

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-9K

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 5

Engine Type: 275 Light

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	LA	—	7	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
3	Light Machine Gun	RA	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RA	—	[T]	—	2	4	6
Array								
1	Anti-BattleArmor	LT	—	1	—	0	—	—
Pods (B-Pods)				[DB,PB,AI,X,OS]				
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Anti-BattleArmor	RT	—	1	—	0	—	—
Pods (B-Pods)				[DB,PB,AI,X,OS]				
1	C3 Computer	HD	—	[E]	—	—	—	—
(Slave)								

Ammo: (Light Machine Gun) 100, (SRM 4) 25

BV: 1,400



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Sword
- Sword

- Sword
- Sword

4-6

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Anti-BattleArmor Pods (B-Pods)
- SRM 4
- Ammo (SRM 4) 25

1-3

- Ammo (Light Machine Gun) 100
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

1-3

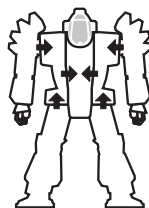
Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Compact Gyro
- Compact Gyro
- Light Fusion Engine

4-6

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Snub-Nose PPC
- Snub-Nose PPC

1-3

- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun Array
- Triple Strength Myomer
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Anti-BattleArmor Pods (B-Pods)
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

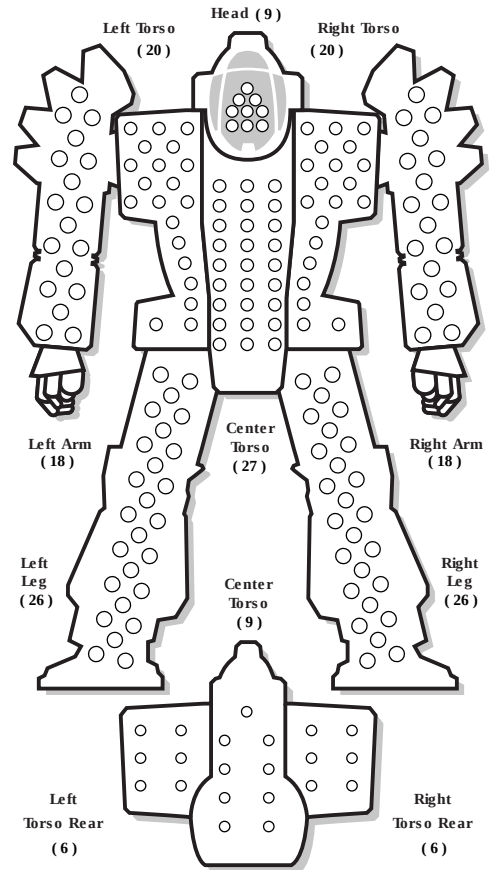
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

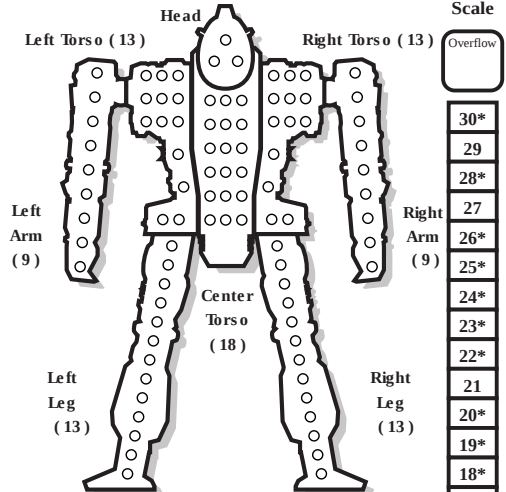
ARMOR DIAGRAM

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○