

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-1OR-Konigs

Movement Points: Tonnage: 80
Walking: 4 [5] Tech Base: Inner Sphere
Running: 6 [8] Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 320 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	LA	—	16	—	—	—	—
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
3	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
2	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2	4	5

Ammo: (RAC/5) 60
Quirks: Rugged [1 Point]

BV: 2,192

WARRIOR DATA

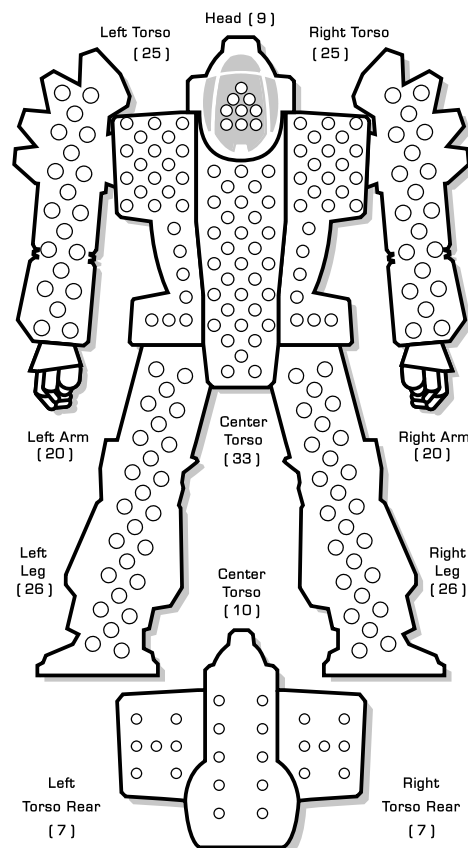
Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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



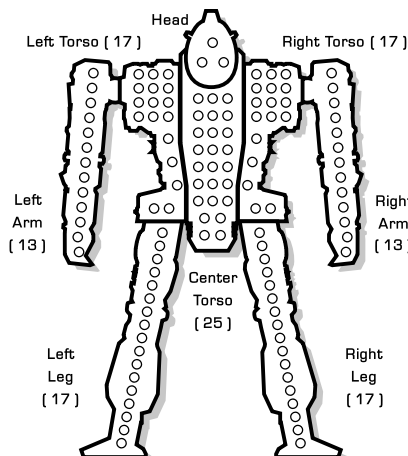
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

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

1-3

- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Endo Steel
- Endo Steel

4-6

Left Torso

- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Small X-Pulse Laser
- Small X-Pulse Laser
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

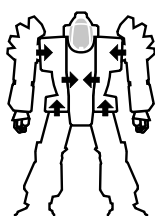
1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9B-Dacia

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 5] 24

Quirks: Rugged [1 Point]

BV: 1,818

WARRIOR DATA

Name: _____

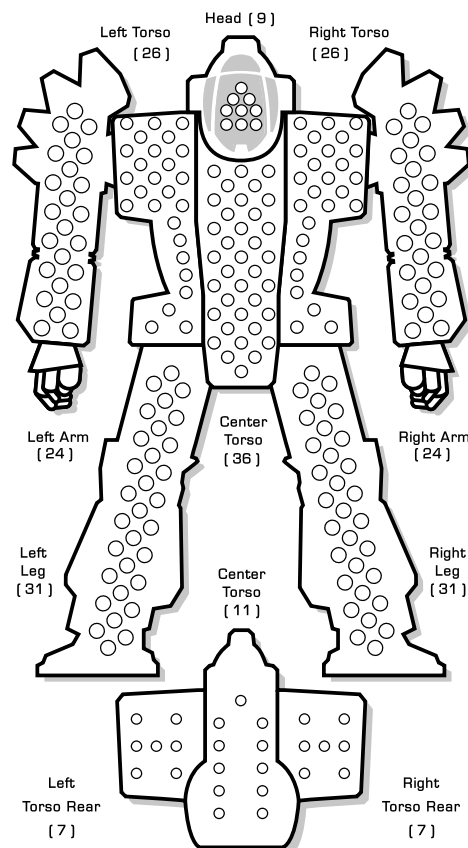
Gunnery Skill: _____ Piloting Skill: _____

