

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Devastator DVS-1DT

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	AC/10	LA	3	10 [DB,S]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Large Laser	LT	8	8 [DE]	—	5	10	15

Ammo: (AC/10) 40

Quirks: Hyper-Extending Actuators, Searchlight

BV: 1,916



### WARRIOR DATA

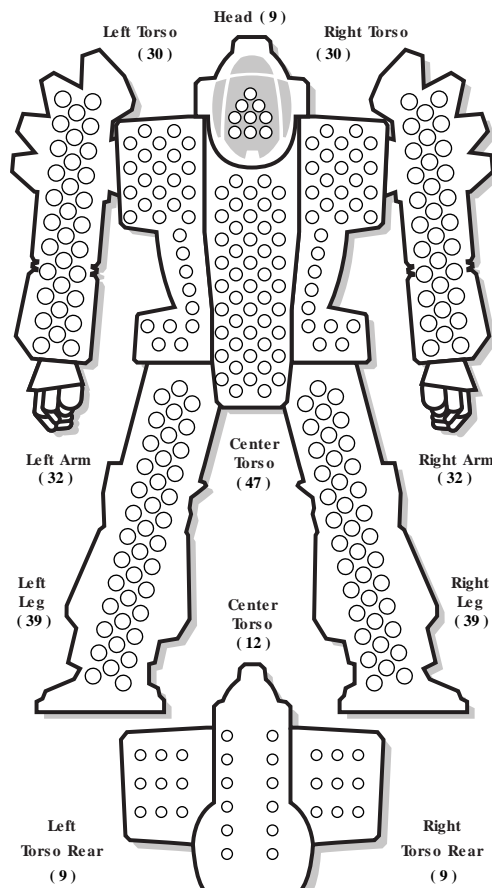
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- AC/10
  - AC/10
  - AC/10

- 4-6
- AC/10
  - AC/10
  - AC/10
  - AC/10
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10

- Left Torso**
- Large Laser
  - Large Laser
  - Medium Laser
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again

#### Head

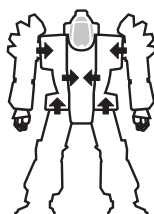
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- AC/10
  - AC/10
  - AC/10

- 4-6
- AC/10
  - AC/10
  - AC/10
  - AC/10
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10

#### Right Torso

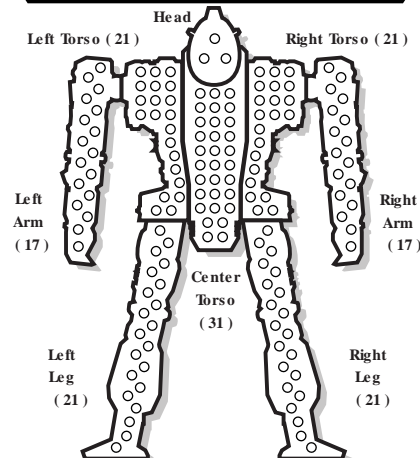
- Large Laser
  - Large Laser
  - Medium Laser
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 16 (32)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0