

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Viper VP-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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
1	Binary Laser (Blazer) Cannon	LA	16	12 [DE]	—	5	10	15
1	Binary Laser (Blazer) Cannon	RA	16	12 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser (R)	CT	4	6 [P]	—	2	4	6

BV: 1,609



CRITICAL TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Roll Again
 - Roll Again

Left Leg

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

Head

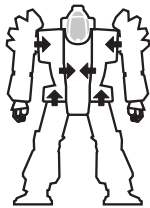
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser (R)
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Binary Laser (Blazer) Cannon
 - Roll Again

Right Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

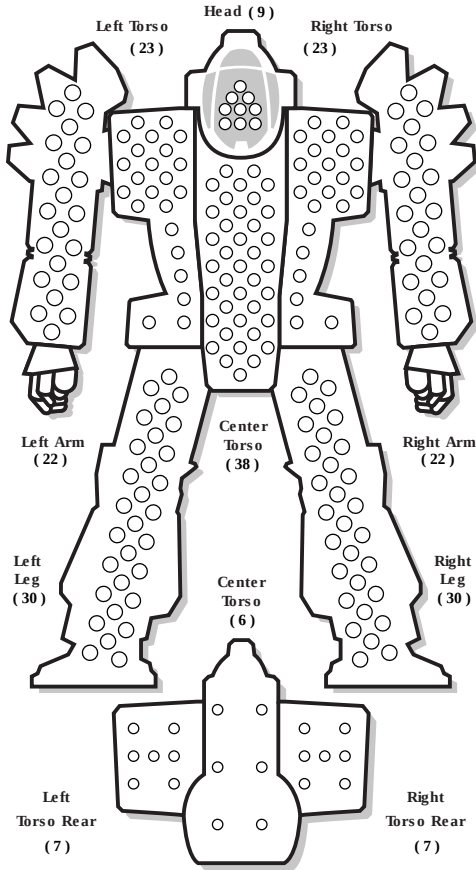
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Roll Again
 - Roll Again

Right Leg

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

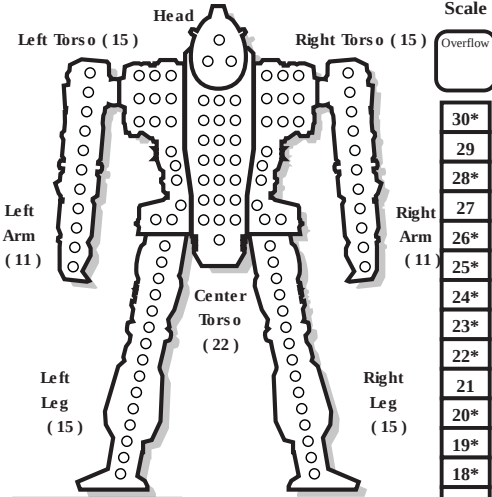
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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	○○○