BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-7K

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Inner Sphere
Running:	8	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	SRM 6	RT	4	2/Msl	–	3	6	9
~~1~~	~~SRM 6~~	~~LT~~	~~4~~	~~2/Msl~~		~~3~~	~~6~~	~~9~~
+1 1	Large Pulse Laser	RA	10	9	–	3	7	10
+1 1	Small Pulse Laser	RA	2	3	–	1	2	3

Cost: 9,878,357 **BV:** 2,143

WARRIOR DATA

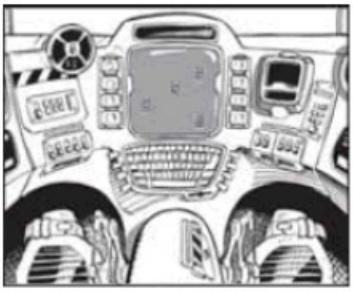
Name: Jade_Dragon (Player 7)

Gunnery Skill: 2 Piloting Skill: 4

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

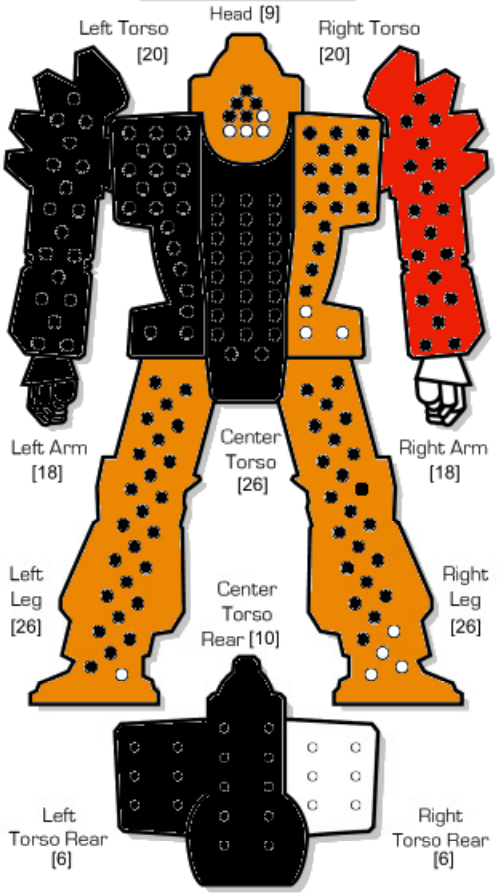
RULES LEVELS

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



Armor Factor = 185

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ~~Lower Arm Actuator~~
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1-3

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

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 5
6. *Roll Again*

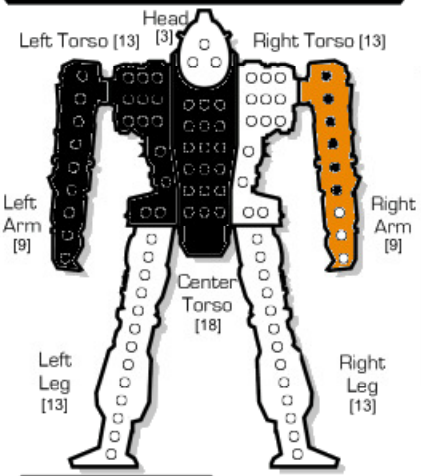
4-6

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

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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	Heat Sinks: 12 [24] Double
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	

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