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



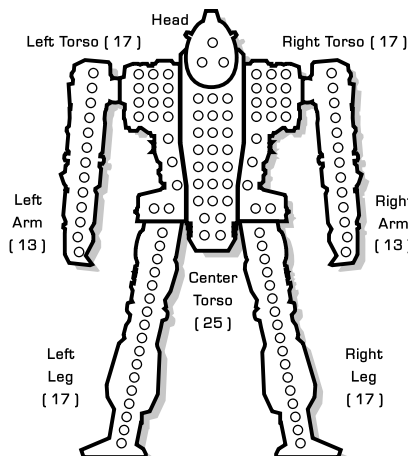
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Light PPC
- Light PPC
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 5
- Ammo [LRM 5] 24
- CASE

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

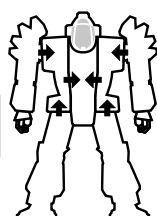
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy PPC

1-3

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9D-K-Shelby

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 320 Fusion

Weapons & Equipment Inventory

(hexes)
Type Loc Ht Dmg Min Sht Med Lng
2 ER Large Laser LA 12 8 [DE] — 7 14 19
1 Gauss Rifle RA 1 15 [DB,X] 2 7 15 22

Ammo: [Gauss] 16
Quirks: Rugged [1 Point]

BV: 2,035



WARRIOR DATA

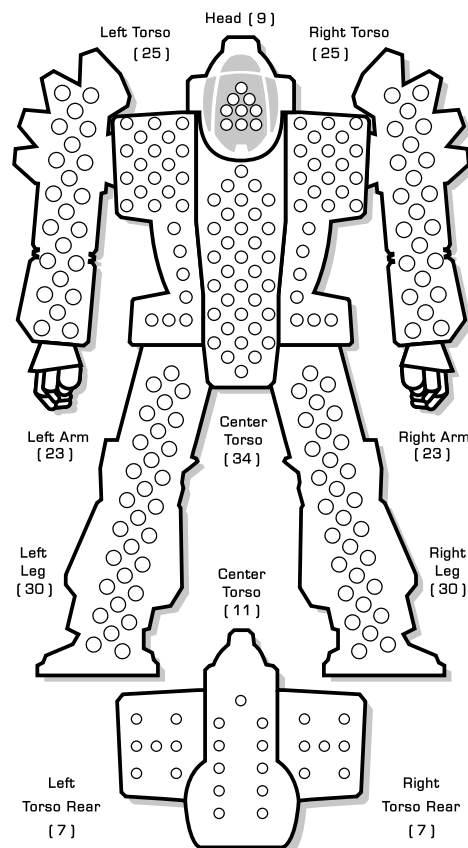
Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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



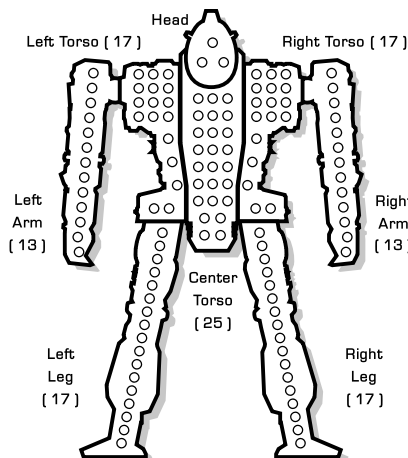
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- ER Large Laser
- ER Large Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

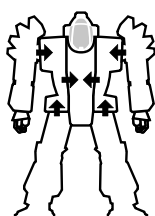
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9D-XCom

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 6] 15, [Ultra AC/10] 30

Quirks: Rugged [1 Point]

