

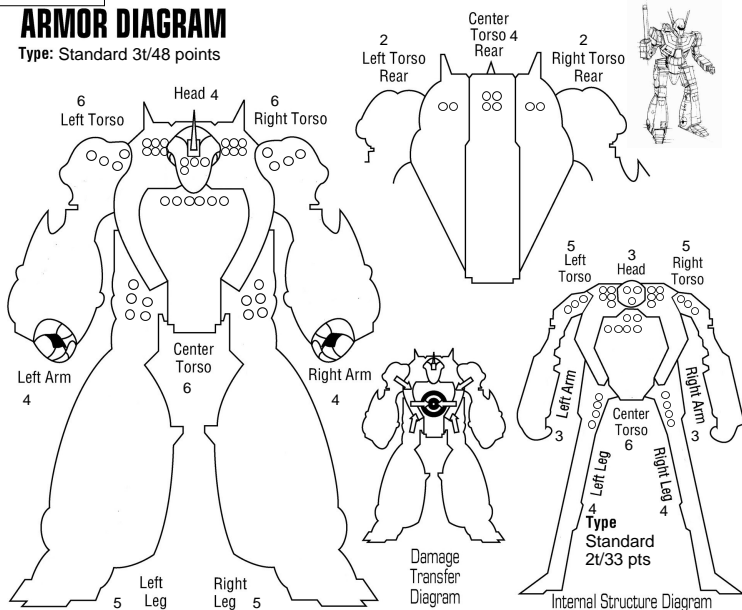


BATTLETECH

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Type: Standard 3t/48 points



Mech Data

Wasp WSP-1A Tonnage: 20
Movement Points: Technology Base:
Walking: 6 Inner Sphere / 3025
Running: 9 Biped BattleMech
Jumping: 6 Level 1, Standard design

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	3	6	9	
1 SRM 2	LL	2	2/Msl	3	6	9	

SRM 2 Ammo: 50

Total Heat Sinks: 10 Single
Weapon heat:5

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LRM Status Standard Hot-Loaded

Auto Eject Operational Disabled

HIT LOCATIONS

	Left	Front (Rear)	Right
2	LT	CT	RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH

	Left	Front (Rear)	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK

	Left	Front (Rear)	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIER

ALL ATTACKS	Modifier
Attacker Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Target	Modifier
Movement 0-2	0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6
Jumped/Airborne	+1
Prone	-2 adj +1 other
Immobile	-4
Skidding	+2
Battle Armor unit	+1
Light Wood	+1/interv. & target
Heavy Wood	+2/interv. & target
Partial Cover	+1
In Depth 1 water (partial)	+1
WEAPON ATTACKS	Modifier
Sensor Hit	+2
Shoulder (no arm act.)	+4 to arm mounted
Arm actuators	+1 to arm mounted
Secondary target	+1(forward) +2(rear)
Large support or landed Small Craft	-1
Indirect LRM Attack	+1
PHYSICAL ATTACKS	Modifier
Attacker	Modifier
Charging	+0*
Clubbing	-1
DFA	+0*
Punching	+0
Kicking	-2
Pushing	-1
Target	Modifier
Infantry	+3 (kick & DFA)
Large sup. or landed Small Craft	-2

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-8 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

Critical Hit Table

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Sensors
- 5. Life Support
- 6. Roll Again

Center Torso

- 1. Engine
 - 2. Engine
 - 3. Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**
- 1. Gyro
 - 2. Engine
 - 3. Engine
 - 4. Engine
 - 5. Jump Jet
 - 6. Jump Jet
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
 - 2. Heat Sink
 - 3. Heat Sink
 - 4. SRM 2 Ammo(50)
 - 5. Jump Jet
 - 6. Roll Again
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. SRM 2
- 6. Jump Jet

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1. Heat Sink
 - 2. Heat Sink
 - 3. Heat Sink
 - 4. Jump Jet
 - 5. Roll Again
 - 6. Roll Again
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Roll Again



Battle Value **336**
Cost 1'646'640
Battle Value2 **384**

Round	Move	Hex	Heat
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

FACING AFTER FALL

D6	New Facing	Hit Location
1	Same direction	Front
2	1 Hex Right	Right Side
3	2 Hex Right	Right Side
4	Opposite direction	Rear
5	2 Hex Left	Left Side
6	1 Hex Left	Left Side

CLUSTER HITS

	2	3	4	5	6	8	9	10	12	15	20	30	40
2	1	1	1	1	2	3	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	3	4	5	6	10	12
4	1	1	2	2	3	4	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	5	5	6	8	9	12	18	24
7	1	2	3	3	4	5	5	6	8	9	12	18	24
8	2	2	3	3	4	5	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	8	9	10	12	15	20	30	40
12	2	3	4	5	6	8	9	10	12	15	20	30	40

CRITICAL HITS

2D6	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit
10-11	Roll 2 Critical Hits
12	Head/Limb Blown Off Roll 3 Critical Hits

PILOTING MODIFIER

DAMAGE TO MECH	Modifier
20 damage points	+1
Reactor shuts down	+3
Leg/Foot act. destroyed	+1
Hip Actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Auto.fall
Leg destroyed	Auto.fall/+5
ATTACKS	Modifier
Kicked	+0
Pushed	+0
Charged or DFA'd	+2
UNIT ACTIONS	Modifier
Missed kick	+0
Enter Depth 1	-1
Enter Depth 2	0
Enter Depth 3+	+1
Enter Rubble	+0