

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wight WGT-4NC 'Dezgra'

Movement Points: **Tonnage:** 35
Walking: 8 **Tech Base:** Mixed
Running: 12 **Rules Level:** Experimental
Jumping: 7 **Role:** Striker
Engine Type: 280 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Null Signature System	*	10	[E]	—	—	—	—
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	Medium Pulse Laser (C)	LT	4	7 [P]	—	4	8	12
1	Watchdog CEWS	LT	—	[E]	—	—	—	3
1	Large Pulse Laser (C)	RT	10	10 [P]	—	6	14	20

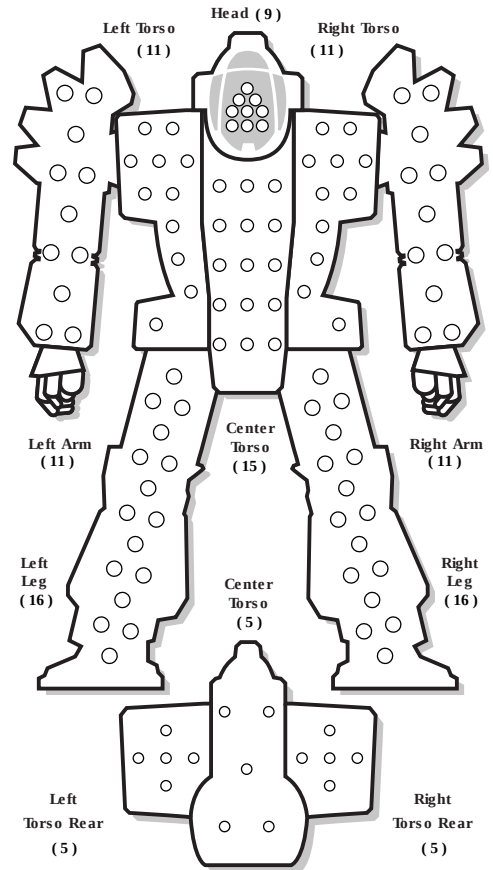
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

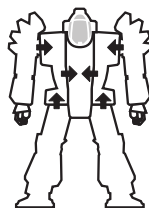
Ferro-Fibrous



BV: 1,578

CRITICAL TABLE

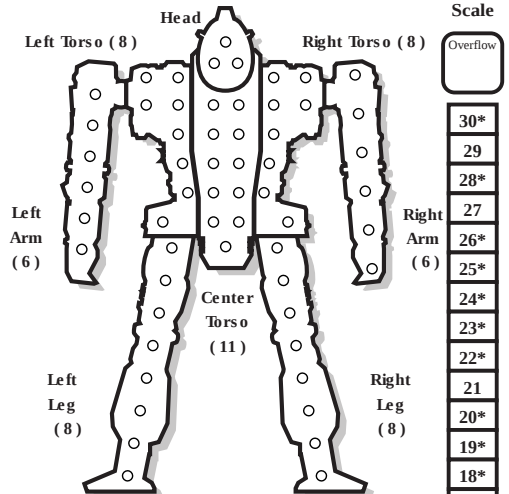
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Ferro-Fibrous [Clan]		5. Sensors		5. Ferro-Fibrous [Clan]
	6. Ferro-Fibrous [Clan]		6. Life Support		6. Ferro-Fibrous [Clan]
Center Torso		Left Torso		Right Torso	
4-6	1. Ferro-Fibrous [Clan]	4-6	1. XL Fusion Engine	4-6	1. Ferro-Fibrous [Clan]
	2. Null Signature System		2. XL Fusion Engine		2. Null Signature System
	3. Chameleon Light Polarization Shield		3. XL Fusion Engine		3. Chameleon Light Polarization Shield
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Null Signature System		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits ○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Null Signature System		5. Null Signature System		
	6. Chameleon Light Polarization Shield		6. Chameleon Light Polarization Shield		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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9
8*
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4
3
2
1
0