

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Wasp LAM WSP-110

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
5	Bomb Bay	RT	—	[E]	—	—	—	—

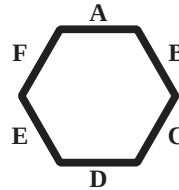
WARRIOR DATA

Name: _____

BattleMech
 Gunnery Skill: _____ Piloting Skill: _____
 Aerospace
 Gunnery Skill: _____ Piloting Skill: _____

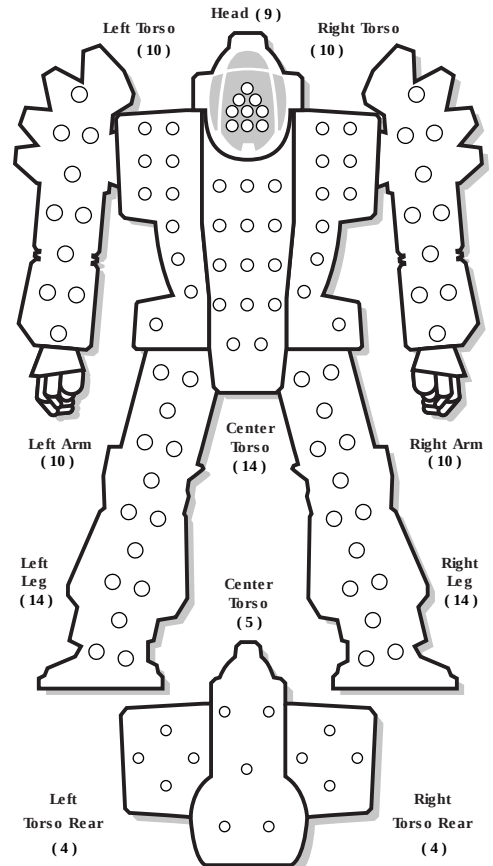
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



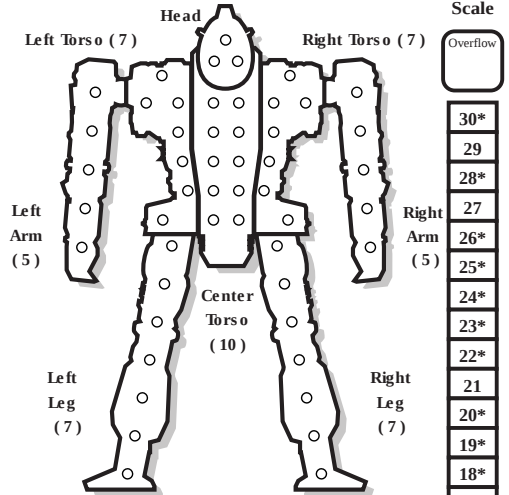
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium VSP Laser
- Medium VSP Laser

1-3

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

4-6

Right Torso

- Landing Gear
- Avionics
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Bomb Bay

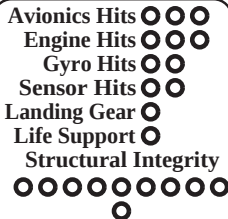
1-3

- Bomb Bay
- Bomb Bay
- Bomb Bay
- Bomb Bay
- Roll Again
- Roll Again

4-6

Right Leg

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



Damage Transfer
Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20) (AirMech +3)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points /Rand. Movement 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points /Rand. Movement 8+	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points /Rand. Movement 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points /Rand. Movement 6+	○
8	+1 Modifier to Fire	○
5	-1 Movement Points /Rand. Movement 5+	○

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