

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Viper (Black Python)

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 375 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	LT	2	3 [P, AI]	—	2	4	6
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	RT	2	3 [P, AI]	—	2	4	6

Ammo: (Machine Gun) 200

BV: 2,793



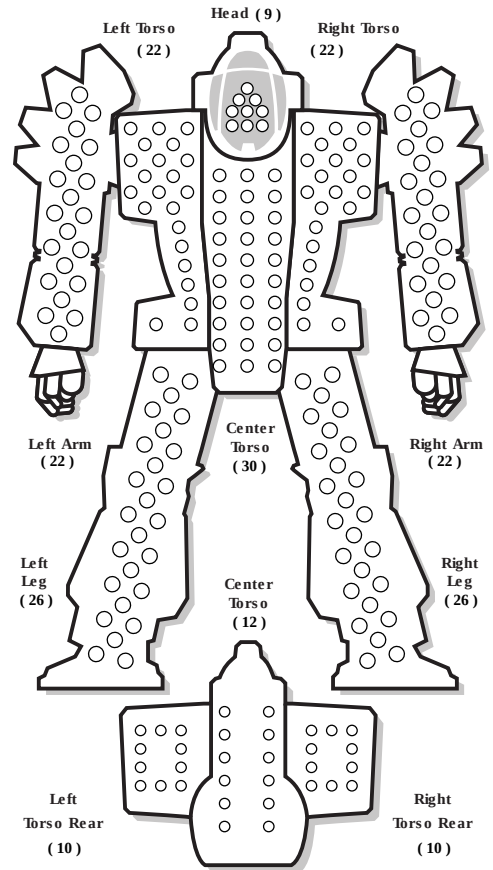
WARRIOR DATA

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

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

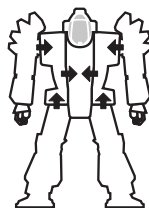
ARMOR DIAGRAM

Ferro-Fibrous



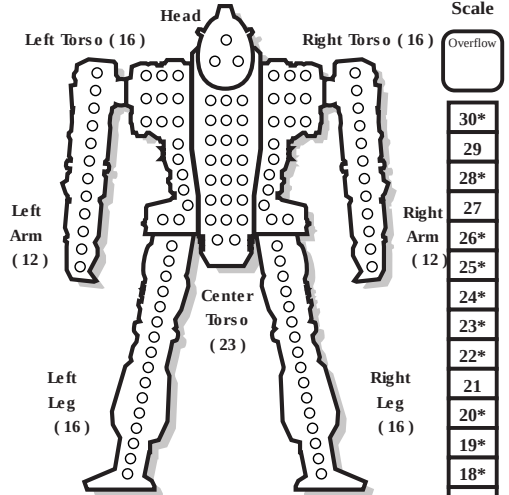
CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Machine Gun 6. Machine Gun	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Targeting Computer 6. Targeting Computer
4-6	1. Ammo (Machine Gun) 200 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1-3	Center Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	4-6	1. Targeting Computer 2. Targeting Computer 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
1-3	Left Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Jump Jet 5. Large Pulse Laser 6. Large Pulse Laser	4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Endo Steel	1-3	Right Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Jump Jet 5. Large Pulse Laser 6. Large Pulse Laser
4-6	1. Medium Pulse Laser 2. Small Pulse Laser 3. Small Pulse Laser 4. Endo Steel 5. Ferro-Fibrous 6. Ferro-Fibrous	4-6	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○	4-6	1. Medium Pulse Laser 2. Small Pulse Laser 3. Small Pulse Laser 4. Endo Steel 5. Ferro-Fibrous 6. Ferro-Fibrous
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel		Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel		Damage Transfer Diagram	



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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