

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Wartfly WTF-2

Movement Points:

Walking: 8

Running: 12

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	Laser AMS	LT	7	[PD]	—	1	—	—
1	Heavy Flamer	HD	5	4 [DE,H,AI]	—	2	3	4
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



BV: 1,487



CRITICAL TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- ER Flamer
- Sensors
- Heavy Flamer

Center Torso

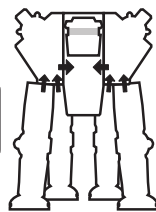
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

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



Damage Transfer Diagram

Front Left Leg

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

Front Right Leg

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Laser AMS
- Laser AMS
- Jump Jet

1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Rear Left Leg

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel
- Endo Steel

1-3

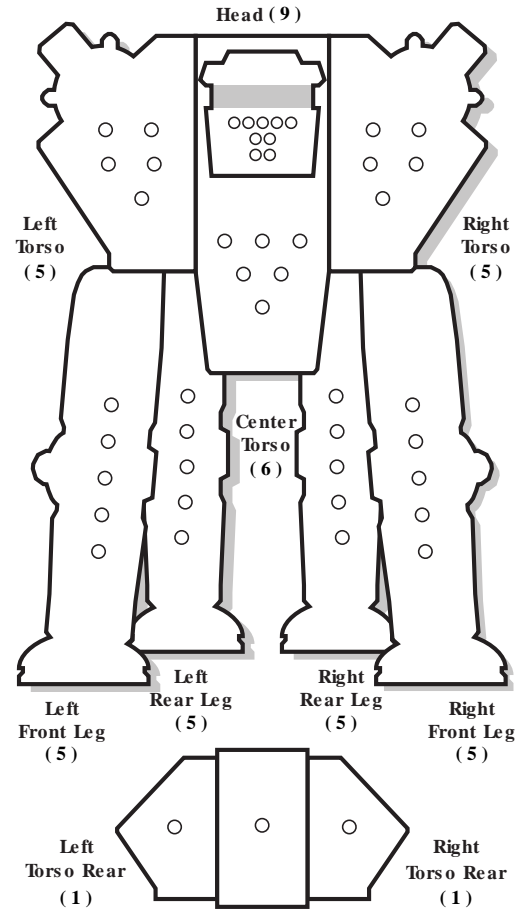
4-6

- Endo Steel
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

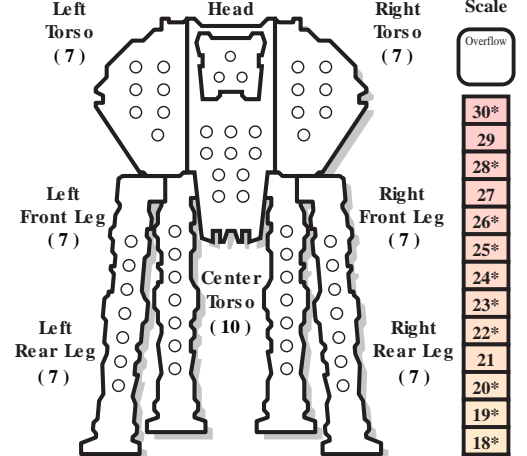
Rear Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



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

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	○