

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: _____

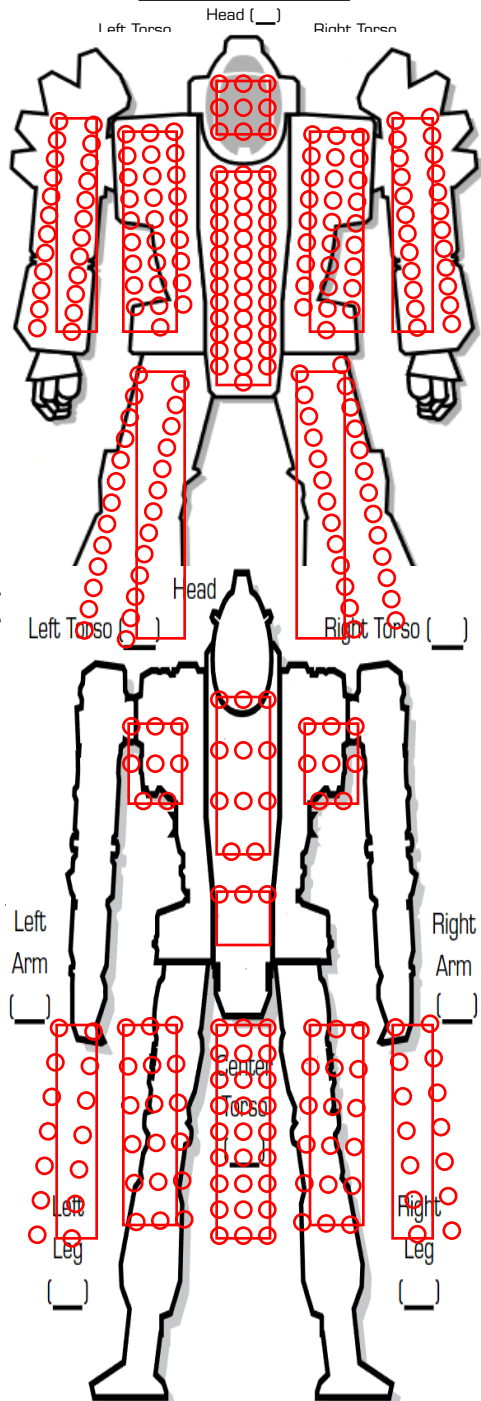
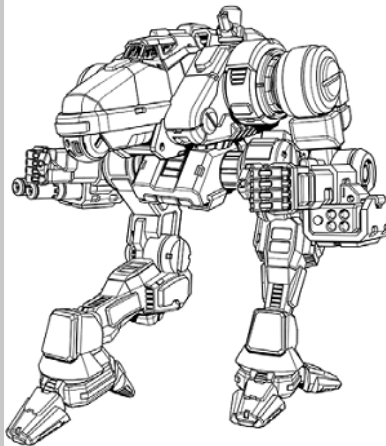
Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



CRITICAL HIT TABLE

Left Arm

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

1-3

5. _____

6. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

1-3

1. _____

2. _____

3. _____

4. _____

5. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Left Torso

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

1-3

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Left Leg

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

5. _____

6. _____

Head

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

1-3

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Center Torso

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

1-3

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Right Arm

1-3

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Right Arm

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

1-3

5. _____

6. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Right Torso

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

4-6

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

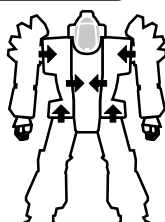
Right Leg

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

5. _____

6. _____

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects
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

Heat Sinks:

15*	14*	13*	12	11	10*	9	8*	7	6	5*	4	3	2	1	0
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Single ☐

Double ☐