

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Wolverine WVR-6R

Movement Points: **Tonnage:** 55  
**Walking:** 5 **Tech Base:** Inner Sphere  
**Running:** 8 **Rules Level:** Introductory  
**Jumping:** 5 **Role:** Skirmisher  
**Engine Type:** 275 Fusion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (AC/5) 20, (SRM 6) 15

Quirks: Command Mek, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1,101



### WARRIOR DATA

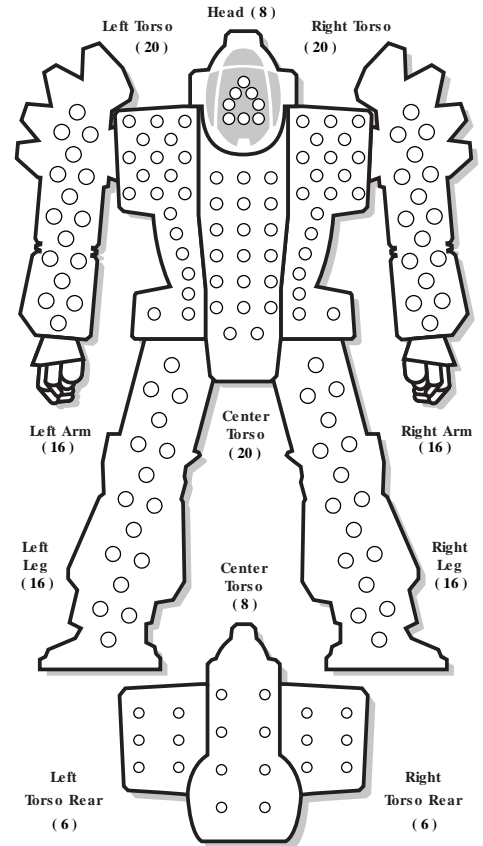
Name: Katherina de Koning  
**Gunnery Skill:** 4 **Piloting Skill:** 5

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/5
- AC/5

1-3

- AC/5
- AC/5
- Ammo (AC/5) 20
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

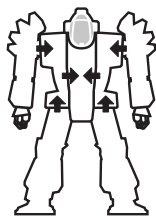
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

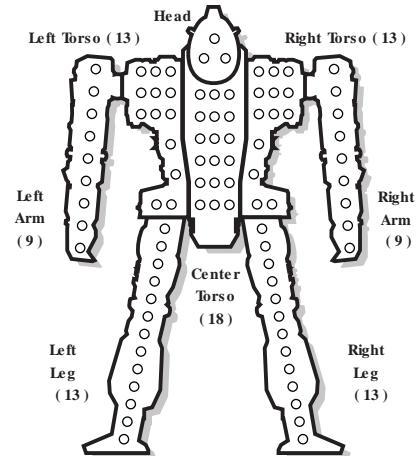
Engine Hits ○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○  
 Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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
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: 12



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Catapult CPLT-C1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 15) 16

Quirks: No/Minimal Arms, Weak Head Armor (1)

BV: 1,847

### WARRIOR DATA

Name: Lt. Zarina Kwasi

Gunnery Skill: 3

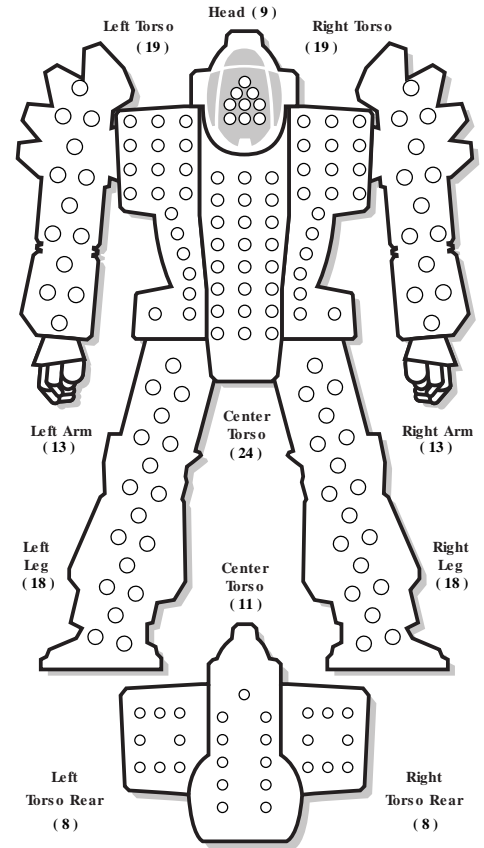
Piloting Skill: 4

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

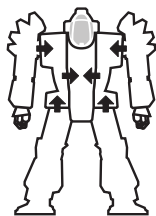
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

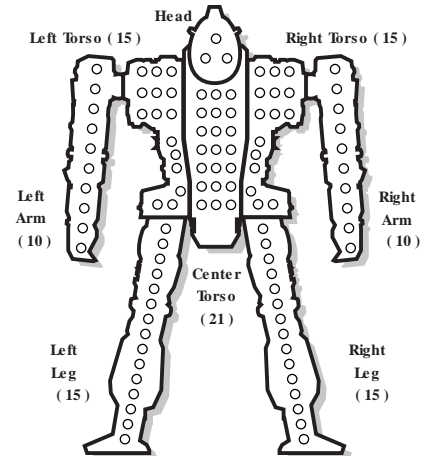
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



