

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Victor VTR-C

**Movement Points:**      **Tonnage:** 80  
**Walking:** 4                      **Tech Base:** Inner Sphere  
**Running:** 6                      3054  
**Jumping:** 4                      E/XXE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Computer (Slave)	HD	0	[E]	-	-	-	-
1	SRM-4	LT	3	2/m	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
				[DB, X]				
2	Medium Pulse Laser	LA	4	6 [P]	-	2	4	6

Ammunition Type	Rounds
Gauss Rifle	16
SRM-4	25

Cost: 8,838,120 C-Bills

BV: 1,717  
 Weapon Heat (12)  
 Dissipation (14)

### WARRIOR DATA

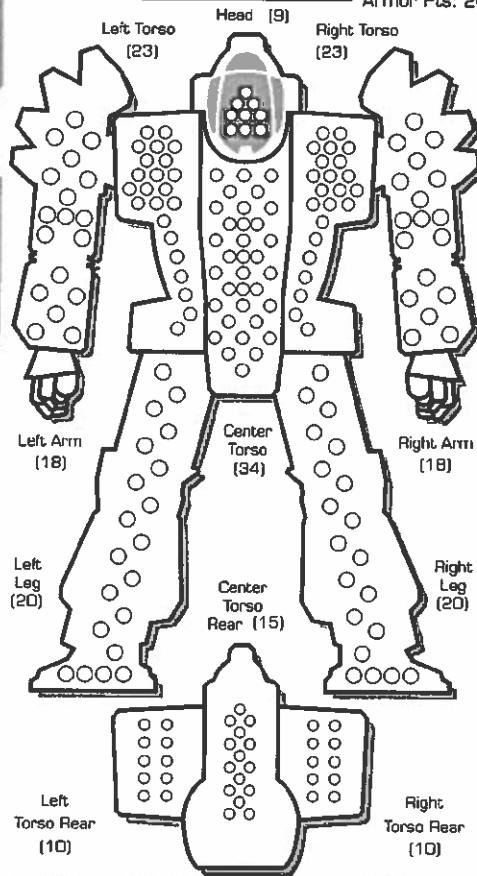
Name:

Gunnery Skill:                      Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

Armor Pts: 200



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
- 1-3
- 
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso (CASE)

- SRM-4
  - Ammo (SRM 4) 25
  - CASE
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 1-3
- 
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- C3 Computer (Slave)
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- 
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - Jump Jet
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3
- 
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Roll Again
  - Roll Again
- 4-6

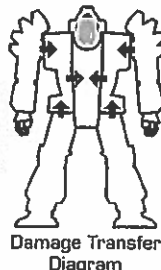
#### Right Torso (CASE)

- Ammo (Gauss Rifle) 8
  - Ammo (Gauss Rifle) 8
  - CASE
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 1-3
- 
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Roll Again
  - Roll Again
- 4-6

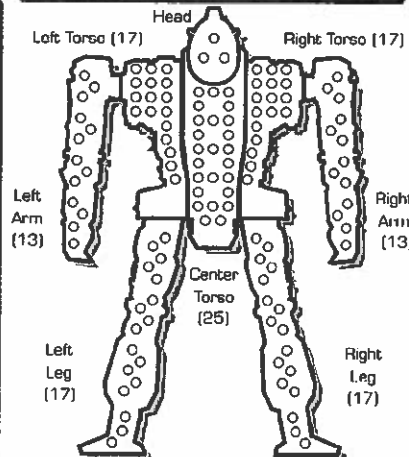
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 Single
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

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
-----	----	-----	----	-----	-----	-----	-----	-----	----	-----	-----	-----	-----	----	-----	-----	-----	----	----	-----	---	----	---	---	----	---	---	---	---	---

Copyright 2013 The Topps Company, Inc. Battletech, Mech and BattleMech are trademarks of The Topps Company, Inc. All Rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.



## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Awesome AWS-9Q (Klatt)**

Movement Points: **Tonnage: 80**

Walking: 3 **Tech Base: Inner Sphere**

Running: 5 **3071**

Jumping: 0 **E/X-X-E**

### 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	Small Pulse Laser	HD	2	3	-	1	2	3
				[P, A]				
1	C3 Computer (Slave)	CT	0	[E]	-	-	-	-
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

Cost: 7,554,600 C-Bills

BV: 1,805  
Weapon Heat (42)  
Dissipation (38)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- PPC
- PPC
- PPC

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- C3 Computer (Slave)
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- PPC
- PPC
- PPC

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- PPC
- PPC
- PPC

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- PPC
- PPC
- PPC

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Left Leg

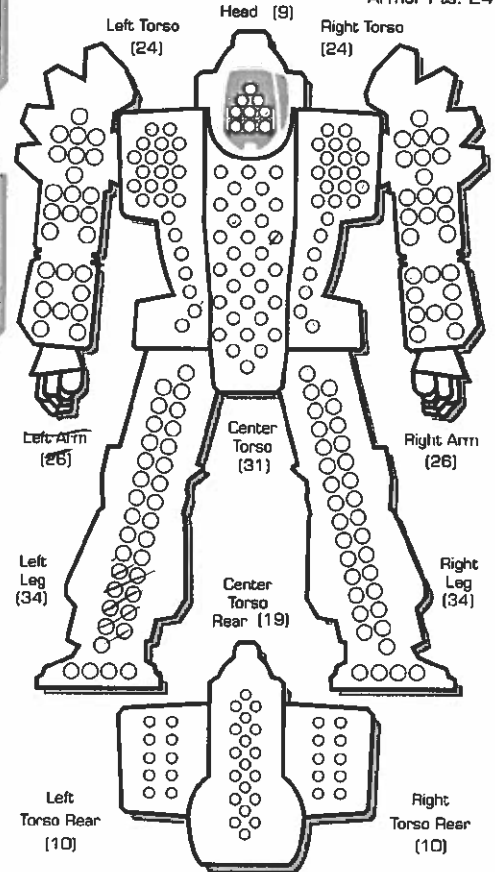
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

