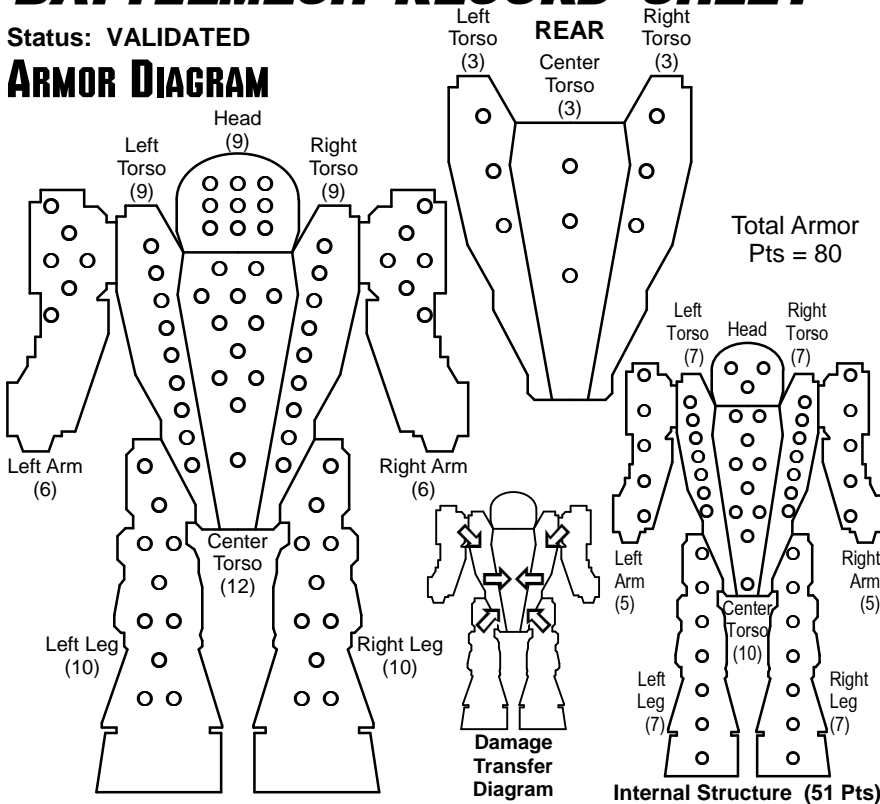


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wasp LAM WSP-105**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Land-Air-'Mech
 Jumping: **6 [18]** Level 3 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	CT	2	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: SRM 2 Rounds: 50 BV2: 22

Total Heat Sinks: 11 Single

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Auto Eject: Operational Disabled Weapon Heat: (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Single Heat Sink
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- SRM 2
- Ammo (SRM 2) 50

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

Battle Value: **658**
 Weapon Value: **139 / 139**
 Cost, C-Bills: **3,917,095**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Single Heat Sink
- Roll Again
- Roll Again
- Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Single Heat Sink

HEAT SCALE

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

** Avoid Inferno explosion on..

Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZ KIDS GAMES