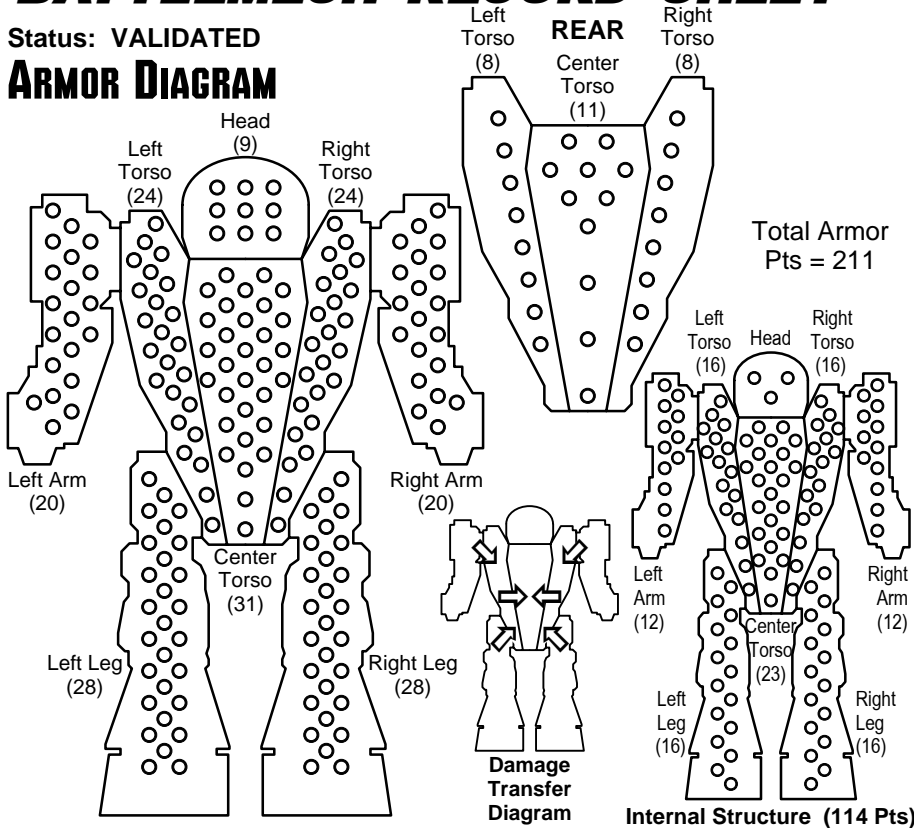


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf Mk1 Prime**
 Mass: **75 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **5** Clan
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
2	Machine Gun	RT	0	2	-	1	2	3
1	ER Medium Laser	LT	5	7	-	5	10	15
1	LRM 15 w/ Artemis IV	LT	5	1/hit	-	7	14	21
2	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: LRM 15 Rounds: 32 BV: 115
 Machine Gun 100 1

Total Heat Sinks: **17 Double (34)**
 ○○○○○○○○○○ ○○○○○○
 Auto Eject: Operational Disabled **Weapon Heat: (54)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm	Head	Center Torso	Right Arm	Right Torso (CASE)	Right Leg
1. Shoulder 2. Upper Arm Actuator 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous 1. Ferro-Fibrous 2. Ferro-Fibrous 3. ER Large Laser 4. ER Medium Laser 5. Double Heat Sink 6. Double Heat Sink	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Double Heat Sink 6. Double Heat Sink	1. Shoulder 2. Upper Arm Actuator 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel 1. Endo Steel 2. Endo Steel 3. ER Large Laser 4. ER Medium Laser 5. Double Heat Sink 6. Double Heat Sink	1. XL Engine 2. XL Engine 3. Ferro-Fibrous 4. ER Medium Laser 5. LRM 15 6. LRM 15 1. Artemis IV FCS 2. Ammo (LRM 15) 8 3. Ammo (LRM 15) 8 4. Machine Gun 5. Machine Gun 6. Ammo (MG) 100	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink

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

Battle Value: **2,242**
 Weapon Value: **3,584 / 3,414**
 Cost, C-Bills: **24,915,625**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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