BV: 1,814



WARRIOR DATA

Name: _____

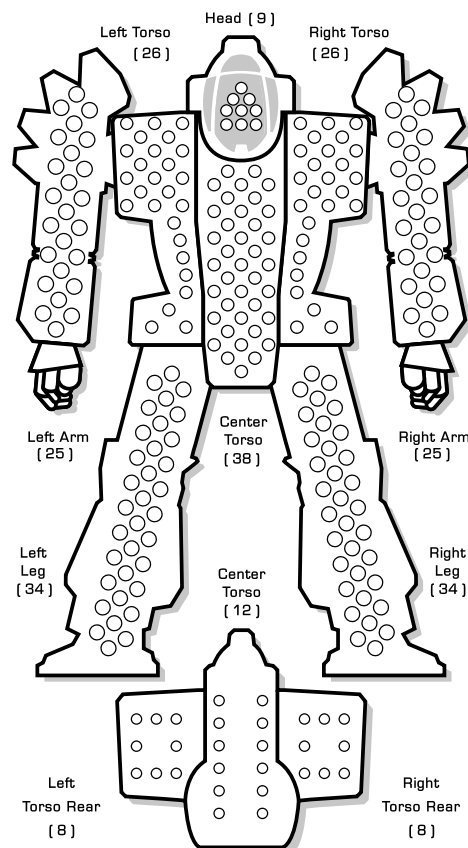
Gunnery Skill: _____ Piloting Skill: _____

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



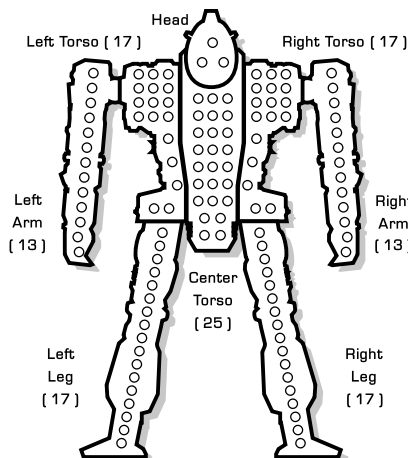
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso

- Streak SRM 6
- Streak SRM 6
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

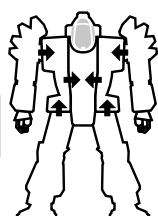
4-6

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo [Streak SRM 6] 15
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- CASE
- Endo Steel

4-6

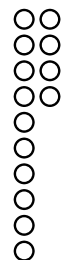
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Light Ferro-Fibrous

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

Double Heat Sinks: 14 [28]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9DK-Donkey Kong

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 320 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

w/Artemis IV

Ammo: [Gauss] 16, [SRM 6 Artemis] 15

Quirks: Rugged [1 Point]

BV: 1,896



WARRIOR DATA

Name: _____

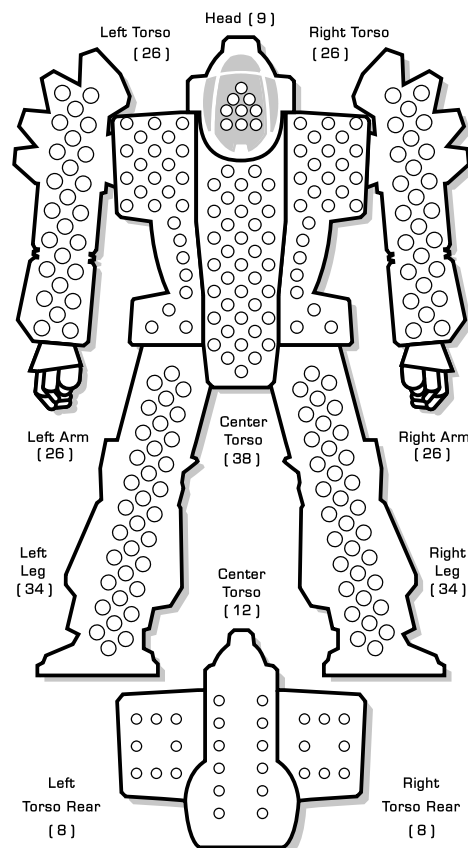
Gunnery Skill: _____ Piloting Skill: _____

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



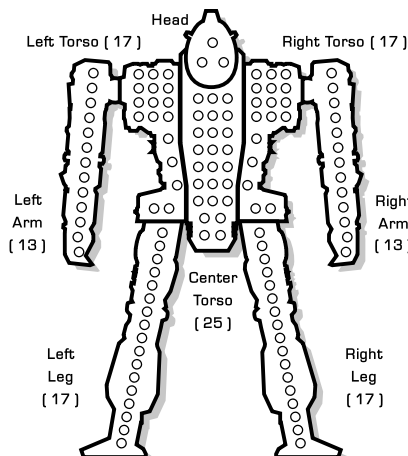
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- SRM 6
- SRM 6
- Artemis IV FCS
- Ammo [SRM 6 Artemis] 15
- CASE
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

