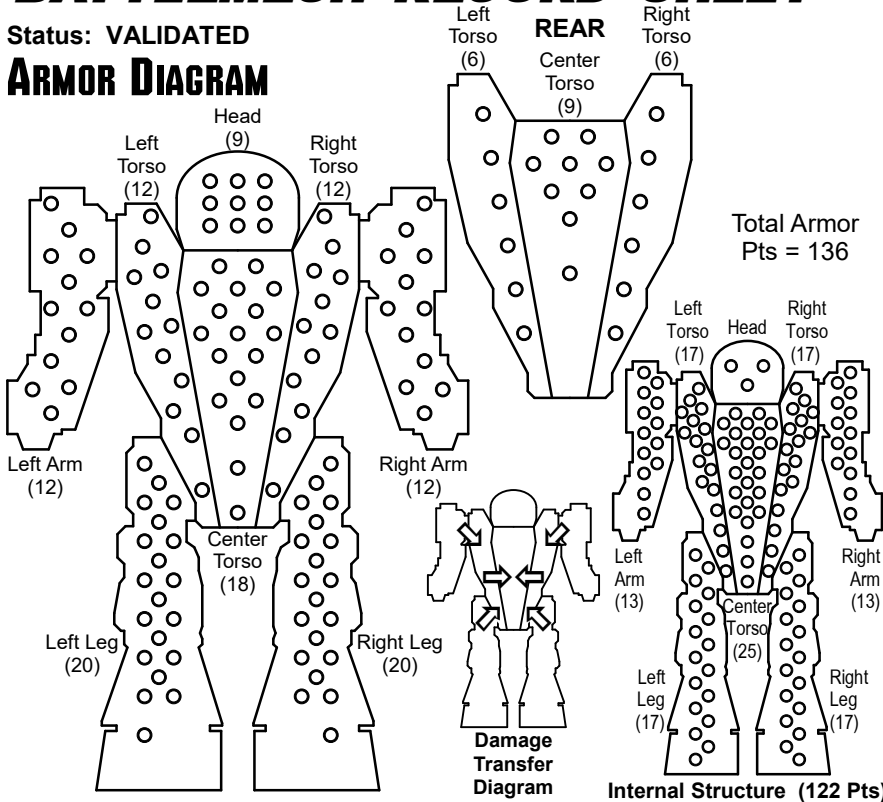


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-9A**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Flamer	RT	3	2	-	1	2	3
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: Rounds: BV2:

Autocannon/20	15	147
SRM 4	25	11
Machine Gun	100	1

Total Heat Sinks: 15 Single

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Auto Eject: Weapon Heat: (22)
 Operational Disabled

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WZGAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink SRM 4 Machine Gun Ammo (SRM 4) 25 Ammo (MG) 100 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Single Heat Sink 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Jump Jet <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○ ○ ○</p> <p>Gyro Hits ○ ○</p> <p>Sensor Hits ○ ○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,236 Weapon Value: 690 / 690 Cost, C-Bills: 8,027,221</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 <h4>Right Torso</h4> <ol style="list-style-type: none"> Flamer Flamer Ammo (AC/20) 5 Ammo (AC/20) 5 Ammo (AC/20) 5 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Single Heat Sink
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