

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Wolfhound WLF-3S
 Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Standard
 Jumping: 0 **Role:** Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser (R)	CT	2	3 [DE]	—	2	4	5

Total Heat (Dissipation): 32 (24)

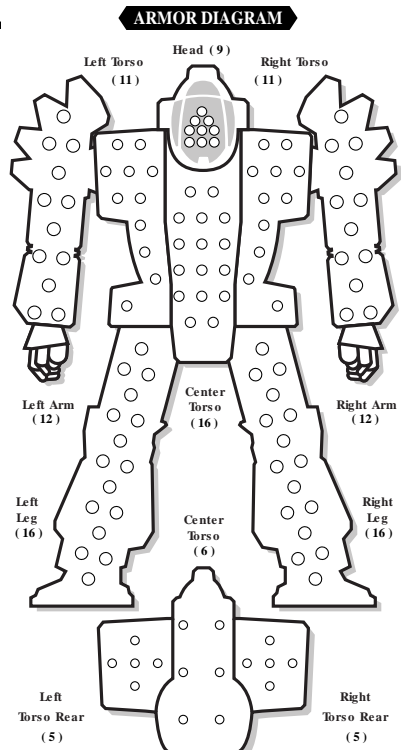
Quirks: Easy to Maintain, Good Reputation (1)

BV: 1,552

WARRIOR DATA

Name: Neda bin Zaid
 Gunnery Skill: 3 Piloting Skill: 4

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

HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE



Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. ER Medium Laser 5. ER Small Laser (R) 6. Roll Again
Left Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser 4. Endo Steel 5. Endo Steel 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. LER PPC	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
Right Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser 4. Endo Steel 5. Endo Steel 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	

Engine Hits ○○○○

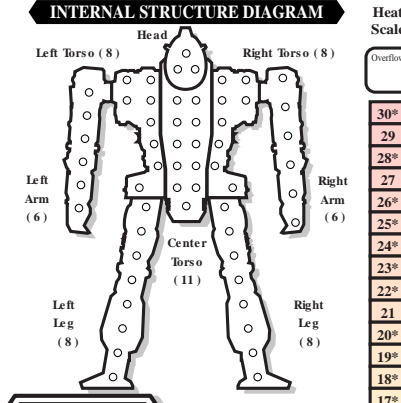
Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram



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

Double Heat Sinks: 12 (24)

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch (LA)	+0	3
Punch (RA)	+1	3
Kick	-2	7
Push	-1	â€”
Charge	+0*	3/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

