

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: **Wolverine WVR-6R**

Movement Points: **5**      Tonnage: **55**  
 Walking: **5**      Tech Base: **Inner Sphere**  
 Running: **8**      Rules Level: **Introductory**  
 Jumping: **5**      Role: **Skirmisher**

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M.C.S]				
1	AC/5	RA	1	5 [DB,S]	3	6	12	18

Ammo: [AC/5] 20, [SRM 6] 15

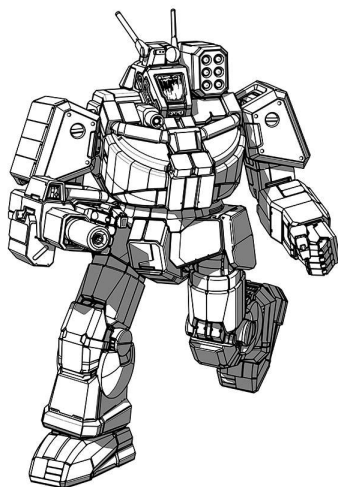
BV: 1,101



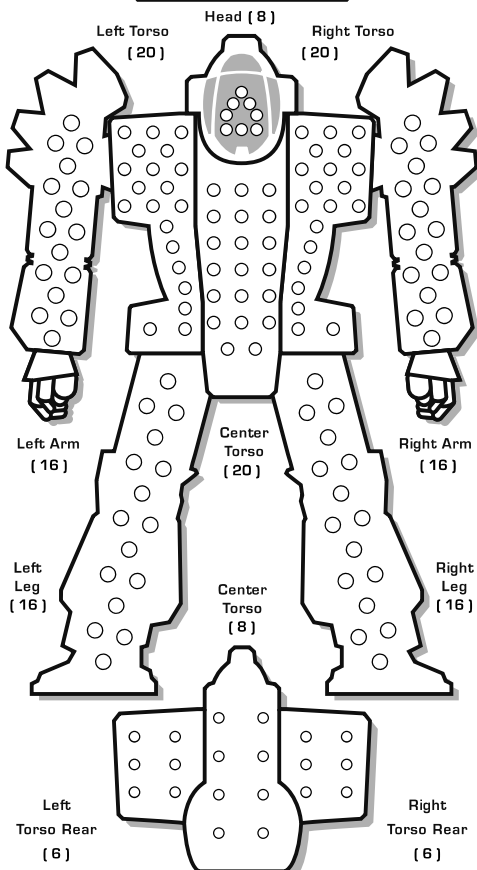
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: \_\_\_\_\_  
 Consciousness #

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

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

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/5
- AC/5

- AC/5
- AC/5
- Ammo (AC/5) 20
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

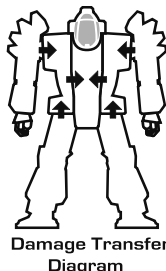
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

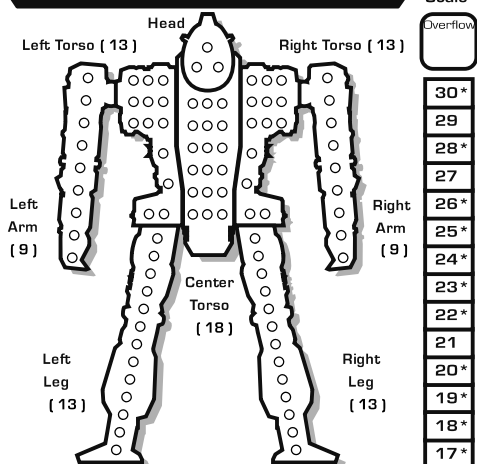
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	12
28	Ammo Exp. avoid on 8+	11
26	Shutdown, avoid on 10+	10*
25	-5 Movement Points	9
24	+4 Modifier to Fire	8*
23	Ammo Exp. avoid on 6+	7
22	Shutdown, avoid on 8+	6
20	-4 Movement Points	5*
19	Ammo Exp. avoid on 4+	4
18	Shutdown, avoid on 6+	3
17	+3 Modifier to Fire	2
15	-3 Movement Points	1
14	Shutdown, avoid on 4+	0
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