Heat Scale

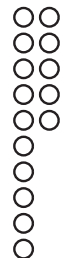
Overflow

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
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: 15



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: BattleMaster BLR-1G

Movement Points: **Tonnage:** 85  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Introductory  
**Jumping:** 0 **Role:** Brawler  
**Engine Type:** 340 Fusion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M.C.S.]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9

Ammo: (MG) 200, (SRM 6) 30

Quirks: Command Mek, Weak Head Armor (1)

BV: 1,519



### WARRIOR DATA

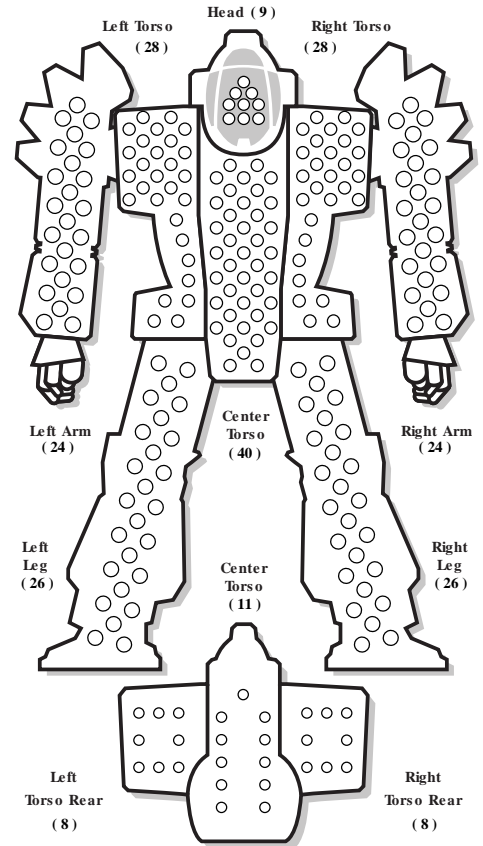
Name: Nick Mu  
**Gunnery Skill:** 4 **Piloting Skill:** 5

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



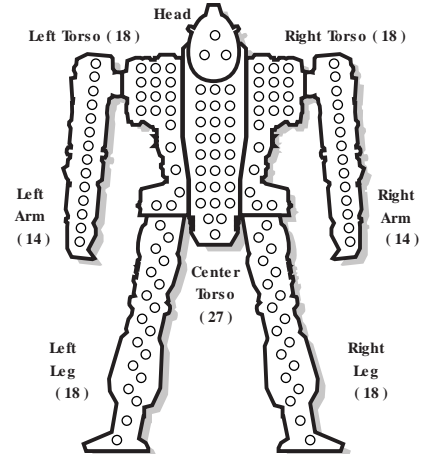
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Medium Laser (R)
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser (R)
- Roll Again
- Roll Again

1-3

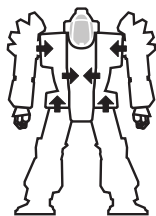
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Locust LCT-3V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (MG) 100

Quirks: Compact Mek, Narrow/Low Profile, Cramped Cockpit,

No/Minimal Arms, Weak Legs

BV: 490



### WARRIOR DATA

Name: Zdenka Melicharov

Gunnery Skill: 4

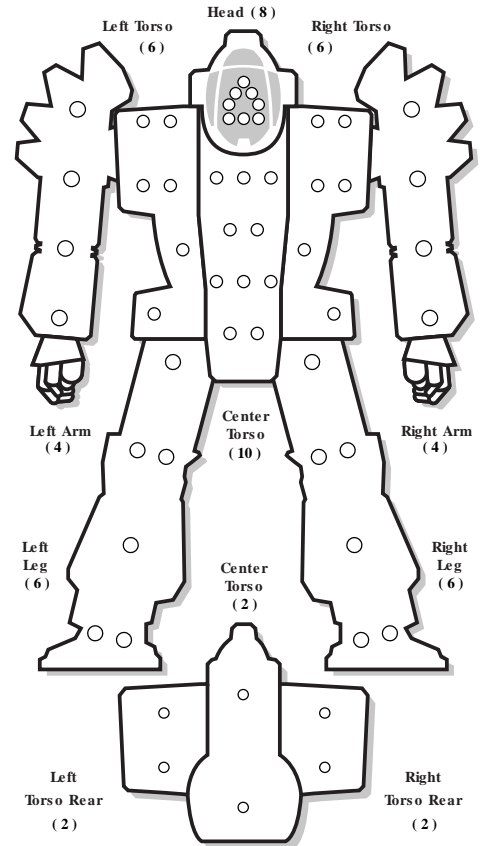
Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

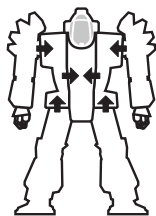
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

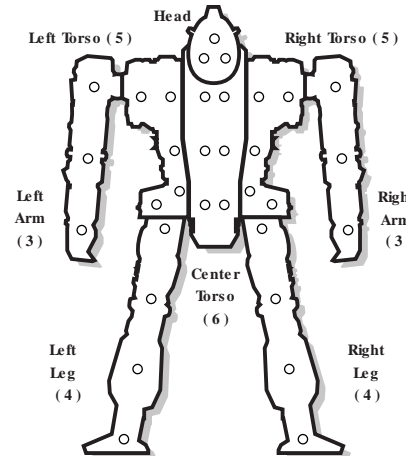
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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
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: 10

