

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Viking IIC

Movement Points:

Walking: 3

Running: 4

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Advanced

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]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M, C, S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M, C, S]	—	7	14	21
1	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	LRM 15	RT	5	1/Msl [M, C, S]	—	7	14	21
1	ER Micro Laser	RT	1	2 [DE]	—	1	2	4

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

BV: 2,577



CRITICAL TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

Left Torso (CASE II)

- LRM 15
- LRM 15
- Artemis V FCS
- Artemis V FCS
- ER Micro Laser
- Ammo (LRM 20 Artemis V) 6

1-3

4-6

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

Left Leg

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

Right Torso (CASE II)

- LRM 15
- LRM 15
- Artemis V FCS
- Artemis V FCS
- ER Micro Laser
- Ammo (LRM 20 Artemis V) 6

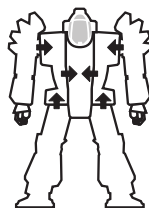
4-6

1-3

4-6

Right Leg

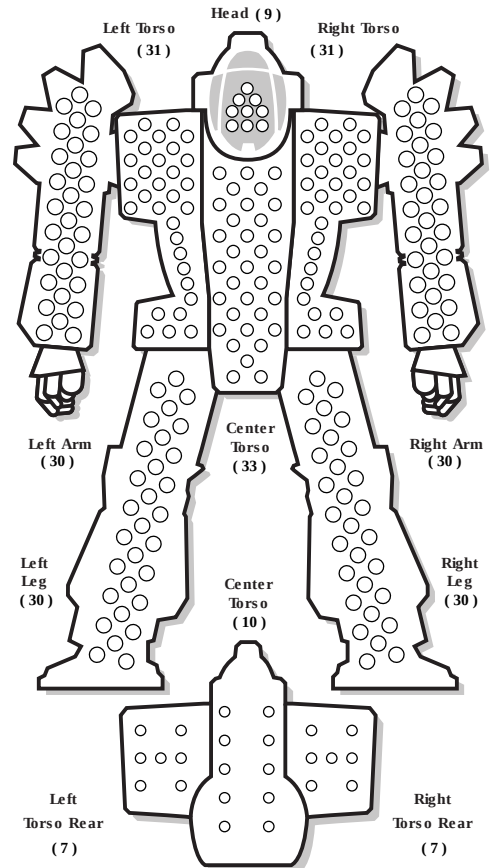
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun



Damage Transfer Diagram

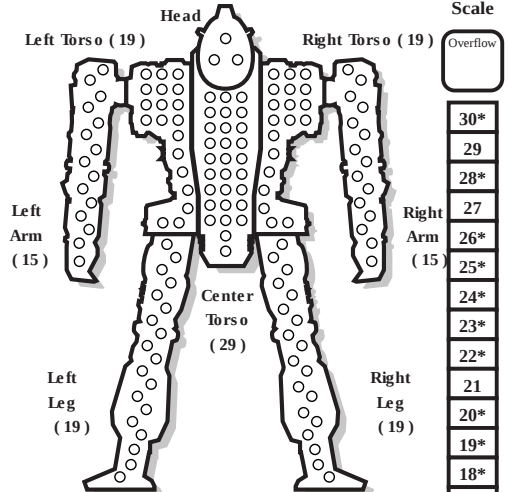
ARMOR DIAGRAM

Hardened



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: 11 (22)
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	○ ○ ○ ○