4-6

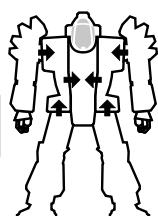
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

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

Double Heat Sinks: 12 [24]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9M-LG

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 Light

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9

Ammo: [Light Gauss] 32, [Streak SRM 4] 25

Quirks: Rugged [1 Point]

BV: 1,697



WARRIOR DATA

Name: _____

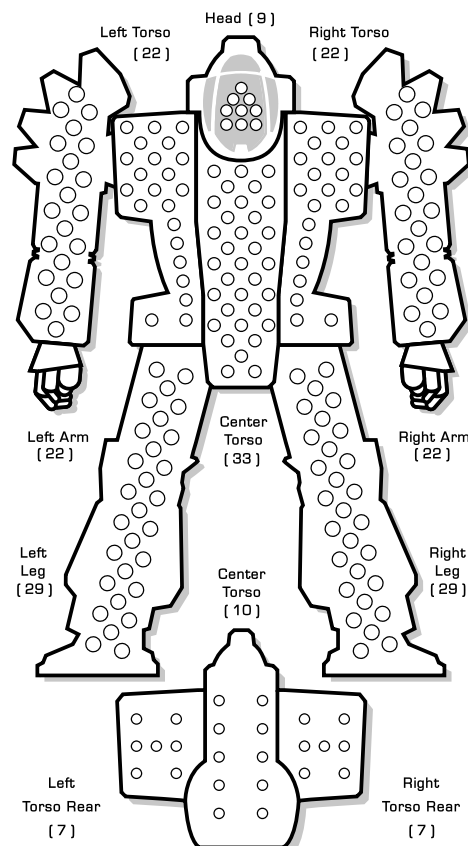
Gunnery Skill: _____ Piloting Skill: _____

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



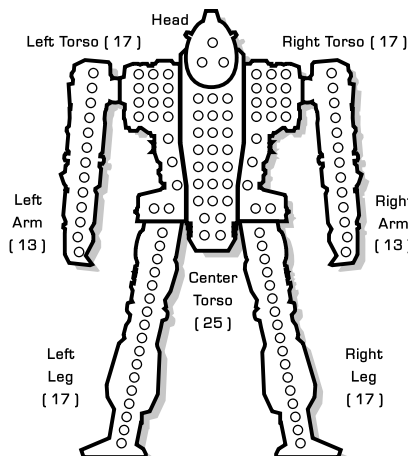
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4

1-3

- Ammo [Streak SRM 4] 25
- CASE
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

1-3

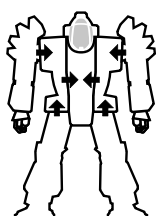
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo [Light Gauss] 16
- Ammo [Light Gauss] 16
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

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

Double Heat Sinks: 13 (26)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9P-Upgrade

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 320 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	LA	—	9	—	—	—	—
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: (SRM 4) 25, (Ultra AC/10) 30

Quirks: Rugged (1 Point)

BV: 1,503

WARRIOR DATA

Name: _____

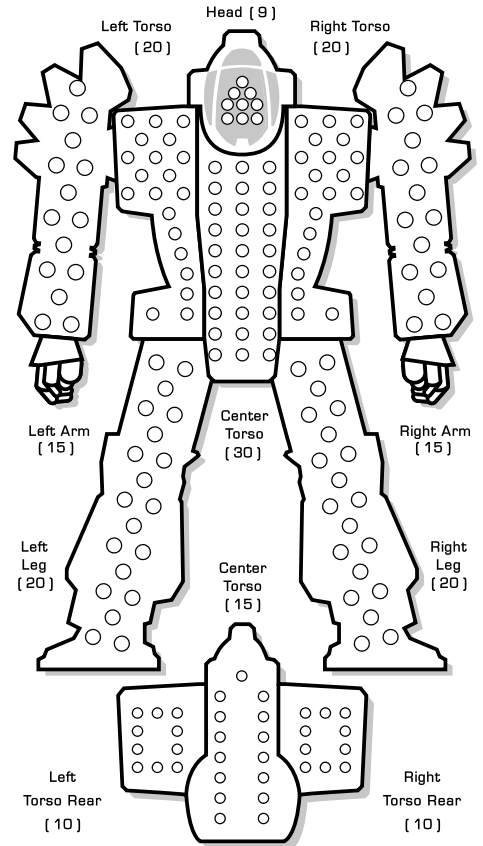
Gunnery Skill: _____ Piloting Skill: _____

