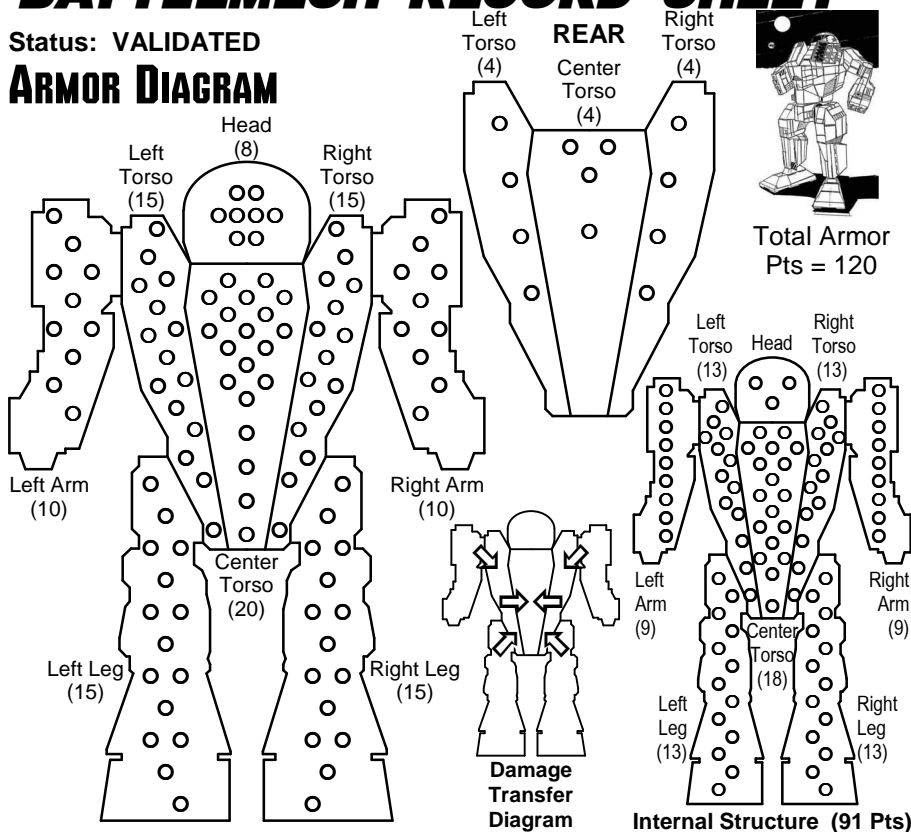


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

Left Torso

- 1, LRM 10
- 2, LRM 10
- 3, Ammo (LRM 10) 12
- 4,
- 5,
- 6,

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

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,
- 5, Sensors
- 6, Life Support

Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Gyro
- 5, Gyro
- 6, Gyro
- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Jump Jet
- 6,

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

Battle Value: **868**
 Weapon Value: **456 / 456**
 Cost, C-Bills: **4 989 966**

Right Arm

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

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

Right Torso

- 1, LRM 10
- 2, LRM 10
- 3, Ammo (LRM 10) 12
- 4,
- 5,
- 6,

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

Right Leg

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

'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:	BV:
LRM 10	24	44
SRM 2	100	12

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(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	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 Points
4	
3	
2	
1	
0	

