

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

'MECH DATA

Type: Viper

Movement Points: _____

Tonnage: 85

Walking: 4

Tech Base: _____

Running: 6

Clan ☐

Jumping: 0

Inner Sphere ☒

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	medium_laser	LT	5	5	0	3	6	9
3	medium_laser	RT	5	5	0	3	6	9
1	srn_6	RT	4	2/Msl	0	3	6	9
1	ppc	LA	10	10	3	6	12	18
2	machine_gun	RA	0	2	0	1	2	3

Cost: _____

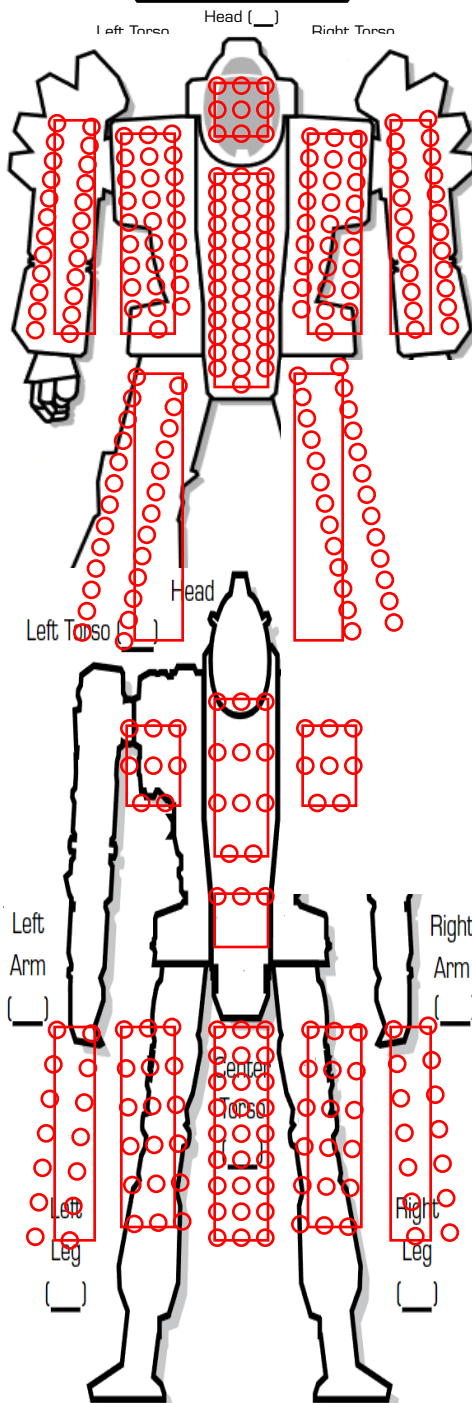
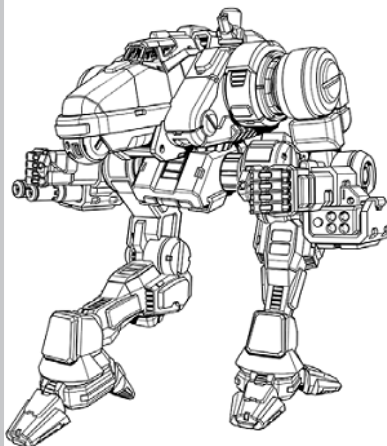
BV: _____

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Left Arm

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

-
-
-
-
-
-

Left Torso

-
-
-
-
-
-

-
-
-
-
-
-

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

Head

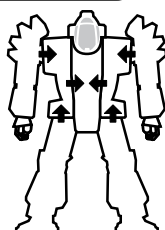
- Life Support
- Sensors
- Cockpit
-
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
-
-

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



Damage Transfer Diagram

Right Arm

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

-
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-
-
-
-

Right Torso

-
-
-
-
-
-

-
-
-
-
-
-

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

Heat Level*	Effects	Heat Sinks:
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+1 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	
		Single <input type="checkbox"/>
		Double <input type="checkbox"/>