

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vixen 6

Movement Points: **Tonnage:** 30
 Walking: 9 **Tech Base:** Clan
 Running: 14 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Micro Laser	RT	1	2 [DE]	-	1	2	4
3	ER Micro Laser	LT	1	2 [DE]	-	1	2	4
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	SRM 6	LA	4	2/Msl [M.C.S.]	-	3	6	9
1	Talons	Legs	-	9	-	-	-	-

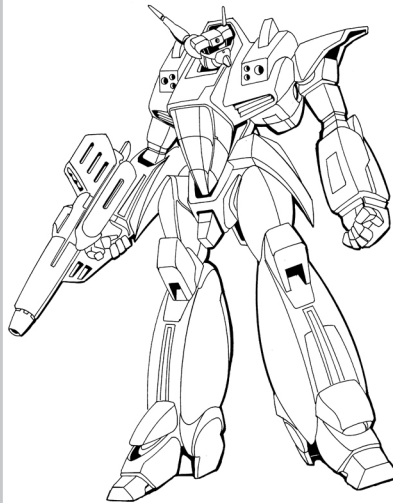
BV: 1,599

WARRIOR DATA

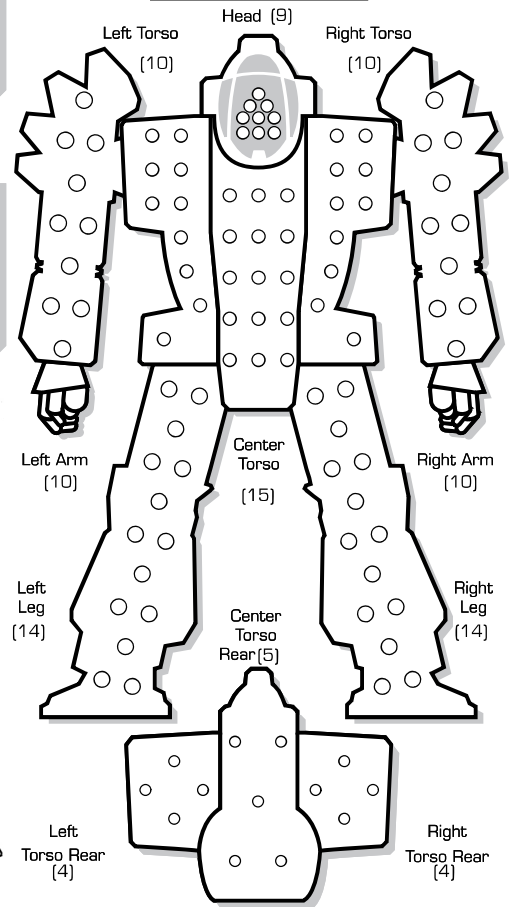
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo [SRM 6] 15

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- ER Micro Laser
- ER Micro Laser

1-3

- ER Micro Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

Head

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

Center Torso

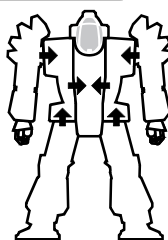
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Endo Steel
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- ER Micro Laser
- ER Micro Laser

1-3

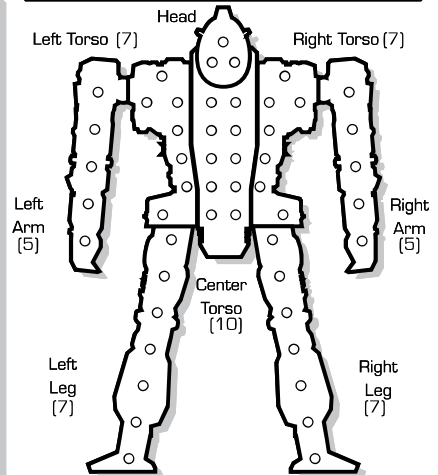
- ER Micro Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
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

Heat Scale
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