

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vulpes VLP-1DX 'Beast'

Movement Points: **Tonnage:** 60
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Advanced
Jumping: 0 **Role:** Brawler
Engine Type: 240 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Talons	RL/LL	—	18	—	—	—	—
1	Claw	LA	—	9	—	—	—	—
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
Laser								
2	ER Flamer (IS)	LA	4	2 [DE,H,AI]	—	3	5	7
1	Claw	RA	—	9	—	—	—	—
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25
1	RISC APDS	LT	2	[PB]	—	1	2	3
1	Drone (Remote)	RT	—	[E]	—	—	—	—
Operating System								

Ammo: (RISC APDS) 12

BV: 1,229



WARRIOR DATA

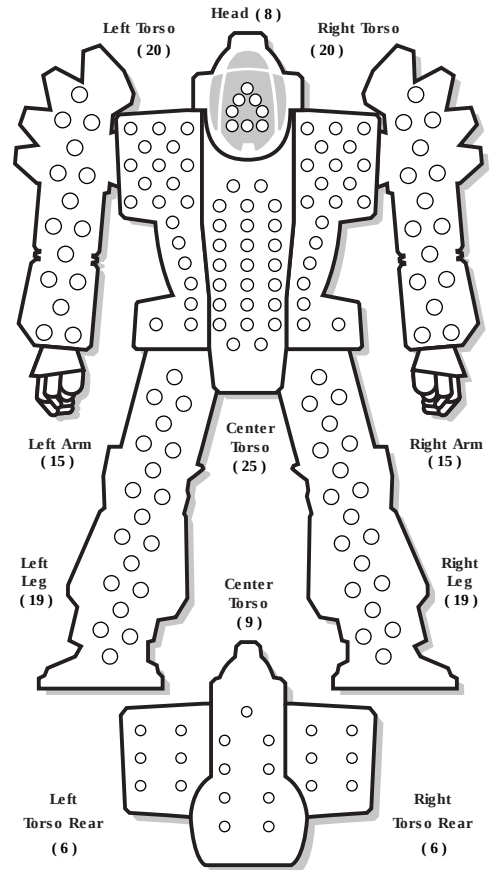
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Anti-Penetrative Ablation



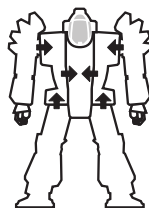
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Claw
 - Claw
 - Claw
- 1-3**
- Center Torso**
- Claw
 - ER Medium Pulse Laser [Clan]
 - ER Medium Pulse Laser [Clan]
 - ER Flamer
 - ER Flamer
 - Anti-Penetrative Ablation
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - RISC APDS
 - RISC APDS
 - Ammo (RISC APDS) 12
 - Anti-Penetrative Ablation
- 1-3**
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink [Clan]
 - Double Heat Sink [Clan]
 - Double Heat Sink [Clan]
 - Double Heat Sink [Clan]
- 1-3**
- 4-6**
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Claw
 - Claw
 - Claw
- 1-3**
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Talons [Clan]
 - Talons [Clan]
- 1-3**
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- 4-6**

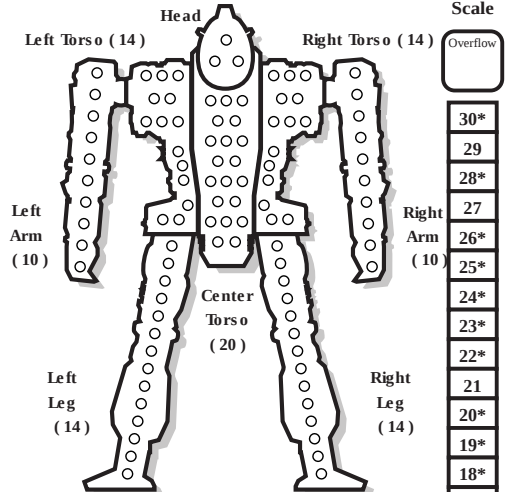
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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*
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