LLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6R

Movement Points: Tonnage: Tech Base: Inner Sphere Walking: 8 Rules Level: Introductory Running: Jumping: Role: Skirmisher

Weapons & Equipment Inventory						(hexes)			
Qty	Туре	Lo	H	Dmg	Min	Sht	Med	Lng	
1	Medium Lase	r HE	3	5 [DE]	_	3	6	9	
1	SRM 6	LT	4	2/Msl	_	3	6	9	
				[M,C,S]					
1	AC/5	R4	1	5 [DB,S]	3	6	12	18	

Ammo: (AC/5) 20, (SRM 6) 15

BV: 1,101

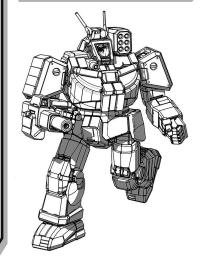
WARRIOR DATA

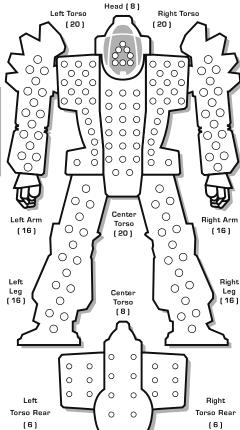
Gunnery Skill:

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

Piloting Skill:

5 6





ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again
- - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1 [SRM 6
- 2.LSRM 6
- 1-3 3. Ammo (SRM 6) 15 4. Roll Again
- - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

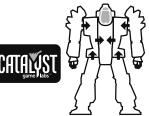
Head

- 1. Life Support
- 4. Medium Laser
- Sensors
- Life Support
- 4-6 3. Fusion Engine 4. Fusion Engine

 - 6. Roll Again

Engine Hits 000 Gyro Hits OO Sensor Hits OO

Life Support O



- 2. Sensors
- Cockpit 3.

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine

 - 5. Jump Jet



Damage Transfer

Diagram

Right Arm

- 1. Shoulder Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. FAC / 5
 - 6. AC/5
 - AC/5
 - 2.LAC/5
- 3. Ammo (AC/5) 20 4-6 Roll Again
 - Roll Again 5.

 - 6. Roll Again

Right Torso

- 1. Heat Sink
- 2. Roll Again
- Roll Again 1-3
 - 4. Roll Again
 - 5. Roll Again 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Jump Jet
- 6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Heat

15

14*

13*

12

11

10*

9

8*

7

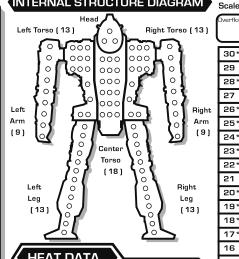
6

5*

4

3

2



HEAT DATA Heat Sinks Heat Level* Effects 30 Shutdown 28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ 000000000 -5 Movement Points 25 24 +4 Modifer to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifer to Fire 17 -3 Movement Points 15 Shutdown, avoid on 44 14 +2 Modifer to Fire 13

-2 Movement Points

-1 Movement Points

+1 Modifer to Fire

10

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