

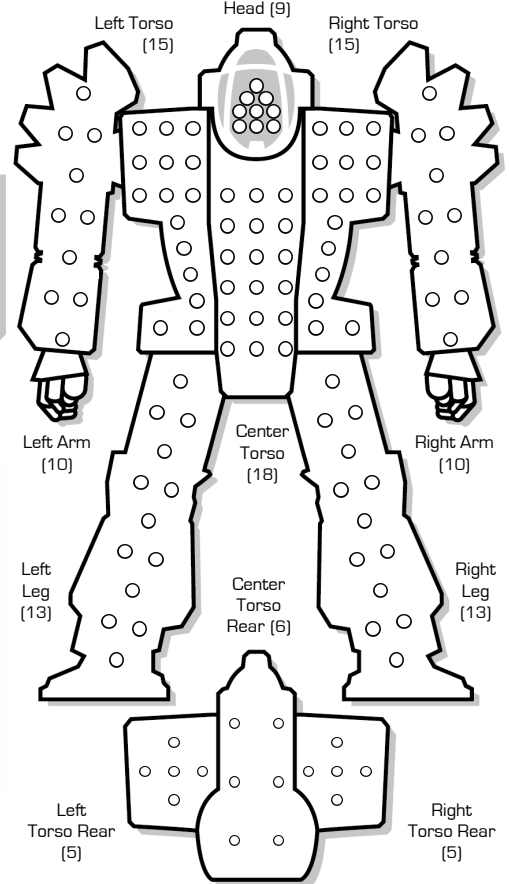
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 119

ARMOR DIAGRAM

Ferro-Lamellor



'MECH DATA

Type: Wraith TR2-P (Pocahontas)

Movement Points: **Tonnage:** 55
 Walking: 7 **Tech Base:** Mixed
 Running: 11 [14] **Rules Level:** Advanced
 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
2	ER Medium Laser (C)	RA	5	7	—	5	10	15
1	Hatchet	RA	0	11	—	1	—	—
2	ER Medium Laser (C)	LA	5	7	—	5	10	15

BV: 2,051

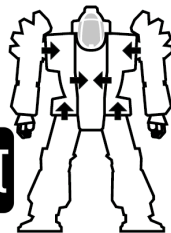


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER Medium Laser (C)
 - ER Medium Laser (C)
 - Endo Steel
- Center Torso**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Lamellor (C)
- 4-6
- Left Torso**
- XL Engine (C)
 - XL Engine (C)
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - MASC
- 1-3
- MASC
 - MASC
 - Endo Steel
 - Ferro-Lamellor (C)
 - Ferro-Lamellor (C)
 - Ferro-Lamellor (C)
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Hatchet
 - Hatchet
- 1-3
- Center Torso**
- XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Right Torso**
- XL Engine (C)
 - XL Engine (C)
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Lamellor (C)
 - Ferro-Lamellor (C)
 - Ferro-Lamellor (C)
- 4-6

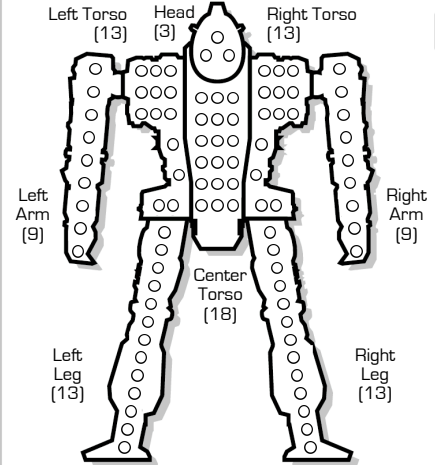
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30*	Shutdown	○
29	Ammo Exp. avoid on 8+	○
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: 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	○