

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Werewolf WER-LF-005

Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Experimental
Jumping: 2 **Role:** Striker
Engine Type: 200 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Null Signature System	*	10	[E]	—	—	—	—
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Magshot	LT	1	2 [DB,X]	—	3	6	9
1	Magshot	RT	1	2 [DB,X]	—	3	6	9

Ammo: (Magshot) 50, (Streak SRM 6) 15

BV: 1,082



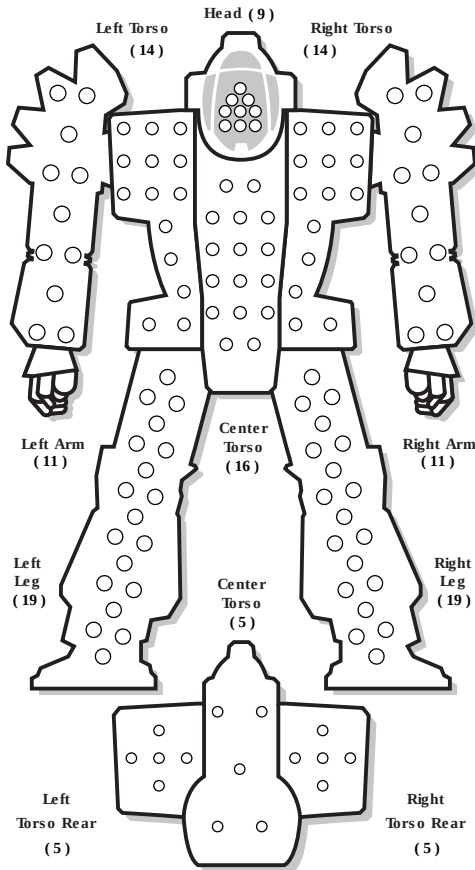
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

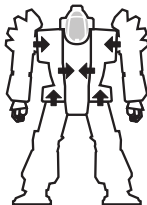
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

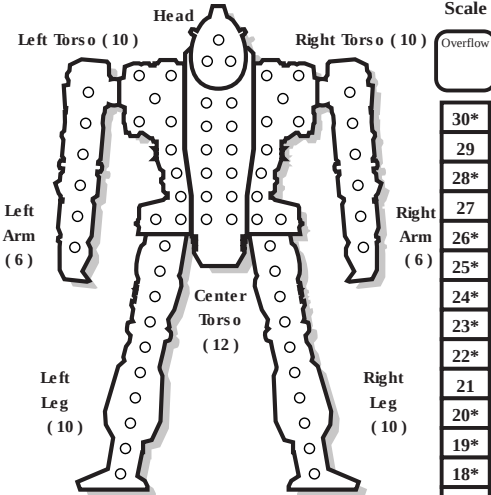
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Left Torso		Center Torso		Right Torso	
4-6	1. Double Heat Sink	4-6	1. XL Fusion Engine	4-6	1. Double Heat Sink
	2. Large X-Pulse Laser		2. XL Fusion Engine		2. Streak SRM 6
	3. Large X-Pulse Laser		3. XL Fusion Engine		3. Streak SRM 6
	4. Null Signature System		4. Gyro		4. Null Signature System
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Sensor Hits ○○○	
	4. Foot Actuator		4. Foot Actuator	Life Support ○	
	5. Jump Jet		5. Jump Jet		
	6. Null Signature System		6. Null Signature System		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
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1
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