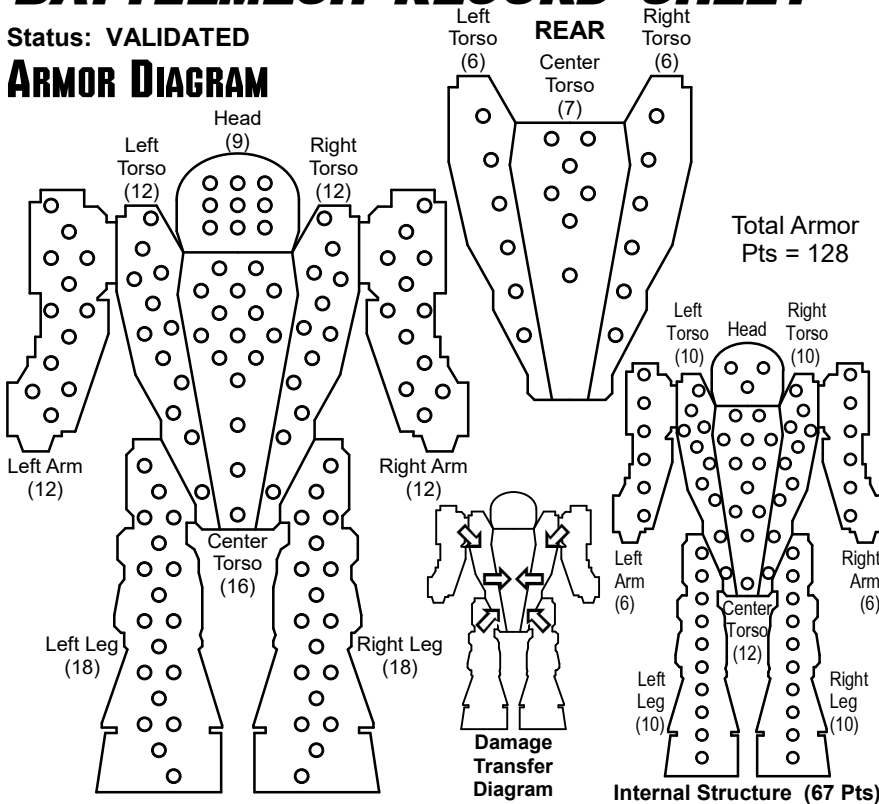


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WTH-1**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: Rounds: BV2:
 LRM 10 24 49

Total Heat Sinks: **10 Single**
 ○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (17)

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Medium Laser	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Single Heat Sink	3. LRM 10	4. LRM 10	5. Ammo (LRM 10) 12	6. Roll Again
Right Torso	1. Single Heat Sink	2. Single Heat Sink	3. LRM 10	4. LRM 10	5. Ammo (LRM 10) 12	6. Roll Again
Left Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

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

Battle Value: **982**
 Weapon Value: **518 / 518**
 Cost, C-Bills: **2,912,934**