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



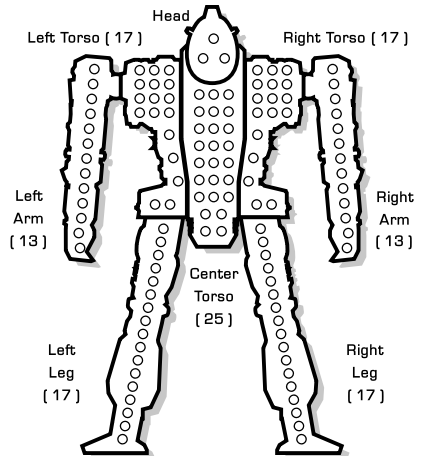
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

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

1-3

- Sword
- Sword

- Sword
- Sword

4-6

- Roll Again
- Roll Again

Left Torso

- ER Medium Laser
- SRM 4
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

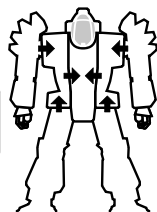
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

4-6

Right Torso

- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9P

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	LA	—	9	—	—	—	—
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: [AC/10] 20, [SRM 4] 25

Quirks: Rugged [1 Point]

BV: 1,292



WARRIOR DATA

Name: _____

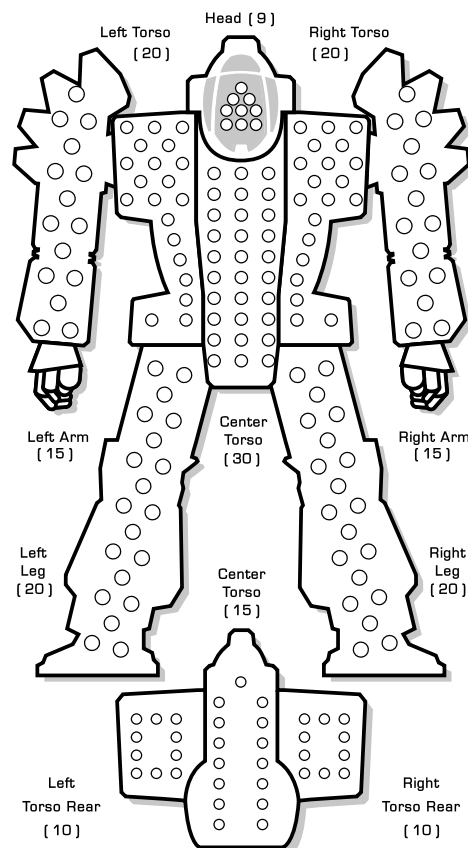
Gunnery Skill: _____ Piloting Skill: _____

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



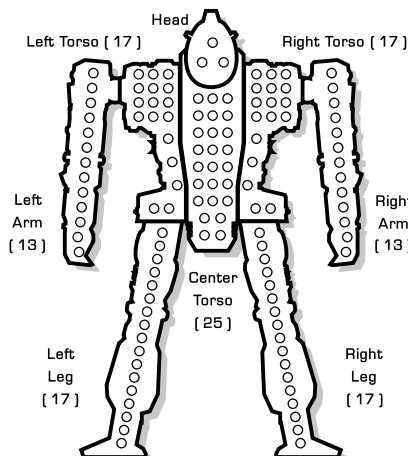
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

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

1-3

- Sword
- Sword
- Sword
- Sword
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Medium Laser
- SRM 4
- Ammo [SRM 4] 25
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

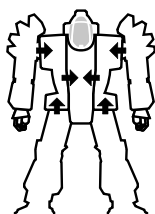
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- AC/10
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- AC/10
- AC/10
- Ammo [AC/10] 10
- Ammo [AC/10] 10
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Roll Again
- 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

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: 14

