

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Venom SDR-9KE

Movement Points:

Walking: 8

Running: 12

Jumping: 10

Engine Type: 280 XL

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Advanced

### 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	Vehicular Mine Dispenser	LL	—	[E]	—	—	—	—
2	Vehicular Mine Dispenser	RL	—	[E]	—	—	—	—
1	Bloodhound Active Probe	RA	—	[E]	—	—	—	8
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Flamer	RT	4	2 [DE,H,AI]	—	3	5	7
1	TAG	CT	—	[E]	—	5	9	15
1	Remote Sensors/Dispenser	CT	—	[E]	—	—	—	—

Ammo: (Remote Sensors/Dispenser) 30, (Vehicular Mine Dispenser) 8

BV: 803



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing

1-3

- Partial Wing
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- ER Medium Laser

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Vehicular Mine Dispenser (2)
- Vehicular Mine Dispenser (2)

#### Head

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

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- TAG
- Remote Sensors/Dispenser (30)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Bloodhound Active Probe
- Bloodhound Active Probe

1-3

- Bloodhound Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing

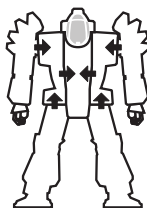
1-3

- Partial Wing
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- ER Flamer

4-6

#### Right Leg

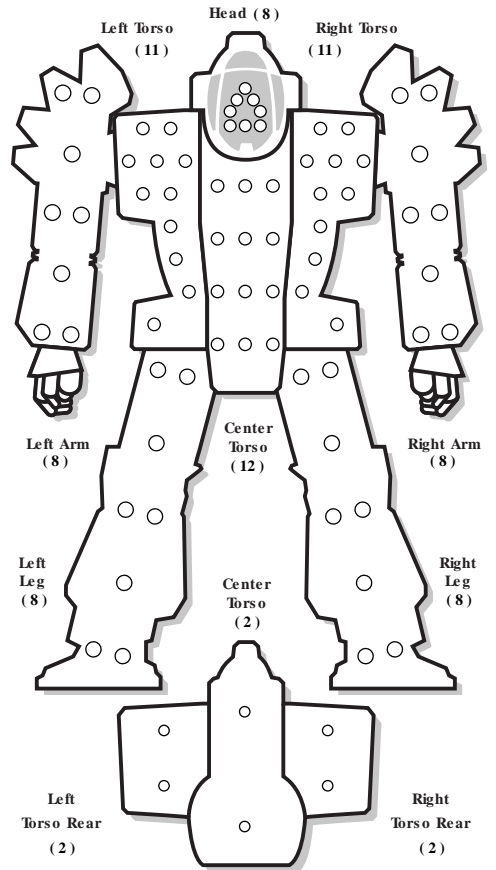
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Vehicular Mine Dispenser (2)
- Vehicular Mine Dispenser (2)



Damage Transfer Diagram

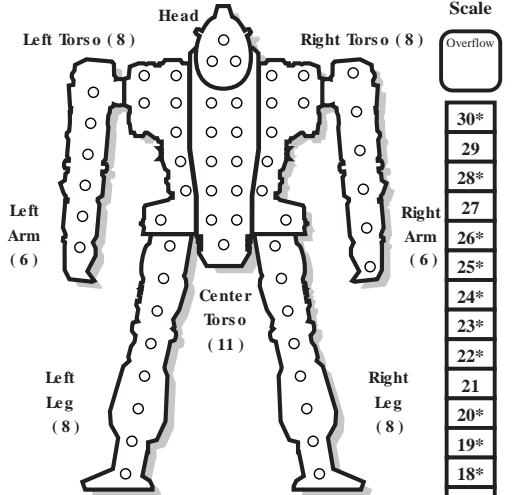
### ARMOR DIAGRAM

#### 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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: (Partial Wing +3)
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	○