BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wyvern WVE-10N

Movement Points:		**Tonnage:**	45
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Brawler
Engine Type:	180 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	C3i	RT	—	[E]	—	—	—	—
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 12

BV: 1,199

WARRIOR DATA

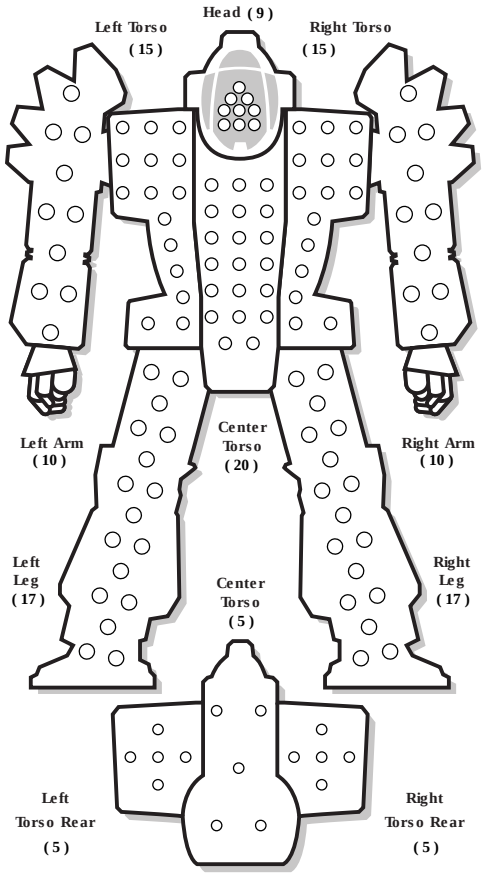
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

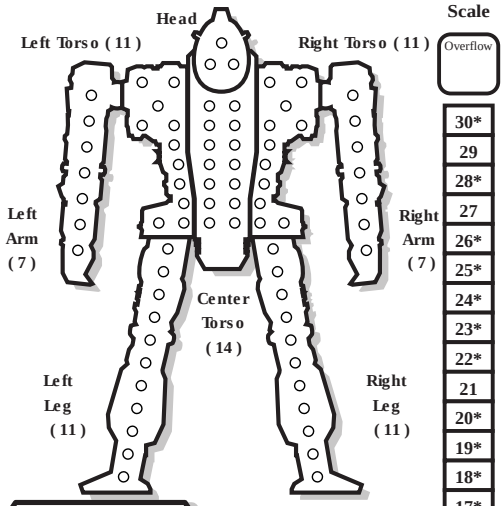
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

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

Left Torso (CASE)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Ammo (LRM 10) 12
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Head

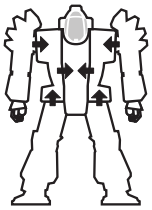
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

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



Damage Transfer Diagram

Right Arm

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

4-6
1. ER PPC
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. ECM Suite (Guardian)
6. ECM Suite (Guardian)

4-6
1. C3i
2. C3i
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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