

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Tundra Wolf

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Engine Type: 300 XL

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Brawler

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	ATM 9	LA	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (ATM 9) 7, (ATM 9 ER) 7, (ATM 9 HE) 7, (LRM 20) 12,
(Streak SRM 4) 25

BV: 3,014



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ATM 9
- ATM 9
- ATM 9

1-3

- ATM 9
- Ammo (ATM 9) 7
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7
- Endo Steel
- 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
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- MASC
- MASC
- MASC

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- 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 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

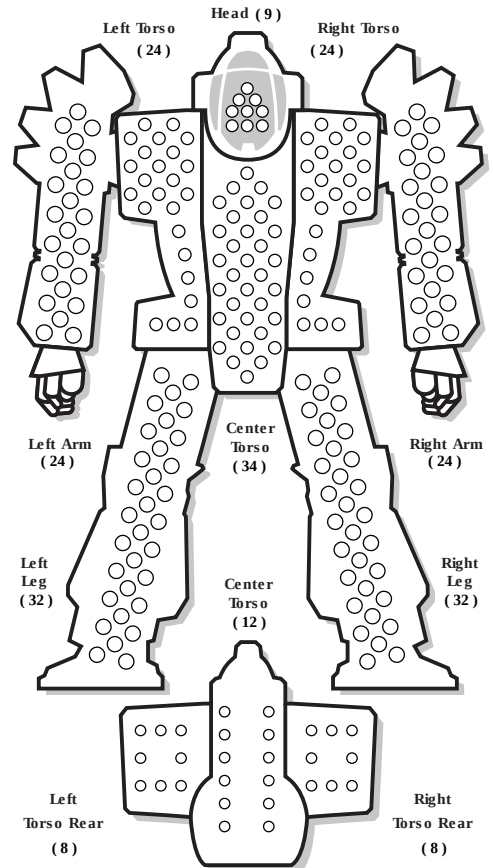
4-6

Right Leg

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

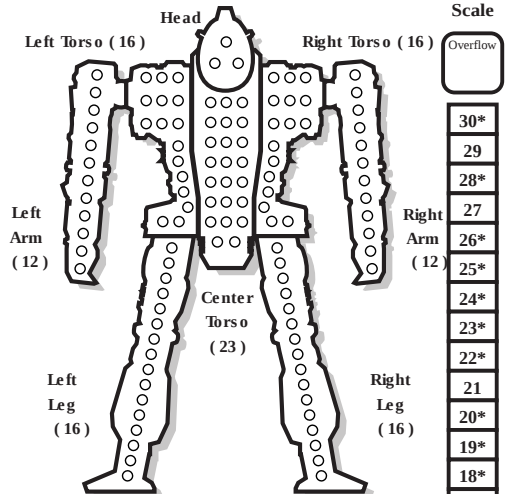
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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	○○○