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:	7		

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:** 2,073

WARRIOR DATA

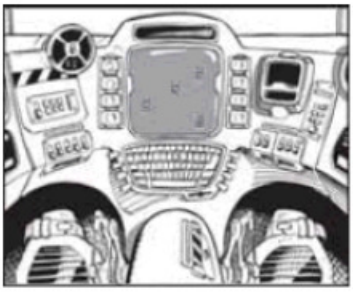
Name: Sir Henry (Player 10)

Gunnery Skill: 2 **Piloting Skill:** 4

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

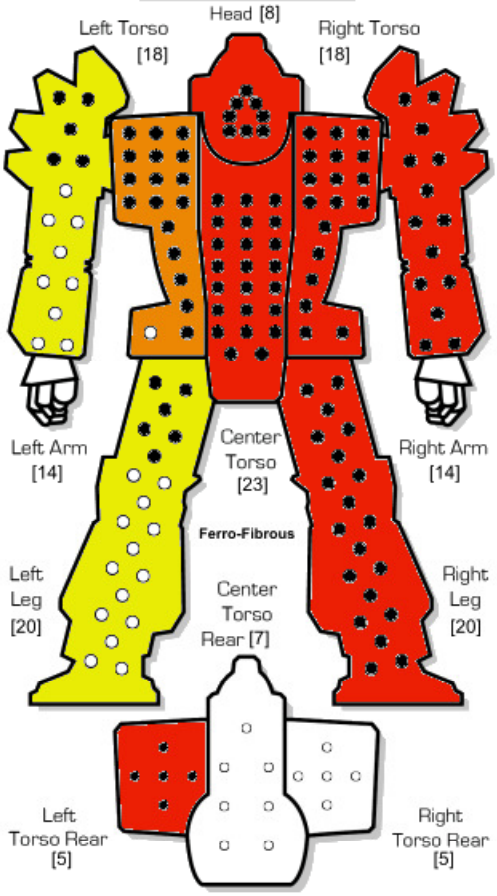
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 152

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Torso

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

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
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*

Head

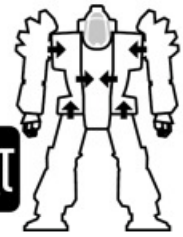
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso

1-3
1. ~~XL Engine~~
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. ~~Gyro~~

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

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Torso

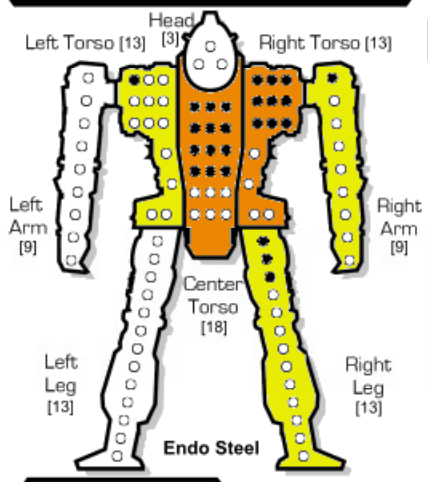
1-3
1. XL Engine
2. ~~XL Engine~~
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Endo Steel*
6. *Endo Steel*

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 Scale

Overflow 18

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

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	

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