

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Valkyrie VLK-QDD

Movement Points: **Tonnage:** 30
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Missile Boat
Engine Type: 180 Light

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12	
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21	

Ammo: (LRM 10 Artemis) 12

BV: 800



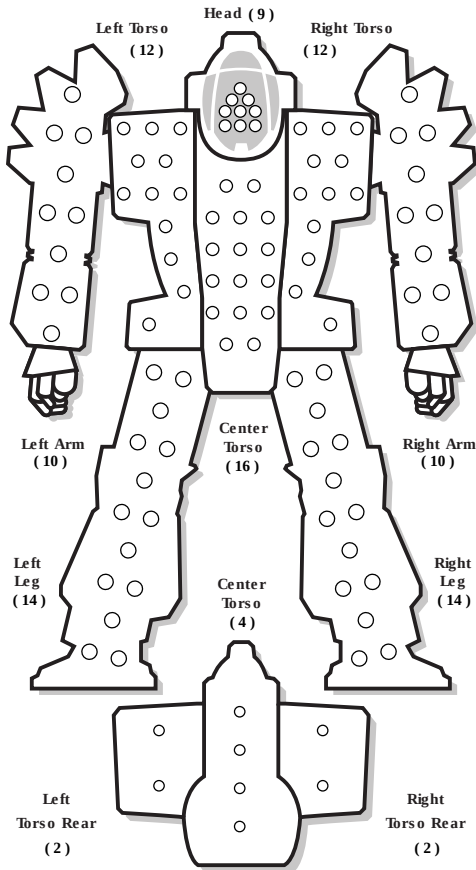
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

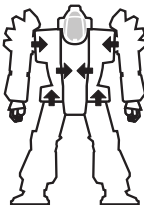
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

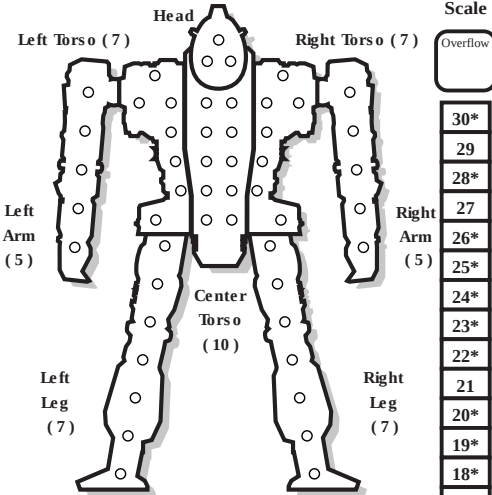
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. ER Medium Laser
	5. Ferro-Fibrous		5. Sensors		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Life Support		6. Ferro-Fibrous
Center Torso		Right Torso (CASE)		Left Torso	
4-6	1. Light Fusion Engine	4-6	1. Light Fusion Engine	1-3	1. Light Fusion Engine
	2. Light Fusion Engine		2. Light Fusion Engine		2. Light Fusion Engine
	3. Light Fusion Engine		3. Light Fusion Engine		3. Double Heat Sink
	4. XL Gyro		4. XL Gyro		4. Double Heat Sink
	5. XL Gyro		5. Light Fusion Engine		5. Double Heat Sink
	6. XL Gyro		6. Light Fusion Engine		6. Jump Jet
Left Torso		Right Leg		Left Leg	
1-3	1. Light Fusion Engine	4-6	1. Hip	4-6	1. Hip
	2. Light Fusion Engine		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Double Heat Sink		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Double Heat Sink		4. Foot Actuator		4. Foot Actuator
	5. Double Heat Sink		5. Jump Jet		5. Jump Jet
	6. Jump Jet		6. Jump Jet		6. Jump Jet
Left Leg		Right Leg		Engine Hits	
4-6	1. LRM 10	4-6	1. Hip	4-6	1. Double Heat Sink
	2. LRM 10		2. Upper Leg Actuator		2. Double Heat Sink
	3. Artemis IV FCS		3. Lower Leg Actuator		3. Jump Jet
	4. Ferro-Fibrous		4. Foot Actuator		4. Ammo (LRM 10 Artemis) 12
	5. Ferro-Fibrous		5. Jump Jet		5. CASE
	6. Roll Again		6. Jump Jet		6. Roll Again
Left Leg		Right Leg		Gyro Hits	
4-6	1. LRM 10	4-6	1. Hip	4-6	1. Double Heat Sink
	2. LRM 10		2. Upper Leg Actuator		2. Double Heat Sink
	3. Artemis IV FCS		3. Lower Leg Actuator		3. Jump Jet
	4. Ferro-Fibrous		4. Foot Actuator		4. Ammo (LRM 10 Artemis) 12
	5. Ferro-Fibrous		5. Jump Jet		5. CASE
	6. Roll Again		6. Jump Jet		6. Roll Again
Left Leg		Right Leg		Sensor Hits	
4-6	1. LRM 10	4-6	1. Hip	4-6	1. Double Heat Sink
	2. LRM 10		2. Upper Leg Actuator		2. Double Heat Sink
	3. Artemis IV FCS		3. Lower Leg Actuator		3. Jump Jet
	4. Ferro-Fibrous		4. Foot Actuator		4. Ammo (LRM 10 Artemis) 12
	5. Ferro-Fibrous		5. Jump Jet		5. CASE
	6. Roll Again		6. Jump Jet		6. Roll Again
Left Leg		Right Leg		Life Support	
4-6	1. LRM 10	4-6	1. Hip	4-6	1. Double Heat Sink
	2. LRM 10		2. Upper Leg Actuator		2. Double Heat Sink
	3. Artemis IV FCS		3. Lower Leg Actuator		3. Jump Jet
	4. Ferro-Fibrous		4. Foot Actuator		4. Ammo (LRM 10 Artemis) 12
	5. Ferro-Fibrous		5. Jump Jet		5. CASE
	6. Roll Again		6. Jump Jet		6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
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*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
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4
3
2
1
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