

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wasp WSP-3L

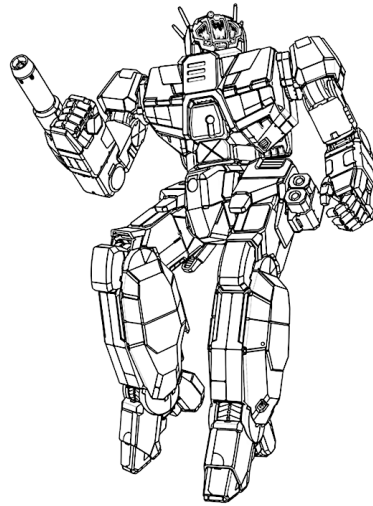
Movement Points: **Tonnage:** 20  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Advanced  
 Jumping: 6 **Role:** Scout

### 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	Rocket Launcher 10	RT	3	1/Msl	—	5	11	18
1	Guardian ECM Suite	LT	0	—	—	—	—	6
1	ER Medium Laser	RA	5	5	—	4	8	12

Note: Equipped with Full-Head Ejection System

BV: 534

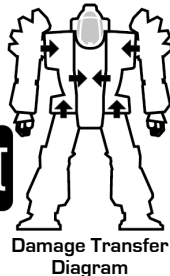


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Endo Steel
  - Endo Steel
- 1-3
- Center Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Stealth
  - Stealth
- 4-6
- Left Torso**
- Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Guardian ECM Suite
  - Guardian ECM Suite
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Stealth
  - Stealth
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - Heat Sink
  - ER Medium Laser
- 1-3
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Stealth
  - Stealth
- 4-6
- Right Torso**
- Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Rocket Launcher 10
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Stealth
  - Stealth
- 4-6

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



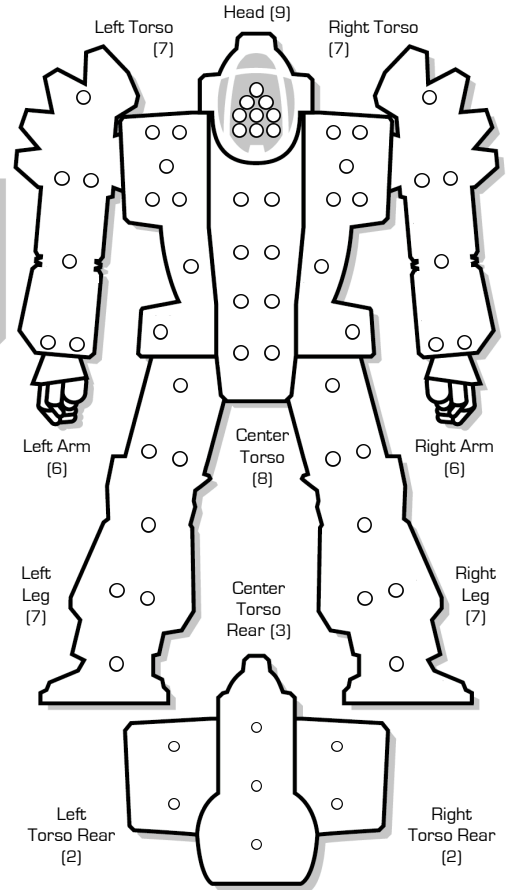
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Stealth
  - Stealth

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - Heat Sink
  - ER Medium Laser
- 1-3
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Stealth
  - Stealth
- 4-6
- Right Torso**
- Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Rocket Launcher 10
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Stealth
  - Stealth
- 4-6
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Stealth
  - Stealth

Armor Factor - 64

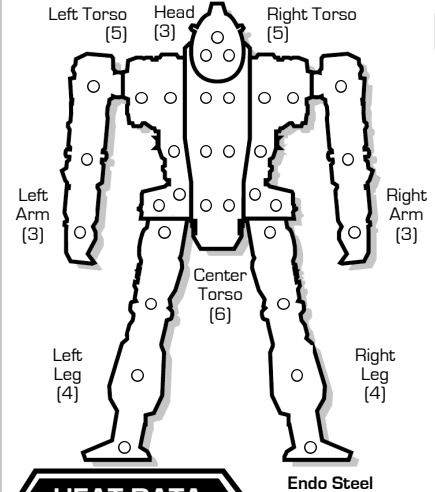
### ARMOR DIAGRAM

Stealth



### 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		○
6		○
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	○