

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Wendigo A

Movement Points: Tonnage: 50
 Walking: 6 Tech Base: Clan
 Running: 9 Era: Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	H	5	1/Msl	-	7	14	21
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20

Cost: 13,066,875

BV: 2,383

WARRIOR DATA

Name: PaWeasley (Player 7)

Gunnery Skill: 4 Piloting Skill: 4

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

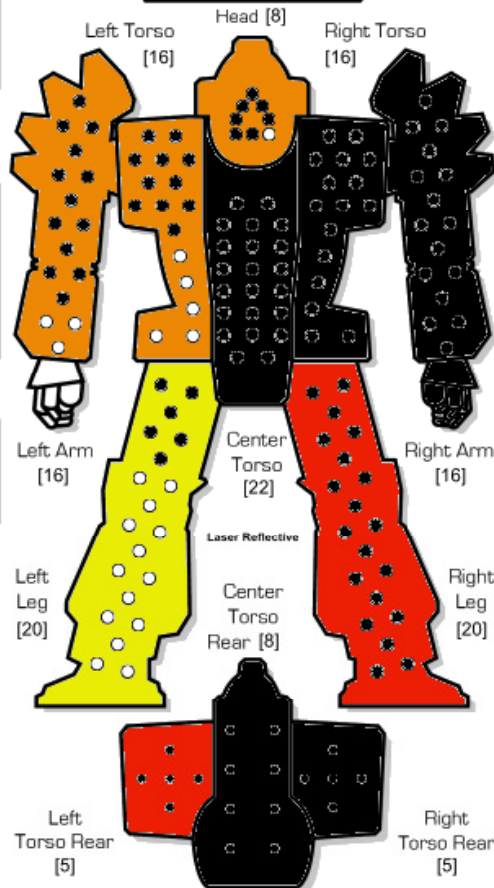
RULES LEVELS

Current: Advanced
 Era Specific: Advanced
 Year Specific: Advanced



Armor Factor = 152

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - Laser Reflective
 - Laser Reflective
- 1-3
- Laser Reflective
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Life Support
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
- 1-3
- Endo Steel
 - Laser Reflective
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head (CASE)

- Sensors
- Sensors
- LRM 15
- LRM 15
- Ammo (LRM 15) 0
- Ammo (LRM 15) 0

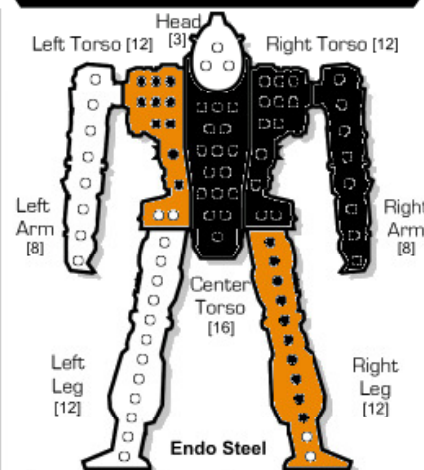
Engine Hits ●●●●
 Gyro Hits ●●●
 Sensor Hits ●●
 Life Support ●



Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 [26] 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	