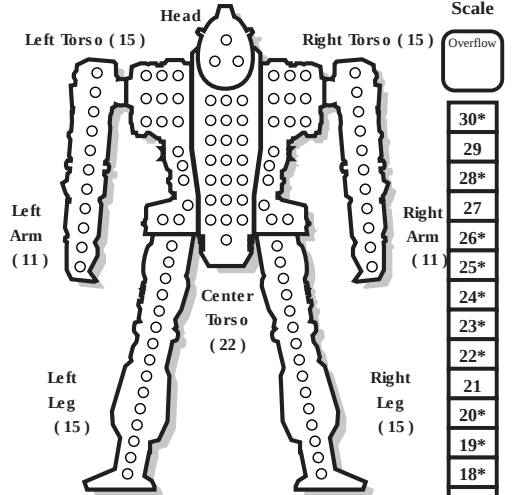
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon [Clan]
- Plasma Cannon [Clan]

1-3

- Plasma Cannon [Clan]
- Plasma Cannon [Clan]
- AES
- AES
- AES
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

1-3

- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

1-3

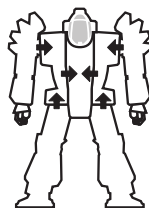
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

1-3

- Mace
- Mace
- Mace
- Mace
- Mace
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- 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