

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### MECH DATA

Type: Dervish DV-1S

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 265 Fusion

Tonnage: 55

Tech Base: Inner Sphere

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   | SRM 2  | LA  | 2  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | SRM 2  | RA  | 2  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | LRM 10 | LT  | 4  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 10 | RT  | 4  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 10) 24, (SRM 2) 100

BV: 864

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

1-3

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

4-6

#### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Jump Jet
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

1-3

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

4-6

#### Right Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Leg

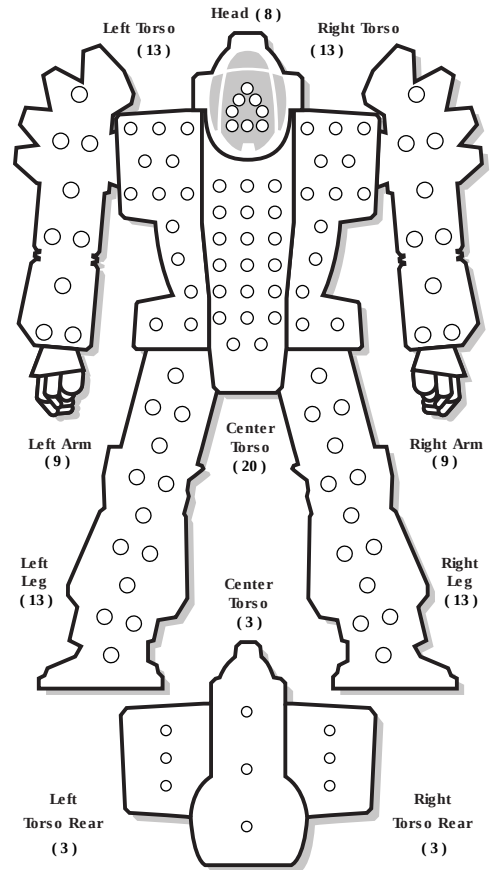
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

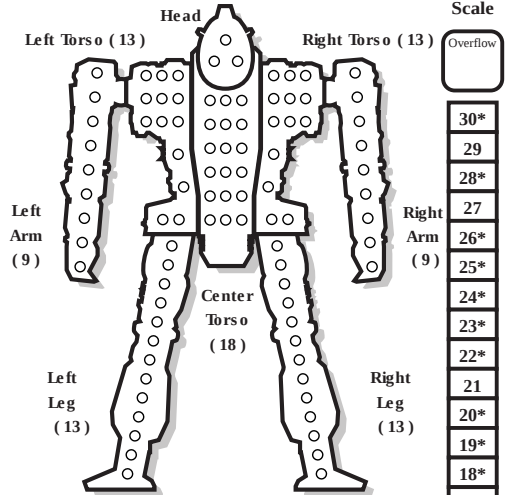
### ARMOR DIAGRAM

#### Primitive



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                |
|-------------|------------------------|
| 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 Sinks: 10



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   |