

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wasp WSP-3M

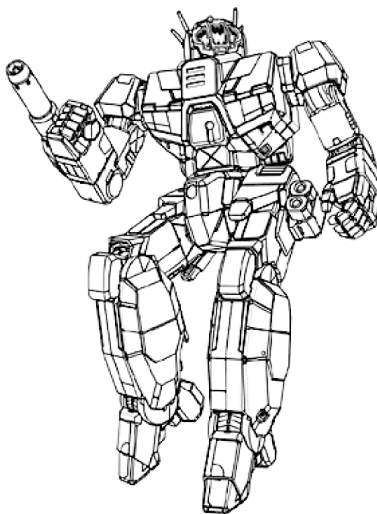
Movement Points: **Tonnage:** 20  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Standard  
 Jumping: 6 **Role:** Scout

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



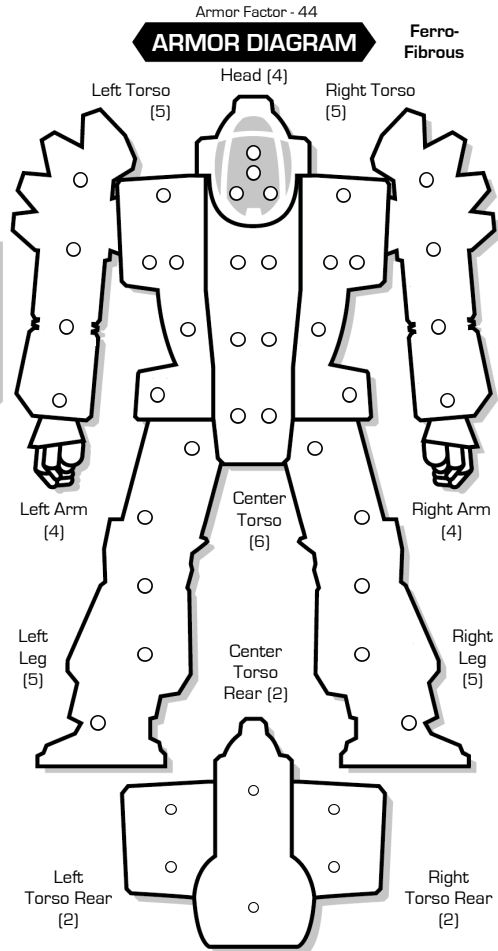
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg   | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------|-----|-----|-----|-----|
| 1   | SRM 2              | RT  | 2  | 2/Msl | -   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | RA  | 4  | 6     | -   | 2   | 4   | 6   |

BV: 394



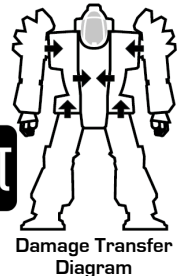
### ARMOR DIAGRAM



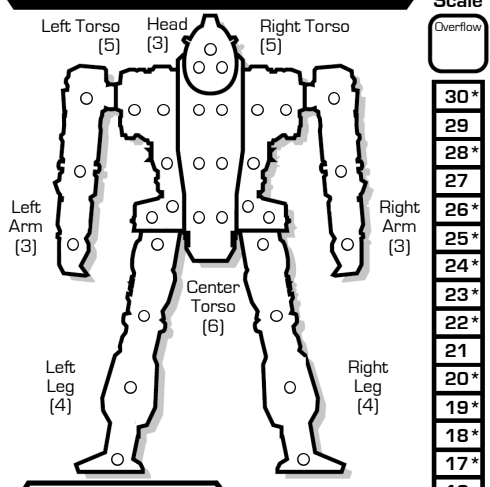
### CRITICAL HIT TABLE

| Location            | Hit 1            | Hit 2                 | Hit 3                 | Hit 4                 | Hit 5            | Hit 6            |
|---------------------|------------------|-----------------------|-----------------------|-----------------------|------------------|------------------|
| <b>Head</b>         | 1. Life Support  | 2. Sensors            | 3. Cockpit            | 4. Ferro-Fibrous      | 5. Sensors       | 6. Life Support  |
| <b>Left Arm</b>     | 1. Shoulder      | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator      | 5. Ferro-Fibrous | 6. Ferro-Fibrous |
| <b>Right Arm</b>    | 1. Shoulder      | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Medium Pulse Laser | 5. Ferro-Fibrous | 6. Ferro-Fibrous |
| <b>Center Torso</b> | 1. Fusion Engine | 2. Fusion Engine      | 3. Fusion Engine      | 4. Gyro               | 5. Gyro          | 6. Gyro          |
| <b>Left Torso</b>   | 1. Heat Sink     | 2. Heat Sink          | 3. Heat Sink          | 4. Ammo (SRM 2) 50    | 5. CASE          | 6. Endo Steel    |
| <b>Right Torso</b>  | 1. Heat Sink     | 2. Heat Sink          | 3. Heat Sink          | 4. SRM 2              | 5. Endo Steel    | 6. Endo Steel    |
| <b>Left Leg</b>     | 1. Hip           | 2. Upper Leg Actuator | 3. Lower Leg Actuator | 4. Foot Actuator      | 5. Jump Jet      | 6. Jump Jet      |
| <b>Right Leg</b>    | 1. Hip           | 2. Upper Leg Actuator | 3. Lower Leg Actuator | 4. Foot Actuator      | 5. Jump Jet      | 6. Jump Jet      |

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



### INTERNAL STRUCTURE DIAGRAM



### 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     | ○           |