

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Wasp LAM Mk I WSP-100A

Tonnage: 30

Tech Base: Inner Sphere

Movement Points:

Rules Level: Experimental

BattleMech

Role: Scout

Walking: 5

AirMech

Fighter

Running: 8

Walking: 2

Cruising: 15

Safe Thrust: 5

Jumping: 5

Running: 3

Flanking: 23

Max Thrust: 8

Engine Type: 150 Fusion

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 12

BV: 909



WARRIOR DATA

Name: _____

BattleMech

Gunnery Skill: _____

Piloting Skill: _____

Aerospace

Gunnery Skill: _____

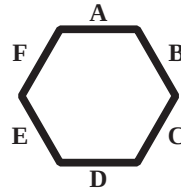
Piloting Skill: _____

Hits Taken

Consciousness #

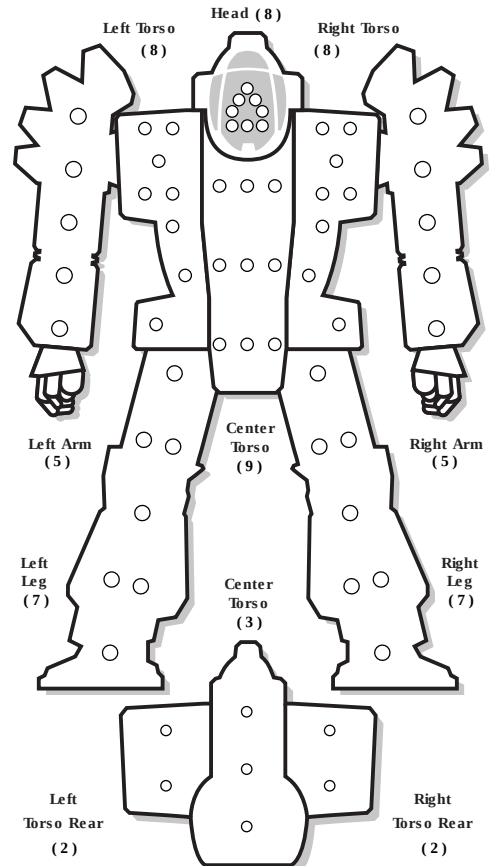
1	2	3	4	5	6
3	5	7	10	11	Dead

Advanced
Movement
Compass



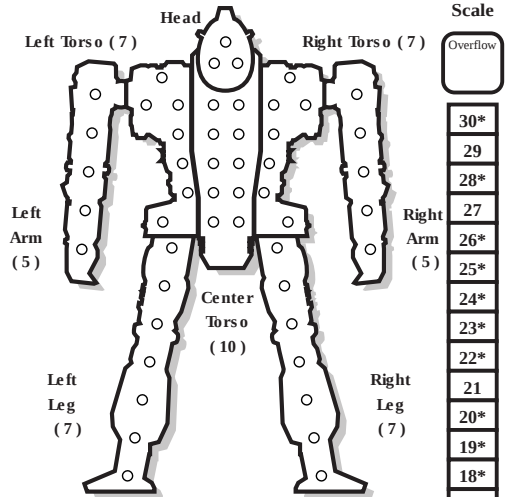
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat
Scale

Overflow

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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

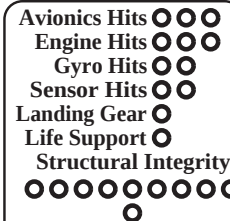
1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet



Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet