

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Wolfhound WLF-1A

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Advanced
 Jumping: 0 **Role:** Striker

Weapons & Equipment Inventory

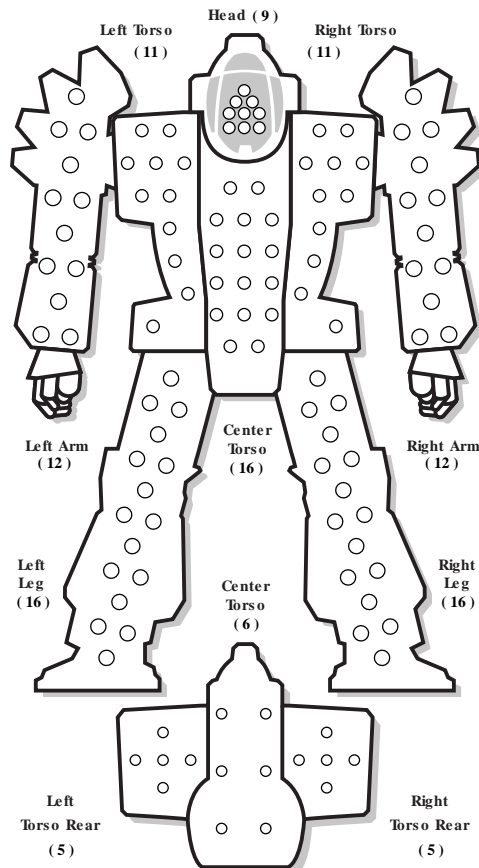
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 17 (11)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



BV: 967



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
- Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

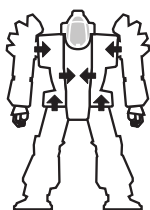
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Medium Laser

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - Roll Again
- 1-3

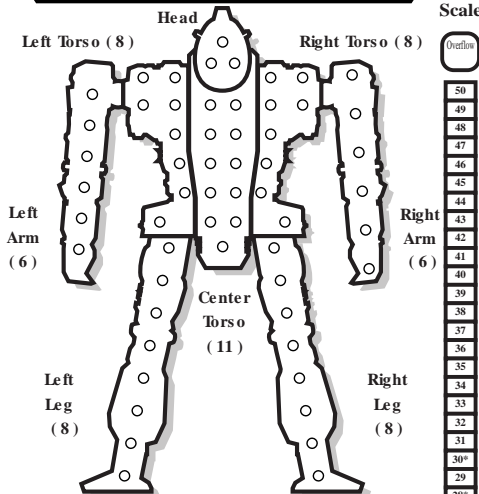
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

50
49
48
47
46
45
44
43
42
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8
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6
5
4
3
2
1
0

HEAT DATA

Heat Sinks: ○○○○○○○○○○
 11

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	