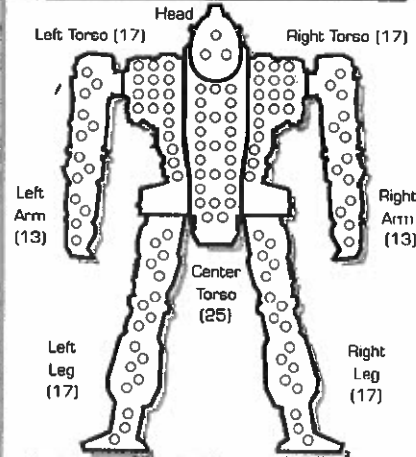
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### ARMOR DIAGRAM

Armor Pts: 247



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	19 [38] Double
29		
28*		
27		
26*	Ammo Exp. avoid on 8+	
25*	Shutdown, avoid on 10+	
24*	-5 Movement Points	
23*	+4 Modifier to Fire	
22*	Ammo Exp. avoid on 6+	
21	Shutdown, avoid on 8+	
20*	-4 Movement Points	
19*	Ammo Exp. avoid on 4+	
18*	Shutdown, avoid on 6+	
17*	+3 Modifier to Fire	
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

### HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	19 [38] Double
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	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Salamander PPR-5S

Movement Points: Tonnage: 80  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 3055  
 Jumping: 0 E/X-XE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 (DE)	-	3	6	9
1	LRM-20	RT	6	1/m	6	7	14	21
1	LRM-20	LT	6	1/m	6	7	14	21
1	LRM-20	LA	6	1/m	6	7	14	21

Ammunition Type	Rounds
LRM-20	54

Cost: 17,920.920 C-Bills

BV: 1,769  
 Weapon Heat (24)  
 Dissipation (20)

### WARRIOR DATA

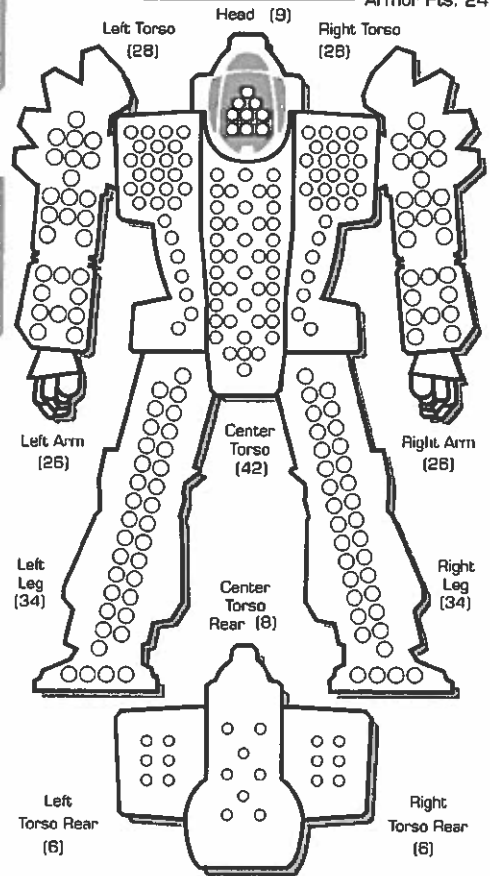
Name:

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

Armor Pts: 247



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. LRM-20
  - 5. LRM-20
  - 6. LRM-20
- 1-3
- 1. LRM-20
  - 2. LRM-20
  - 3. Ammo (LRM 20) 6
  - 4. Ammo (LRM 20) 8
  - 5. Ammo (LRM 20) 6
  - 6. Endo-Steel
- 4-6

#### Left Torso (CASE)

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. LRM-20
  - 5. LRM-20
  - 6. LRM-20
- 1-3
- 1. LRM-20
  - 2. LRM-20
  - 3. Ammo (LRM 20) 8
  - 4. Ammo (LRM 20) 6
  - 5. Ammo (LRM 20) 6
  - 6. CASE
- 4-6

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo-Steel
- 6. Endo-Steel

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo-Steel
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3
- 1. Gyro
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Medium Laser
  - 6. Medium Laser
- 4-6

#### Right Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. Endo-Steel
  - 6. Endo-Steel
- 1-3
- 1. Endo-Steel
  - 2. Endo-Steel
  - 3. Endo-Steel
  - 4. Endo-Steel
  - 5. Endo-Steel
  - 6. Endo-Steel
- 4-6

#### Right Torso (CASE)

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. LRM-20
  - 5. LRM-20
  - 6. LRM-20
- 1-3
- 1. LRM-20
  - 2. LRM-20
  - 3. Ammo (LRM 20) 6
  - 4. Ammo (LRM 20) 6
  - 5. Ammo (LRM 20) 6
  - 6. CASE
- 4-6

#### Right Leg

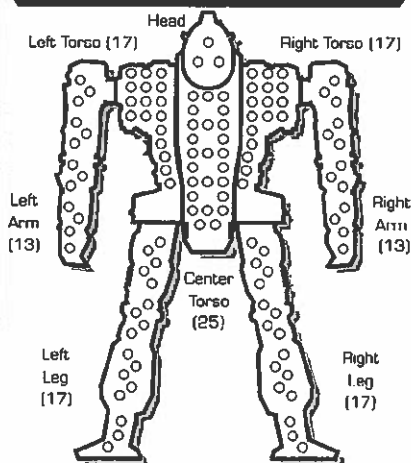
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo-Steel
- 6. Endo-Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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	○