

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Whitworth WTH-1

Bewegungspunkte (Hitze):

Stehen (0): 0

Gehen (0,5): 4

Laufen (1): 6

Sprinten (2): 8

Ausweichen (1): 6

Sprung (0,5/Fld): 4

Tonnage: 40

Tech Base: Inner Sphere

2610

E/C-ED

### Weapons & Equipment Inventory (hexes)

#	Typ	Pos	FLK	Mod	Hitze	Schaden	Min	-1	+0	+1	+2	+3	+4	+5	+6	+7	
a	1 Medium Laser	HD	3		5 [DE]			-	2	4	6	8	10	12	14	16	18
b	1 LRM-10	RT	4		1/m			12	4	9	14	19	23	28	32	37	42
c	1 LRM-10	LT	4		1/m			12	4	9	14	19	23	28	32	37	42
d	1 Medium Laser	RA	3		5 [DE]			-	2	4	6	8	10	12	14	16	18
e	1 Medium Laser	LA	3		5 [DE]			-	2	4	6	8	10	12	14	16	18

Ammunition Type	Rounds
LRM-10	24

Cost: 2.912.933 C-Bills

BV: 1.013

Weapon Heat (17)

Dissipation (10)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

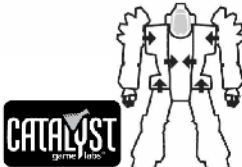
#### Right Torso

- LRM-10
- LRM-10
- @LRM 10 [12]
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- LRM-10
- LRM-10
- @LRM 10 [12]
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

#### Left Leg

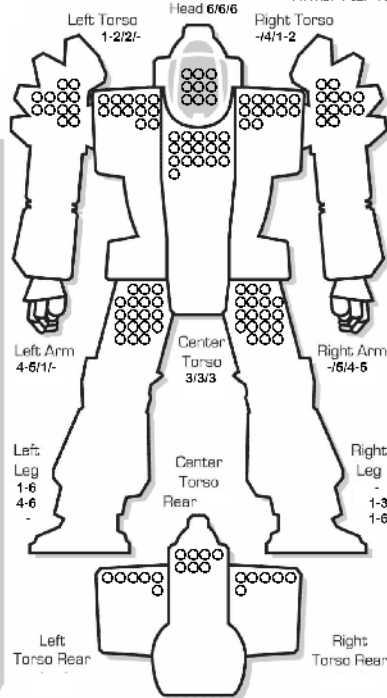
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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

### ARMOR DIAGRAM

Armor Pts: 128



### HIT LOCATION CHART

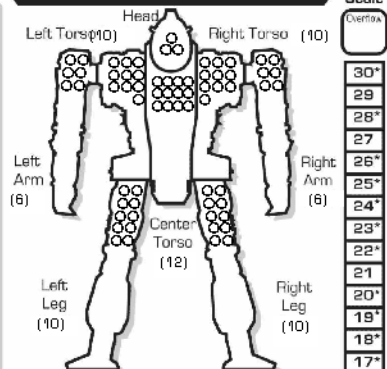
Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

### PILOTENWURF

Grundmindestwurf	10
Pro volle 20 Schaden	+1
Fuß-/Beinakt./Hüfte zerstört	+1
1. Gyroskoptreffer	+5
2. Gyroskoptreffer	+9*
Bein zerstört	+7*
Tritt verfehlt	+0
Level 1/2/3+ Wasser betreten	-3/-2/-1
Schuttelfeld betreten	+0
Laufen/Springen mit Gyroschaden	+0
Springen mit Aktivatorschaden	+0
Reaktorabschaltung	+3
Aufstehen mit komplexer Hdlg	-3

\* Mod. nur für Pilotenschaden

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Sinks: 10 (10)  
Double

Heat Level*	Effects	Heat Level*	Effects (cont.)
31	6 BP	50	Shutdown
30	Shutdown (Comp +1)	49	-6 BP
28	Mun.Fx (FDG +0)	45	+7 Mod Waffen
26	Shutdown (Comp +2)	47	Pilotensch. (2W6)
25	6 BP	46	Shutdown (Comp +12)
24	+4 Mod Waffen	45	MunEx
23	Mun.Fx (+13/-)	44	Systemvers. (FDG +2)
22	Shutdown (Comp +0)	43	6 BP
20	-2 BP	42	Shutdown (Comp +10)
19	Mun.Fx (+13/-)	41	+6 Mod Waffen
18	Shutdown (Comp -2)	40	MunEx (EDG -4)
17	+4 Mod Waffen	39	Pilotensch. (2W6)
15	-3 BP	38	Shutdown (Comp +8)
14	Shutdown (Comp -1)	37	-7 HP
13	+2 Mod Waffen	36	Systemvers. (EDG -0)
10	2 BP	35	Mun.Fx (+13/+2)
8	+1 Mod Waffen	34	Shutdown (Comp +6)
5	1 BP	33	+5 Mod Waffen
		32	Pilotensch. (2W6)

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Runde	Bew/Lvl	MW	Waffen	Hitze	Runde	Bew/Lvl	MW	Waffen	Hitze

### 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

### AUSRICHTUNG NACH STURZ

1W6 - 1 Hexseiten im Uhrzeigersinn

1 Front	4 Rücken
2-3 Rechte Seite	5-6 Linke Seite

### KRITISCHE TREFFER

8-	Koin kritischer Treffer
9-10	1 Kritischer Treffer
11-12	2 Kritische Treffer
13-14	3 Kritische Treffer
15+	Arm/Bein/Kopf ab oder 3 Krit. -1 pro angefangene 5 Schadenspunkte