

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Viking VKG-2F

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

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
2	Machine Gun	LL	—	2 [DB, AI]	—	1	2	3
2	Machine Gun	RL	—	2 [DB, AI]	—	1	2	3
1	LRM 20	LA	6	1/Msl [M, C, S]	6	7	14	21
1	LRM 20	RA	6	1/Msl [M, C, S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M, C, S]	6	7	14	21
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M, C, S]	6	7	14	21
1	Small Laser	RT	1	3 [DE]	—	1	2	3

Ammo: (LRM 15 Artemis) 24, (LRM 20 Artemis) 24, (Machine Gun) 100

BV: 1,952



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Small Laser
- Ammo (LRM 15 Artemis) 8

1-3

- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (Machine Gun) 100
- CASE
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Small Laser
- Ammo (LRM 15 Artemis) 8

1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- CASE
- Endo Steel
- Endo Steel

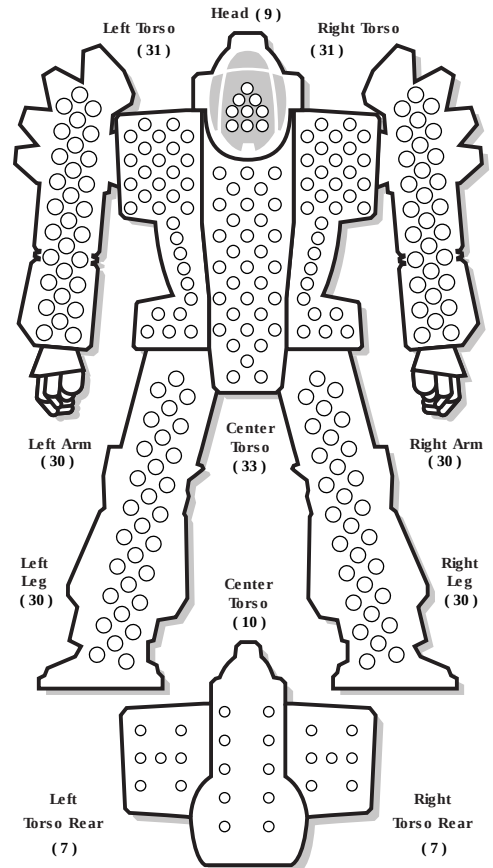
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

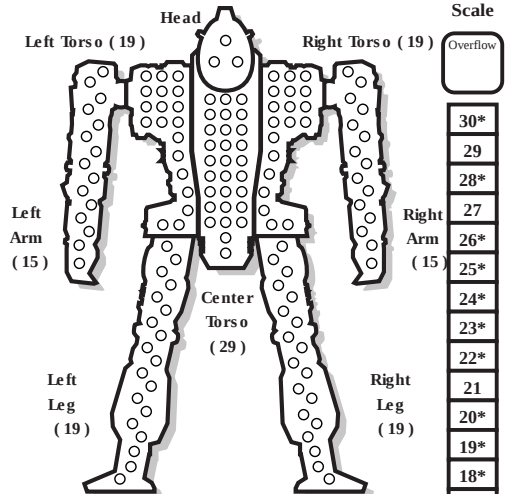
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

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:
10 (20)

