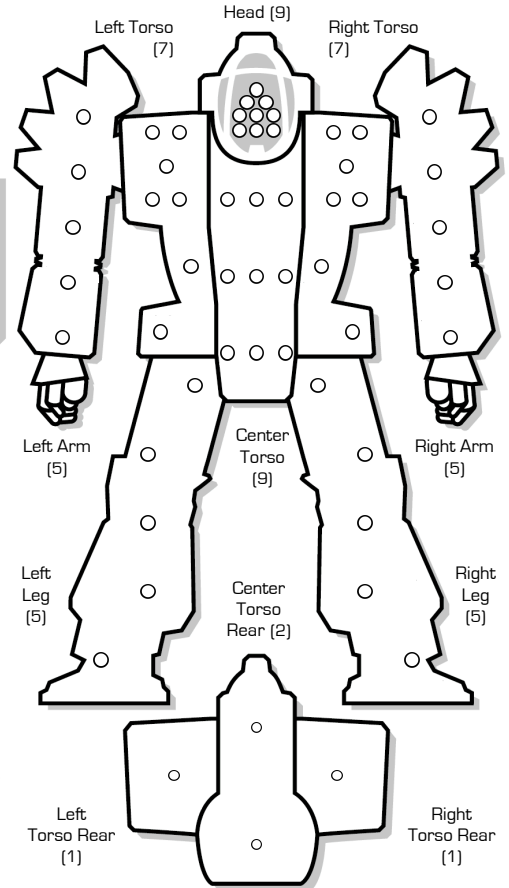


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 56

ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-8T

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

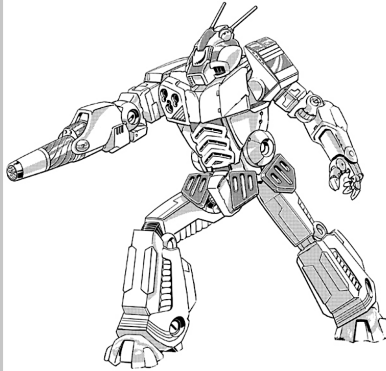
WARRIOR DATA

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

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 3	RT	2	2/Sht	—	3	6	9
1	Light PPC	RA	5	1/Sht	6	7	14	21
1	Light PPC	RA	5	5	3	6	12	18



BV: 439



CRITICAL HIT TABLE

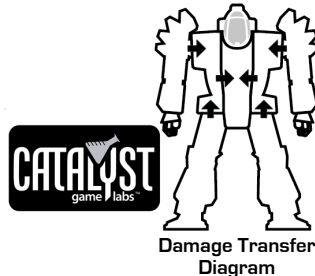
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
- 4-6**
- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 4-6**

- Head**
- Life Support
 - Sensors
 - Small Cockpit
 - Sensors
 - Endo Steel
 - Endo Steel
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6**

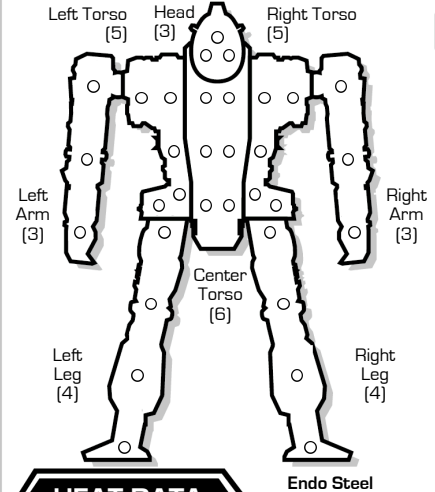
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Light PPC
 - Light PPC
 - Endo Steel
 - Endo Steel
- 4-6**
- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3**
- MML 3
 - MML 3
 - Ammo (MML 3/LRM) 40
 - Ammo (MML 3/SRM) 33
 - Endo Steel
 - Endo Steel
- 4-6**

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel



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	○
5*	○
4	○
3	○
2	○
1	○
0	○