

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Wyvern WVE-5UX

Movement Points: **Tonnage:** 45
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 [8] **Rules Level:** Advanced
 Jumping: 4 **Role:** Brawler
 Engine Type: 180 Fusion

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Vehicular Grenade Launcher | LT | 1 | [AE,OS] | — | 1 | — | — |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Vehicular Grenade Launcher | RT | 1 | [AE,OS] | — | 1 | — | — |

Ammo: (SRM 6) 30

BV: 1,273



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

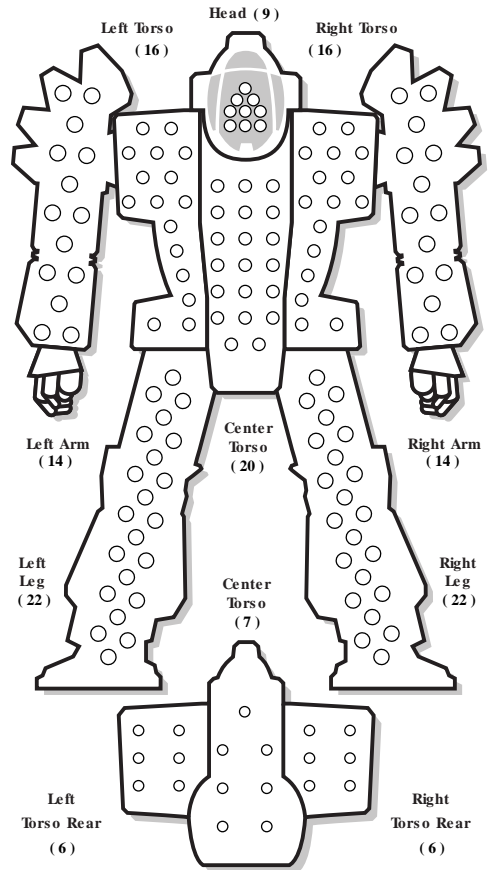
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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

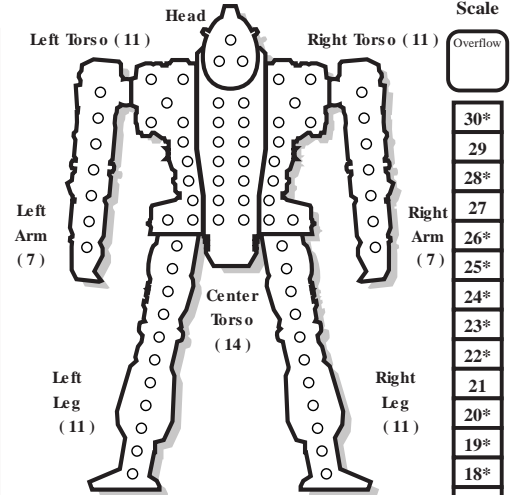
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6
- SRM 6

1-3

- Vehicular Grenade Launcher
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- Endo Steel

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6
- SRM 6

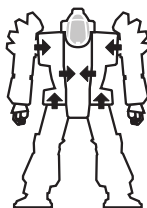
1-3

- Vehicular Grenade Launcher
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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



Damage Transfer Diagram

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: 10 (20) |
|-------------|------------------------|----------------------------|
| 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 | ○ |