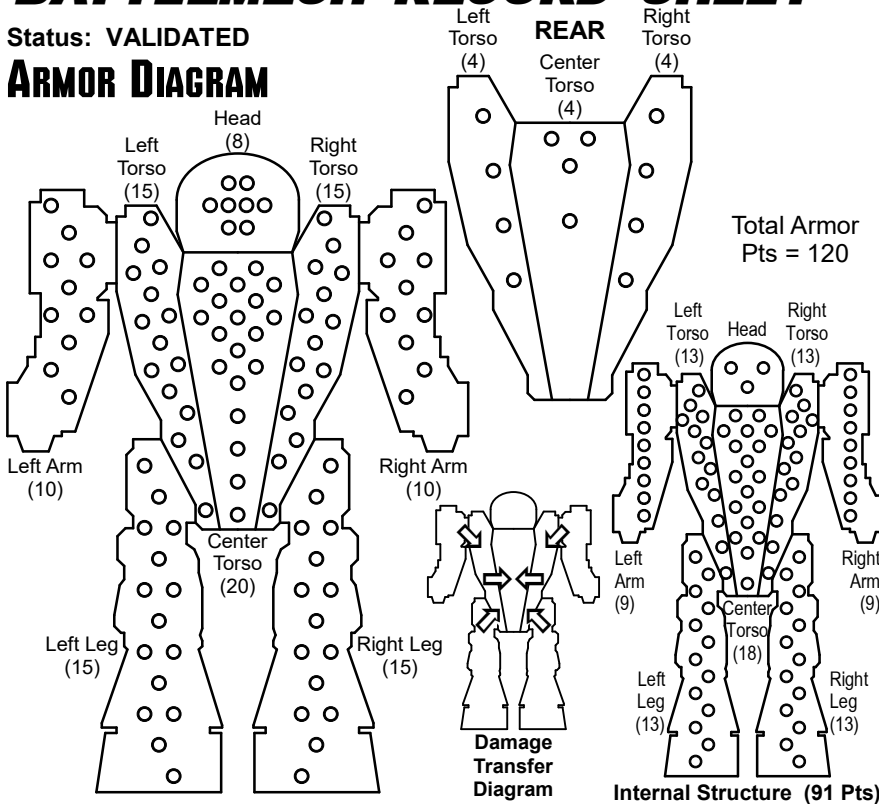


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dervish DV-6M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 2	RA	2	2/hit	-	3	6	9
1	SRM 2	LA	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 10	24	78
SRM 2	100	21

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- SRM 2
- 6 Ammo (SRM 2) 50

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 LRM 10
- LRM 10
- 3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- 4 Fusion Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,146**

Weapon Value: **456 / 456**

Cost, C-Bills: **4,989,966**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- SRM 2
- 6 Ammo (SRM 2) 50

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 LRM 10
- LRM 10
- 3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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