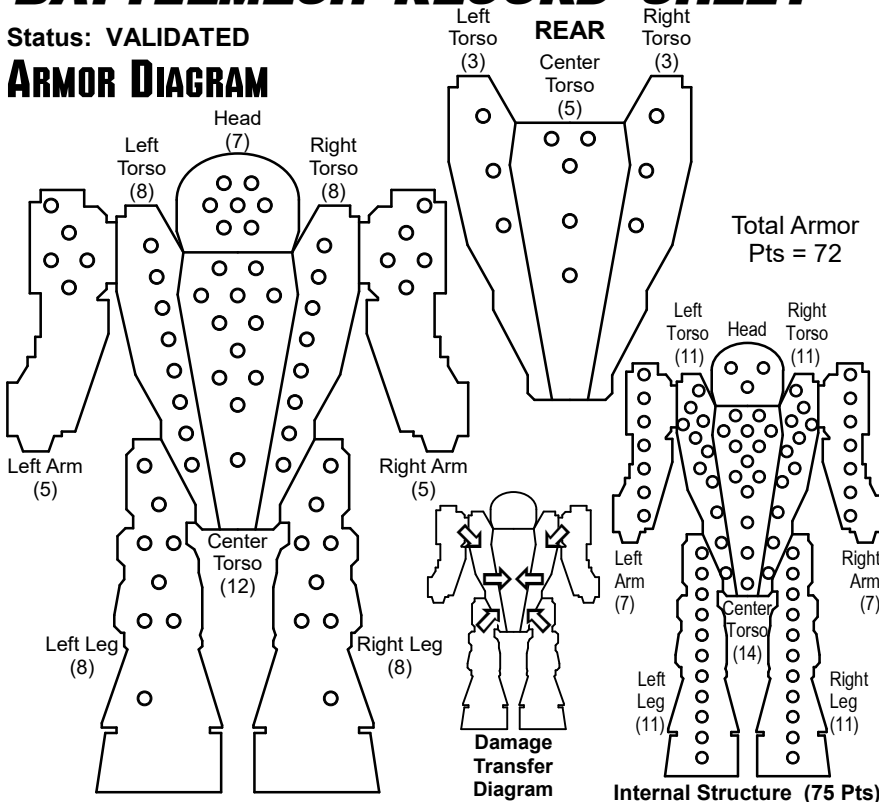


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 72

Internal Structure (75 Pts)

### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Small Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Single Heat Sink
2. Single Heat Sink
- 1-3 3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

1. Fusion Engine
2. Fusion Engine
- 1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

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

Battle Value: **966**

Weapon Value: **422 / 422**

Cost, C-Bills: **3,864,033**

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Single Heat Sink
2. Single Heat Sink
- 1-3 3. Single Heat Sink
4. Single Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### 'MECH DATA

Type: **Vindicator VND-1AA**

Mass: **45 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 5	LT	2	1/hit	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	HD	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:      Rounds:      BV2:  
 LRM 5              24              21

### Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject:      Weapon Heat:

Operational     Disabled      **(16)**

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

