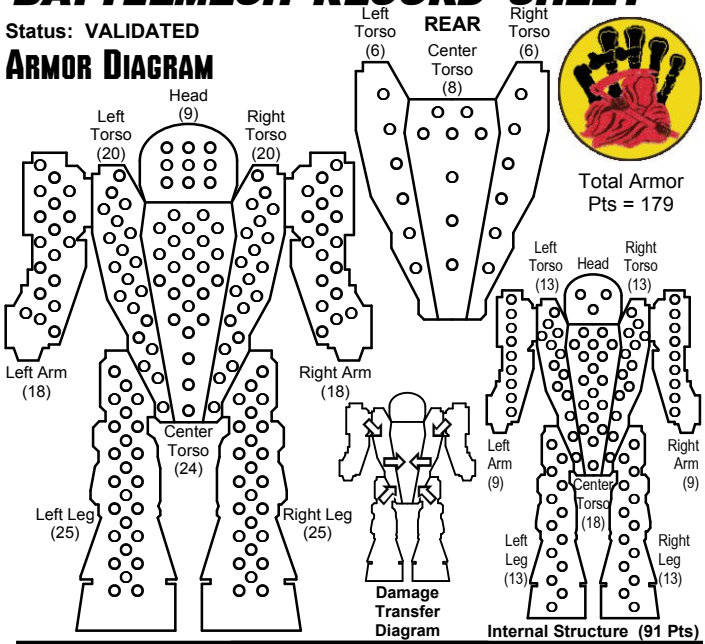
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-7HOD
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8 [10]	Biped 'Mech
Jumping:	5	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
Ultra AC/5	20	30
SRM 6	15	15

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Left Arm
1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, *Ferro-Fibrous*
6, *Ferro-Fibrous*

4-6:
1, *Ferro-Fibrous*
2, *Ferro-Fibrous*
3, *Ferro-Fibrous*
4, *Ferro-Fibrous*
5, *Ferro-Fibrous*
6, *Ferro-Fibrous*

Left Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, *Roll Again*
5, SRM 6
6, SRM 6

4-6:
1, Ammo (SRM 6) 15
2, CASE
3, *Roll Again*
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, Jump Jet

Head
1, Life Support
2, Sensors
3, Cockpit
4, Medium Pulse Laser
5, Sensors
6, Life Support

Center Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, Gyro
5, Gyro
6, Gyro

4-6:
1, Gyro
2, XL Engine
3, XL Engine
4, XL Engine
5, Jump Jet
6, Medium Pulse Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1.242**
Weapon Value: **1.037 / 1.037**
Cost, C-Bills: **11.456.256**

Right Arm
1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, Ultra AC/5
6, Ultra AC/5

4-6:
1, Ultra AC/5
2, Ultra AC/5
3, Ultra AC/5
4, *Ferro-Fibrous*
5, *Ferro-Fibrous*
6, *Ferro-Fibrous*

Right Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, *Roll Again*
5, MASC
6, MASC

4-6:
1, MASC
2, Ammo (Ult AC/5) 20
3, CASE
4, *Ferro-Fibrous*
5, *Ferro-Fibrous*
6, *Ferro-Fibrous*

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, Jump Jet

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown, avoid on 12+
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

LEVEL 3 HEAT SCALE

50	SHUTDOWN
49	-9 MP
48	+7 Modifier to Fire
47	Pilot Damage, avoid on 12
46	Shutdown, avoid on 20+
45	AMMO EXPLOSION
44	System Failure, avoid on 10+
43	-8 MP
42	Shutdown, avoid on 18+
41	+6 Modifier to Fire
40	Ammo Explosion, avoid on 12
39	Pilot Damage, avoid on 10+
38	Shutdown, avoid on 16+
37	-7 MP
36	System Failure, avoid on 8+
35	Ammo Explosion, avoid on 10+
34	Shutdown, avoid on 14+
33	+5 Modifier to Fire
32	Pilot Damage, avoid on 8+
31	-6 MP

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	Number of Missiles Fired								
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20