

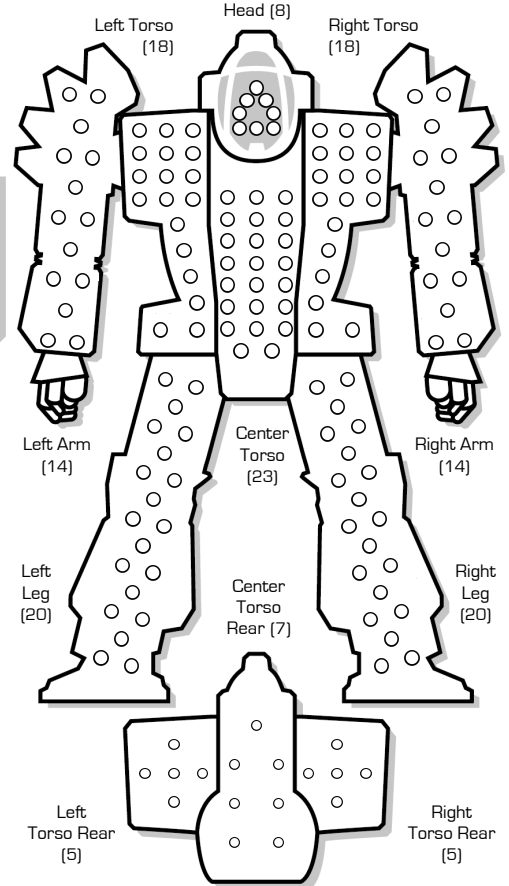
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 152

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Wraith TR5

Movement Points: **Tonnage:** 55
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 [12] **Rules Level:** Standard
 Jumping: 7 **Role:** Skirmisher

WARRIOR DATA

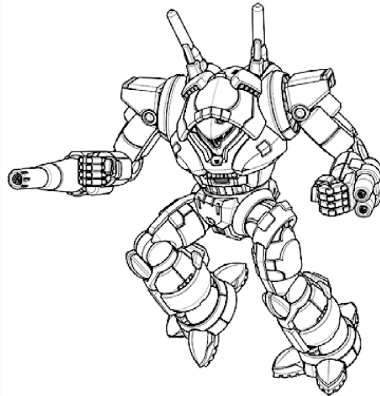
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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 X-Pulse Laser	RA	14	9	—	5	10	15
2	Medium X-Pulse Laser	LA	6	6	—	3	6	9

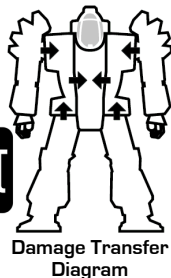


BV: 1,581

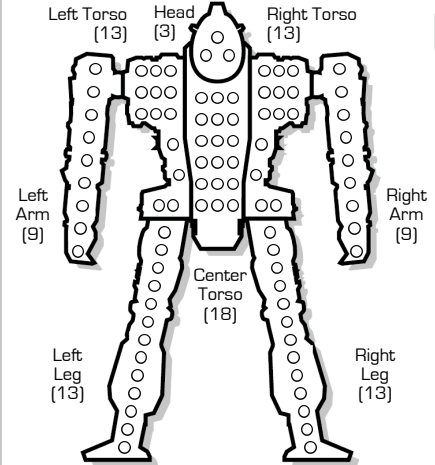
CRITICAL HIT TABLE

	Left Arm	Head	Right Arm
1-3	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium X-Pulse Laser Medium X-Pulse Laser 	<ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large X-Pulse Laser Large X-Pulse Laser
4-6	<ol style="list-style-type: none"> Endo-Composite Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous 	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Endo-Composite Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous
1-3	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Improved Jump Jet Improved Jump Jet Improved Jump Jet 	<ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Improved Jump Jet Improved Jump Jet 	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Improved Jump Jet Improved Jump Jet Improved Jump Jet
4-6	<ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Improved Jump Jet Endo-Composite Endo-Composite Ferro-Fibrous 		<ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Improved Jump Jet Supercharger Endo-Composite Ferro-Fibrous
	<ol style="list-style-type: none"> Left Torso 		<ol style="list-style-type: none"> Right Torso
	<ol style="list-style-type: none"> Left Leg 		<ol style="list-style-type: none"> Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 [26]
30	Shutdown	Double ○○
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	
6	
5*	
4	
3	
2	
1	
0	