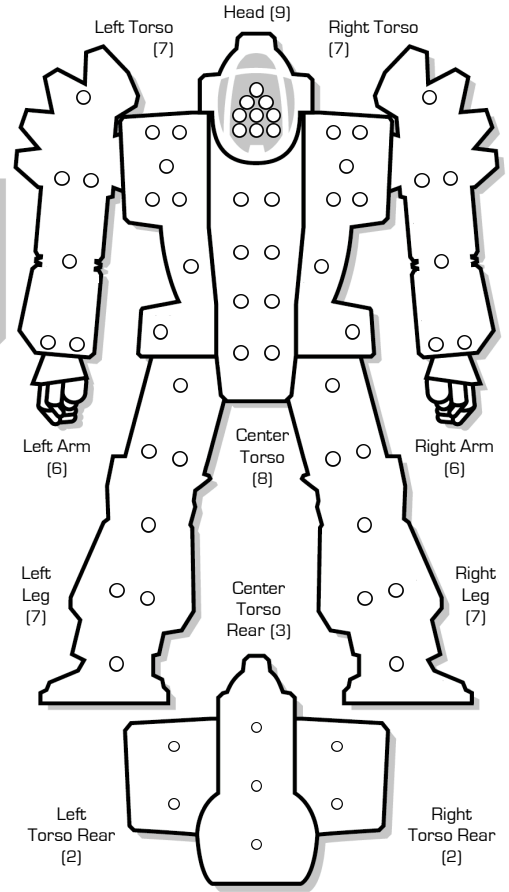


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 64

### ARMOR DIAGRAM



### 'MECH DATA

Type: Wasp WSP-3P

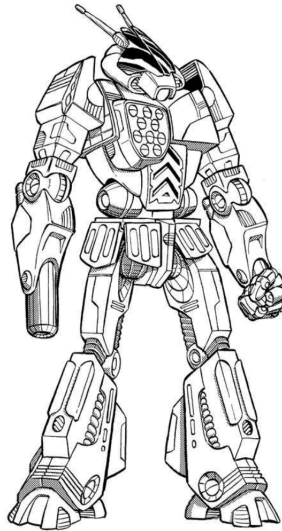
Movement Points: **Tonnage:** 20  
 Walking: 7 **Tech Base:** Inner Sphere  
 Running: 11 **Rules Level:** Standard  
 Jumping: 7 **Role:** Scout

### 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	ER Medium Laser	RA	5	5	—	4	8	12

Note: Equipped with Full-Head Ejection System

BV: 537



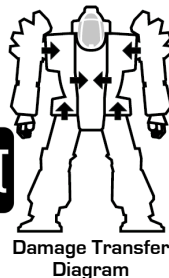
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Endo Steel
1. Endo Steel  
 2. Endo Steel  
 3. Endo Steel  
 4. Endo Steel
- 4-6  
 5. Roll Again  
 6. Roll Again
- Left Torso**
- Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo Steel
- 1-3  
 1. Endo Steel  
 2. Endo Steel  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

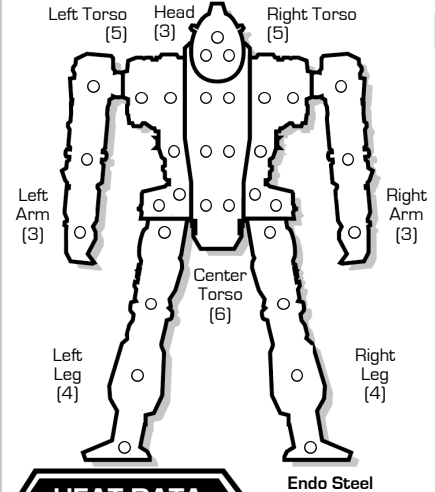
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet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

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - ER Medium Laser
  - Endo Steel
- 1-3  
 4. Heat Sink  
 5. ER Medium Laser  
 6. Endo Steel
1. Endo Steel  
 2. Roll Again  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again
- 4-6
- Right Torso**
- Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Rocket Launcher 10
- 1-3  
 1. Endo Steel  
 2. Endo Steel  
 3. Endo Steel  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

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	○

Heat Scale

Heat Level	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	
5*	
4	
3	
2	
1	
0	