

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp C

Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Mixed
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (C)	RA	12	10	—	8	15	25
1	Streak SRM 2 (I-OS) (C)	RL	2	2/Msl	—	4	8	12

BV: 755

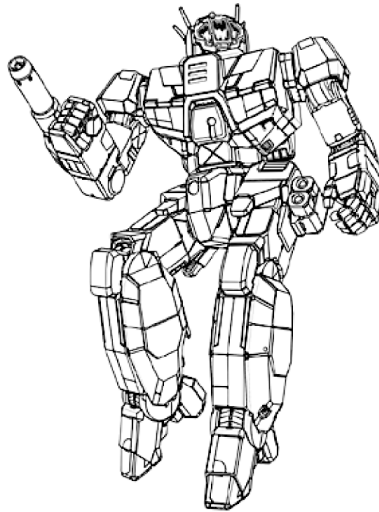


WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

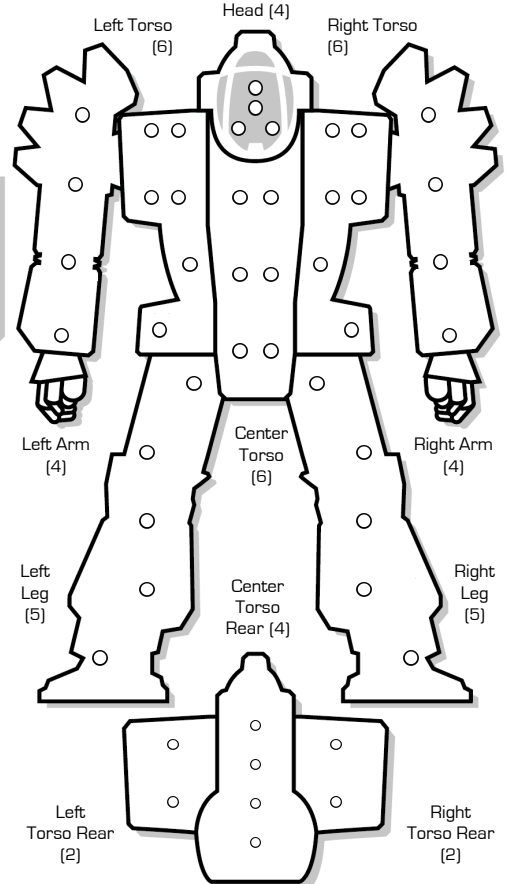
 Consciousness#



Armor Factor - 48

ARMOR DIAGRAM

Ferro-Fibrous

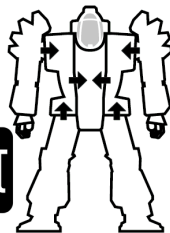


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
 - Endo Steel
- 4-6 Endo Steel
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- Left Torso**
- Double Heat Sink (C)
 - Double Heat Sink (C)
- 1-3 Double Heat Sink (C)
- Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
- Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous (C)
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine (C)
 - Fusion Engine (C)
 - Fusion Engine (C)
- 1-3 Gyro
- Gyro
 - Gyro
 - Gyro
- 4-6 Gyro
- Gyro
 - Fusion Engine (C)
 - Fusion Engine (C)
 - Fusion Engine (C)
 - Jump Jet
 - Jump Jet

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

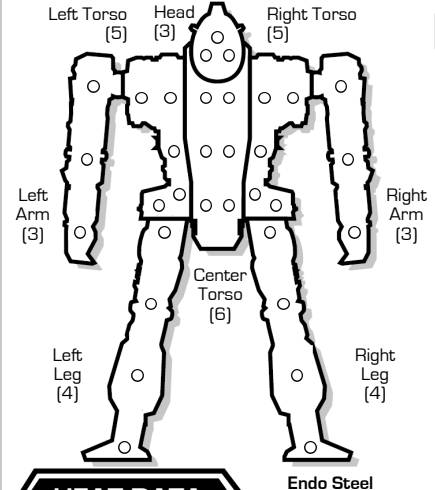


Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser (C)
 - Ferro-Fibrous (C)
- 1-3 Ferro-Fibrous (C)
- Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
 - Roll Again
 - Roll Again
- Right Torso**
- Double Heat Sink (C)
 - Double Heat Sink (C)
- 1-3 Double Heat Sink (C)
- Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
- Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Streak SRM 2 (I-OS) (C)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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 Scale

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	