BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-7M

Movement Points:		Tonnage:	55
Walking:	1	Tech Base:	Inner Sphere
Running:	1	Era:	Clan Invasion
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	6	–	2	4	6
1	Medium Pulse Laser	RT	4	6	–	2	4	6
~~1~~	~~SRM 6~~	~~LT~~	~~4~~	~~2/Msl~~	~~–~~	~~3~~	~~6~~	~~9~~
~~1~~	~~ER Large Laser~~	~~RA~~	~~12~~	~~8~~		~~7~~	~~14~~	~~19~~

Cost: 11,409,757 **BV:** 2,694

WARRIOR DATA

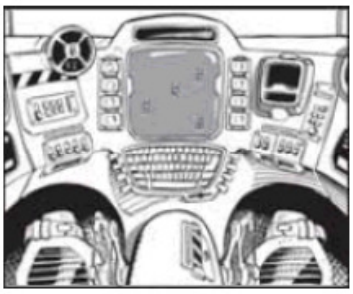
Name: Stinger07 (Player 4)

Gunnery Skill: 2 Piloting Skill: 4

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

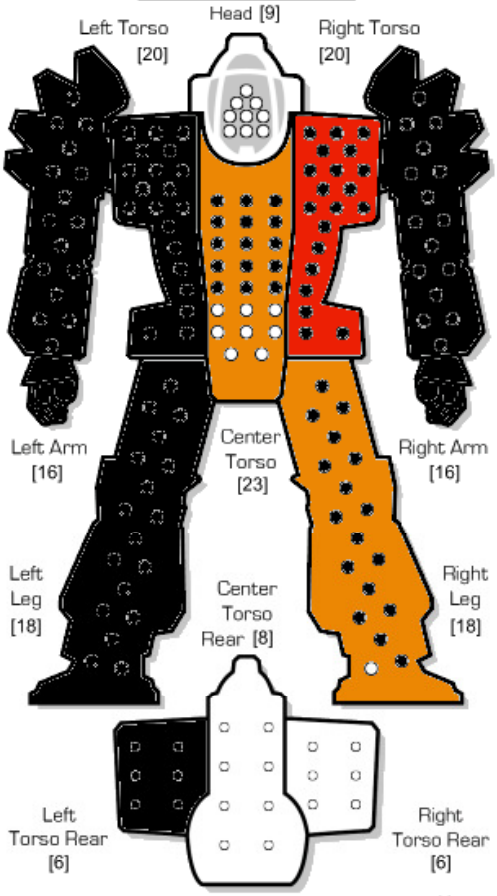
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 160

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

4-6

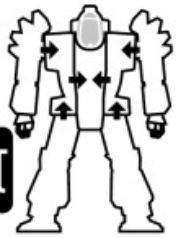
Engine Hits ●●●
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. MASC

1-3

1. MASC
2. MASC
3. Medium Pulse Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

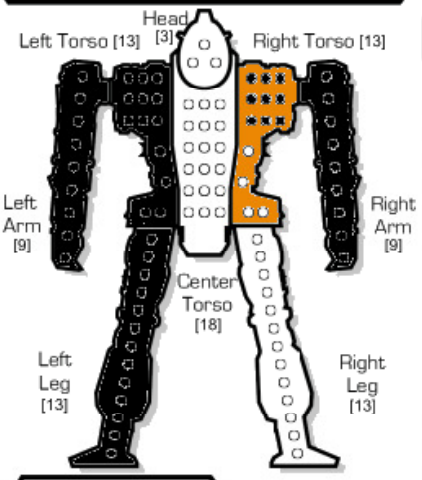
4-6



Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks: **11** [22] Double

●○
○○
○
○
○
○
○
○
○
○

Heat Scale

Overflow 0

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

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