

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wraith TR1

Movement Points: Tonnage: 55  
 Walking: 7 Tech Base: Inner Sphere  
 Running: 11 3055  
 Jumping: 7 E/XX-ED

### Weapons & Equipment Inventory (hexes)

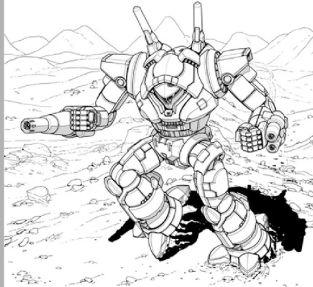
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9 [P]	-	3	7	10
2	Medium Pulse Laser	LA	4	6 [P]	-	2	4	6

Cost: 13,225,323 C-Bills +0 (ammo) BV: 1,287  
 Weapon Heat (18)  
 Dissipation (20)

### WARRIOR DATA

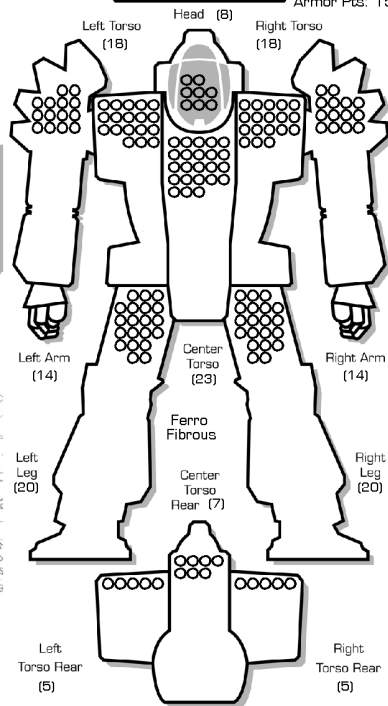
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM

Armor Pts: 152



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker:

Stationary	+0
Walked	+1
Ran	+2
Jumped	+3

Damage:

Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1

Target:

Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1

Range:

Short	+0
Medium	+2
Long	+4

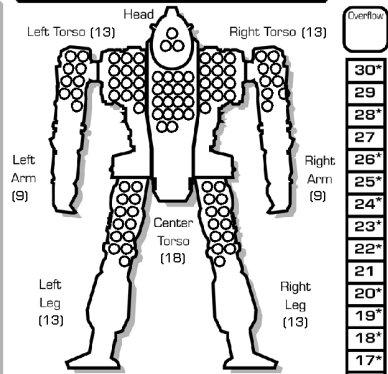
### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Head</b>	Life Support	Sensors	Cockpit	Ferro-Fibrous	Sensors	Life Support
<b>Center Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Jump Jet	Jump Jet	Ferro-Fibrous
<b>Right Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Jump Jet	Jump Jet	Ferro-Fibrous
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Pulse Laser	Medium Pulse Laser
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Large Pulse Laser	Large Pulse Laser
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo-Steel	Endo-Steel
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo-Steel	Endo-Steel

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

**CATALYST** Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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:
30	Shutdown	10 (20) Double
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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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

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

\* Add +4 to pick table