

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wraith TR1

Movement Points: **Tonnage:** 55
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Standard
 Jumping: 7 **Role:** Skirmisher

WARRIOR DATA

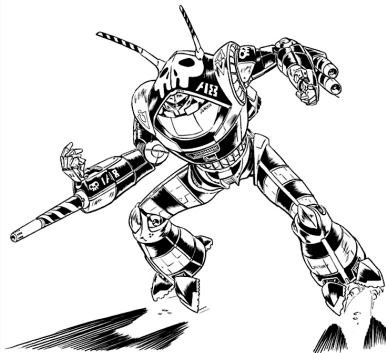
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	Large Pulse Laser	RA	10	9	—	3	7	10
2	Medium Pulse Laser	LA	4	6	—	2	4	6



BV: 1,287

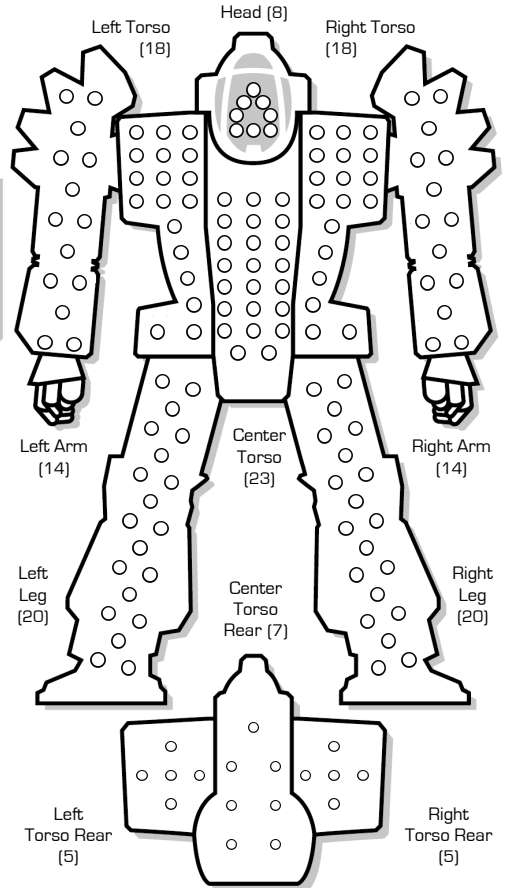


CRITICAL HIT TABLE

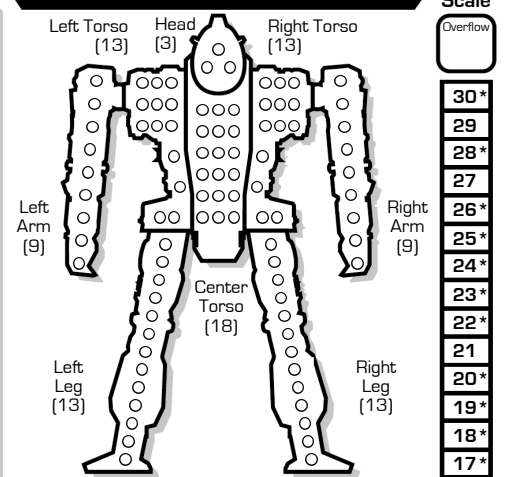
- | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser
1-3 | Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support
1-3 | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser
1-3 |
| 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again
4-6 | Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1-3 | 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again
4-6 |
| Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet
1-3 | 1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ferro-Fibrous
4-6 | Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet
1-3 |
| 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel
4-6 | Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○ | 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel
4-6 |
| Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel | <p>Damage Transfer Diagram</p> | Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel |



ARMOR DIAGRAM



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	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	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○