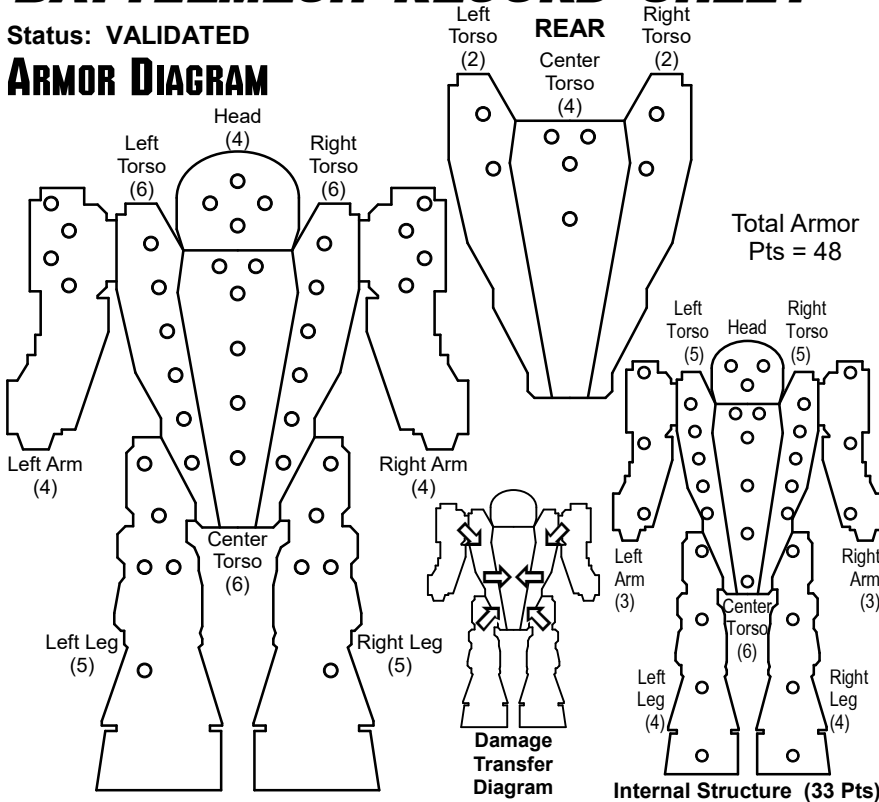


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wasp WSP-1L**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV2: 22

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: **(3)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

4-6

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

1-3

4-6

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

Battle Value: **335**

Weapon Value: **53 / 53**

Cost, C-Bills: **1,656,720**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- Jump Jet
- Single Heat Sink
- Single Heat Sink
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

1-3

4-6

Right Leg

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