

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Vision Quest VQ-1NC

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Mixed
Running: 8 **Rules Level:** Experimental
Jumping: 0 **Role:** Sniper
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser (IS)	LA	4	6 [P]	—	2	4	6
1	Improved Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	ER Large Laser (C)	LT	12	10 [DE]	—	8	15	25

Ammo: (iGauss) 16

BV: 2,180



WARRIOR DATA

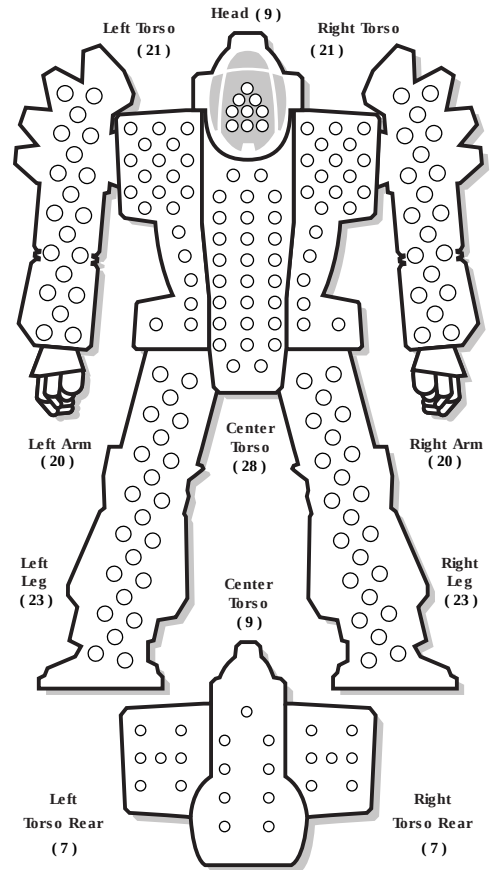
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous



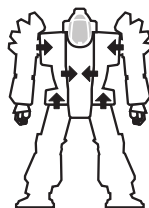
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
- 1-3**
- 4-6**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Large Laser [Clan]
 - ER Large Laser [Clan]
 - Endo Steel [Clan]
- 1-3**
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel [Clan]
 - Ferro-Fibrous

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel [Clan]
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Improved Gauss Rifle [Clan]
 - Improved Gauss Rifle [Clan]
 - Improved Gauss Rifle [Clan]
- 1-3**
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (iGauss) 8
 - Ammo (iGauss) 8
 - Endo Steel [Clan]
- 1-3**
- 4-6**

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

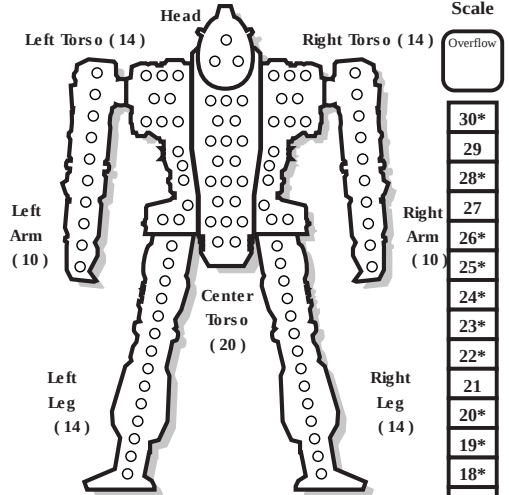


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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

Overflow
30*
29
28*
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