

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wraith TR1**

Movement Points: Tonnage: 55
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Era: Clan Invasion
 Jumping: 2

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	LA	4	6	-	2	4	6

Cost: 13,225,323

BV: 2,008

WARRIOR DATA

Name: Rudel Gurken (Player 10)

Gunnery Skill: 3 Piloting Skill: 3

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

RULES LEVELS

Current: Tournament Legal

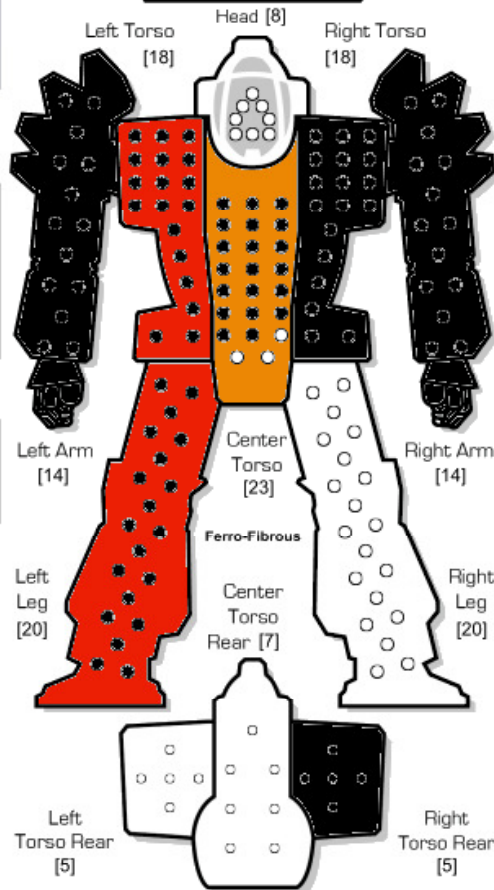
Era Specific: Tournament Legal

Year Specific: Tournament Legal



Armor Factor = 152

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 - 4-6 4. XL Engine
 5. Jump Jet
 6. Ferro-Fibrous

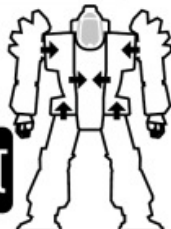
Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Jump Jet
 5. Jump Jet
 6. Jump Jet
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 - 4-6 4. Ferro-Fibrous
 5. Endo Steel
 6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

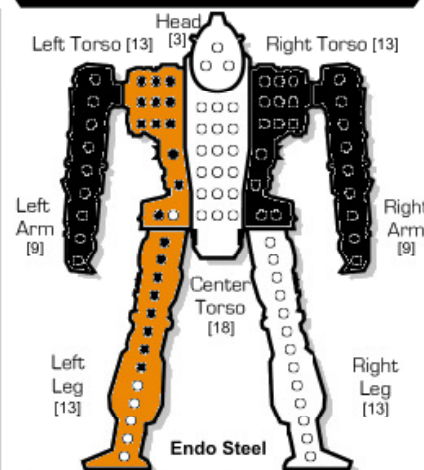


Damage Transfer Diagram

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30	Shutdown	○
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	Overheat
0	0
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	