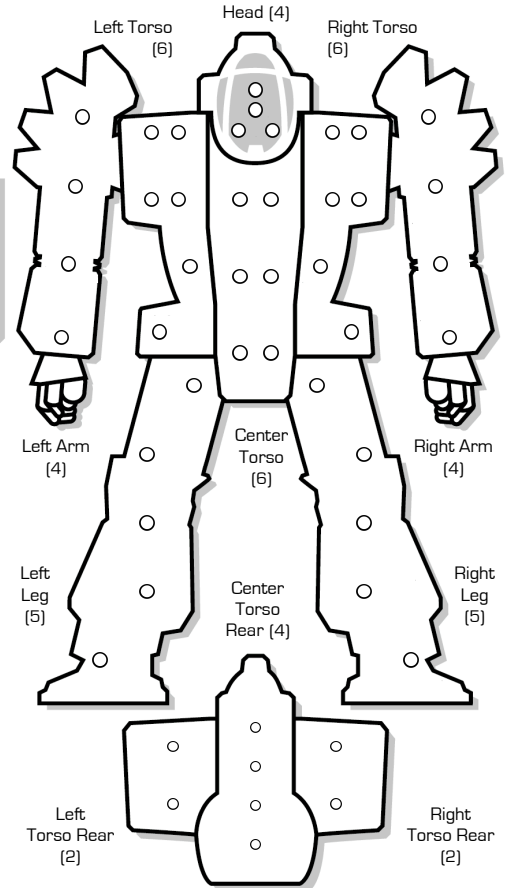


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 48

ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-1A

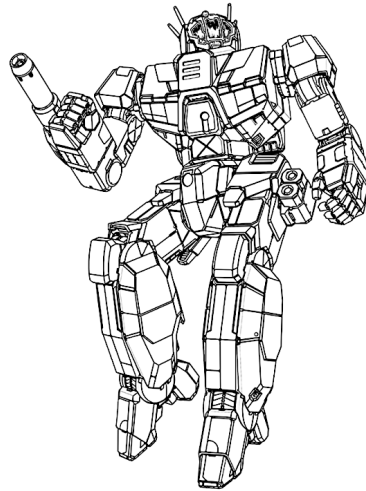
Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Introductory
 Jumping: 6 **Role:** Scout

WARRIOR DATA

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

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

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 2	LL	2	2/Msl	-	3	6	9

BV: 384



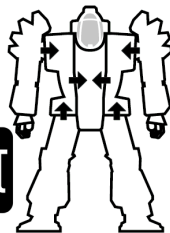
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
- 4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- Left Torso**
- Ammo (SRM 2) 50
 - Jump Jet
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Roll Again
- 1-3
 1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Jump Jet
 6. Jump Jet
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Roll Again
 - Roll Again
- 1-3
 4. Medium Laser
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
- 4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- Right Torso**
- Jump Jet
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Roll Again
 - Roll Again
- 1-3
 4. Heat Sink
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

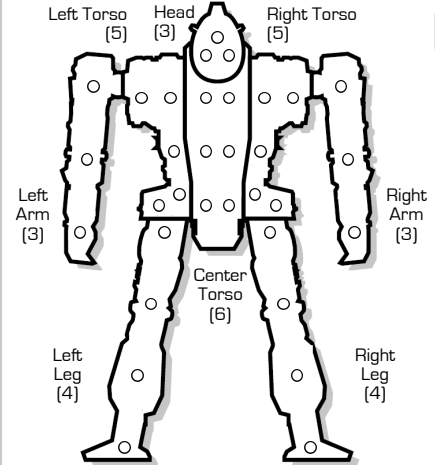
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single ○
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	○