BATTLETECH

ARMOR DIAGRAM

Front Armor (50)

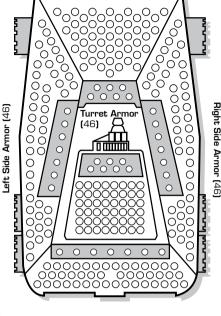
WHEELED VEHICLE RECORD SHEET

VEHICLE DATA Type: Vargr APC Tank Movement Points: Tonnage: 65 Cruising: 4 Tech Base: Inner Sphere Flank: 2944 Movement Type: Wheeled Engine Type: I.C.E. Weapons & Equipment Inventory Qty Type Loc Dmg Min Sht Med Lng Trailer Hitch RR 2 2 3 2 Machine Gun TU [DB,AI] 2 Medium Laser TU 5 [DE] 3 6 9 Infantry Compartment (7 tons) Ammo: (Machine Gun) 100 **BV**: 758

CREW DATA

Crew:
Gunnery Skill:
Commander Hit +1
Modifier to all Skill rolls

Driving Skill:
Label Priving Skill:
Modifier to Driving Skill rolls



Rear Armor (44)



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BATTLETECH

ARMOR DIAGRAM

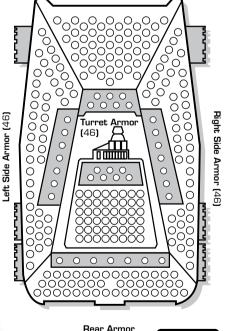
Front Armor (50)

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA Type: Vargr APC LRM Tank Movement Points: Tonnage: 65 Cruising: 4 Tech Base: Inner Sphere 2945 Flank: Movement Type: Wheeled Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Qty Type Min Sht Med Lng RR Trailer Hitch LRM 15 TU 1/Msl 14 21 [M,C,S]2 Machine Gun 2 3 [DB,AI] Infantry Compartment (7 tons) Ammo: (Machine Gun) 100, (LRM 15) 8 **BV**: 827

CREW DATA	\	\						
Crew:								
Gunnery Skill:	Driving Skill:	_						
Commander Hit +1 Modifier to all Skill rolls	Driver Hit Modifier to Driving Skill rolls							
CDITICAL DAMACE								





Rear Armor (44)



BATTLEMECH RECORD SHEET

MECH DATA

Type: Atlas II AS7-D-HT

Movement Points: Tonnage: 100 Walking: 3 Tech Base: Inner Sphere Rules Level: Standard Running: Jumping:

Weapons & Equipment Inventory [hexes] Min Sht Med Lng Type Loc Ht Dmg

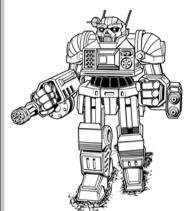
2	Medium Pulse Laser	CT	4	6 [P]	_	2	4	6
1	AC/20	RT	7	20 [DB,S]	_	3	6	9
1	SRM 6	LT	4	2/MsI [M,C,	S] 	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,	S] 6	7	14	21
1	ER Large Laser	RA	12	8 [DE]	_	7	14	19
1	ER Large Laser	LA	12	8 [DE]	_	7	14	19

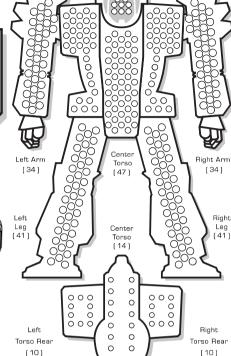
Ammo: (AC/20) 10. (LRM 20) 12. (SRM 6) 15

BV: 2,205

WARRIOR DATA

Gunnery Skill: Piloting Skill: 1 2 3 4 5 6 3 5 7 10 11 Dead Hits Taken





ARMOR DIAGRAM Head (91

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4 Hand Actuator
 - 5. ER Large Laser 6. ER Large Laser

 - 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
 - 5. Ferro-Fibrous

Left Torso

6. Ferro-Fibrous

1. LRM 20

1-3 ³₄

LRM 20

LRM 20

LRM 20

5.LRM 20

6.[SRM 6

1. SRM 6

Head 2. Sensors

1. Life Support

- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine 1-3 _{4 Gyro}
 - 5. Gyro
 - 6. Gyro

1. Gyro 2. Fusion Engine

- 3. Fusion Engine 4-6
- 4. Fusion Engine
 - Medium Pulse Laser 6. Medium Pulse Laser

Engine Hits 000 Gyro Hits OO Sensor Hits 00 Life Support O

CATALYST

Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator 3. Lower Arm Actuator
- 1-3 4 Hand Actuator
 - 5. ER Large Laser
 - 6. ER Large Laser
 - 1. Ferro-Fibrous 2. Ferro-Fibrous
- 4-6 3 Ferro-Fibrous 4 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Right Torso

- 1.[AC/20 AC/20 2.
- AC/20
- 1-3 3 AC/20
 - 5. AC/20 6. AC/20
- AC/20 1.
- AC/20
- 3 AC/20 4 AC/20 4-6
- 5. Ammo (AC/20) 5
 - 6. CASE

Right Leg

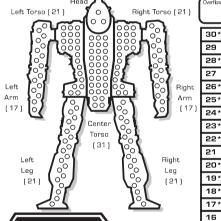
- 1. Hip
- Upper Leg Actuator
- Foot Actuator
- 6.

- Lower Lea Actuator
- Ferro-Fibrous
- Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat

Scale



Heat

8

HEAT DATA 15 Double Heat Sinks: 14* Effects 11 (22) 13, Shutdown 30 12 Ammo Exp. avoid on 8+ 00 Shutdown, avoid on 10+ -5 Movement Points 11 0 10* 0 +4 Modifer to Fire 9 Ammo Exp. avoid on 6+ Ō Shutdown, avoid on 8+ -4 Movement Points 8* 0 20 Õ 7 Ammo Exp. avoid on 4+ Ŏ Shutdown, avoid on 6+ 6 18 +3 Modif er to Fire -3 Movement Points ŏ 5* 15 4 Shutdown, avoid on 4+ 13 +2 Modifer to Fire 3 -2 Movement Points 10 2 +1 Modifer to Fire

Left Leg

1. Hip

6. CASE

2. Upper Leg Actuator 3. Lower Leg Actuator

2. Ammo (LRM 20) 6

5. Ammo (AC/20) 5

4-6 3. Ammo (LRM 20) 6 4. Ammo (SRM 6) 15

- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Roll Again