

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vulcan VL-2T

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Introductory

WARRIOR DATA

Name: Richard 'PaWeasley' Viertel

Gunnery Skill: 4 Piloting Skill: 5

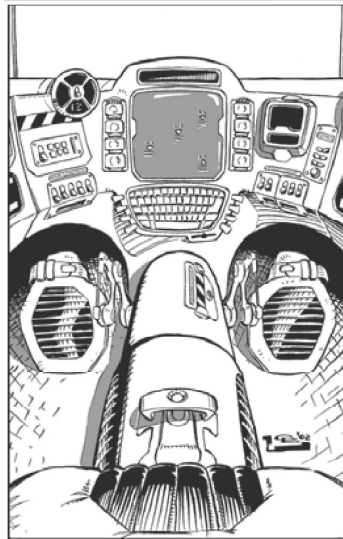
Hits Taken
Consciousness#

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

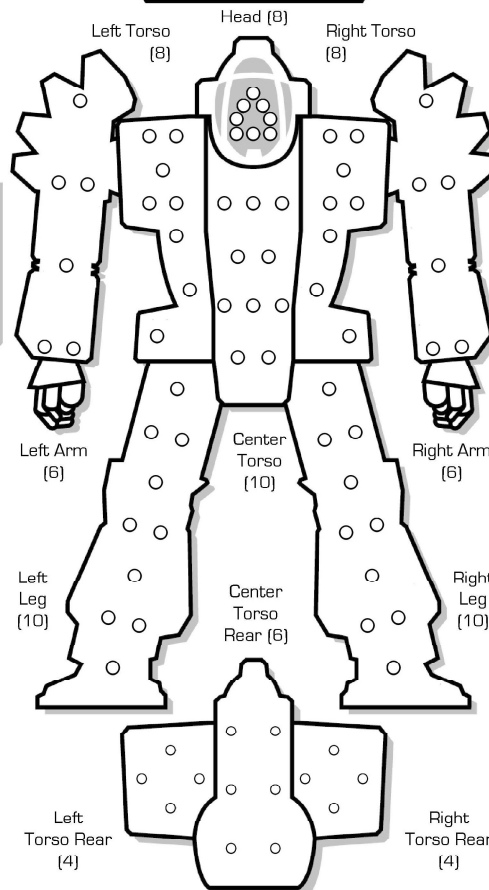
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RT	1	2	4	8	16	24
1	Medium Laser	LT	3	5	—	3	6	9
1	Flamer	RA	3	2	—	1	2	3
1	Machine Gun	LA	0	2	—	1	2	3

BV: 642



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- Roll Again

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

1-3

Center Torso

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

1-3

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (Machine Gun) 200
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Right Torso

- Jump Jet
- Jump Jet
- Heat Sink
- Autocannon/2
- Ammo (AC/2) 43 42
- Roll Again

1-3

4-6

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

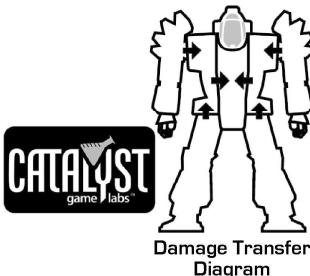
4-6

Right Leg

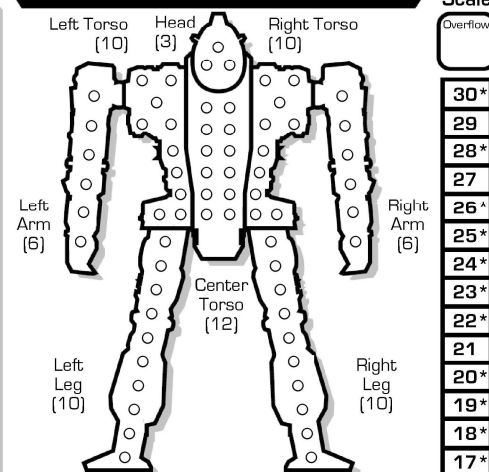
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

5

6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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