

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Tundra Wolf 5

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 225 XL

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

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	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (Gauss) 32, (LRM 10) 12, (SRM 4) 25

BV: 2,595



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- ER Small Laser
- ER Small Laser
- Endo Steel

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- SRM 4
- Ammo (SRM 4) 25
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- ER Small Laser
- ER Small Laser
- Endo Steel

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- LRM 10
- Ammo (LRM 10) 12
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Roll Again

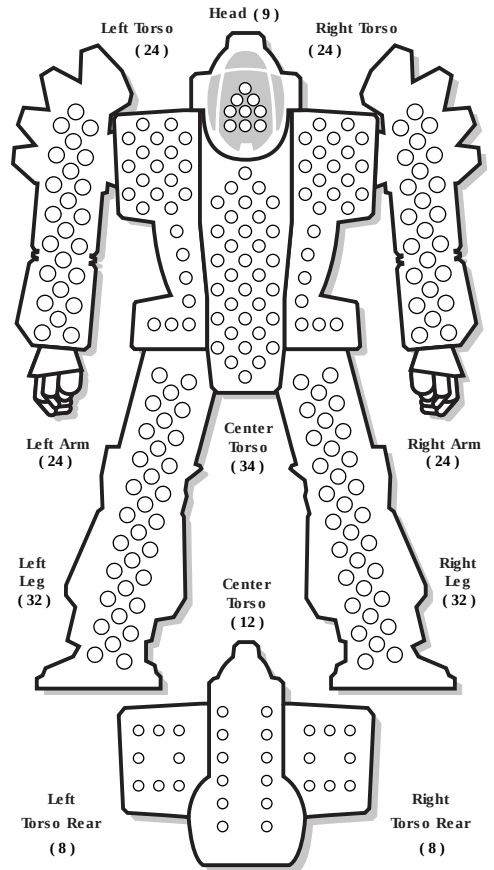
4-6

Right Leg

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

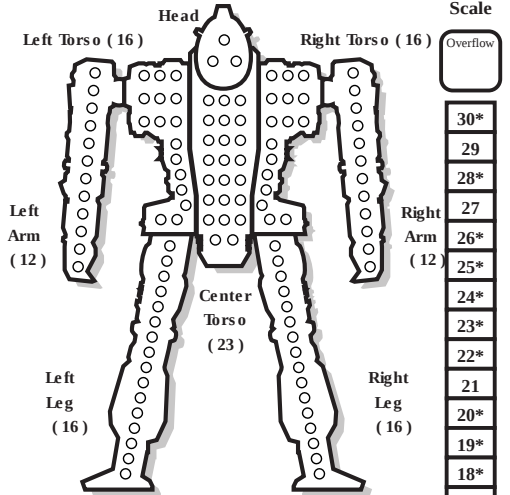
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○○○