

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Waneta S-WN-1LAM

Tonnage: 55 Tech Base: Mixed
 Movement Points: Rules Level: Experimental
 BattleMech Role: None
 Walking: 4 AirMech Fighter
 Running: 6 Walking: 2 Cruising: 12 Safe Thrust: 4
 Jumping: 4 Running: 3 Flanking: 18 Max Thrust: 6
 Engine Type: 220 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser (C)	RA	2	5 [DE]	—	2	4	6
1	LRM 15 (C)	LT	5	1/Msl [M,C,S]	—	7	14	21
2	Bomb Bay	LT	—	[E]	—	—	—	—
1	LRM 15 (C)	RT	5	1/Msl [M,C,S]	—	7	14	21
2	Bomb Bay	RT	—	[E]	—	—	—	—

Ammo: (LRM 15) 16

BV: 2,198



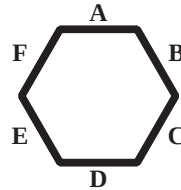
WARRIOR DATA

Name: _____

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

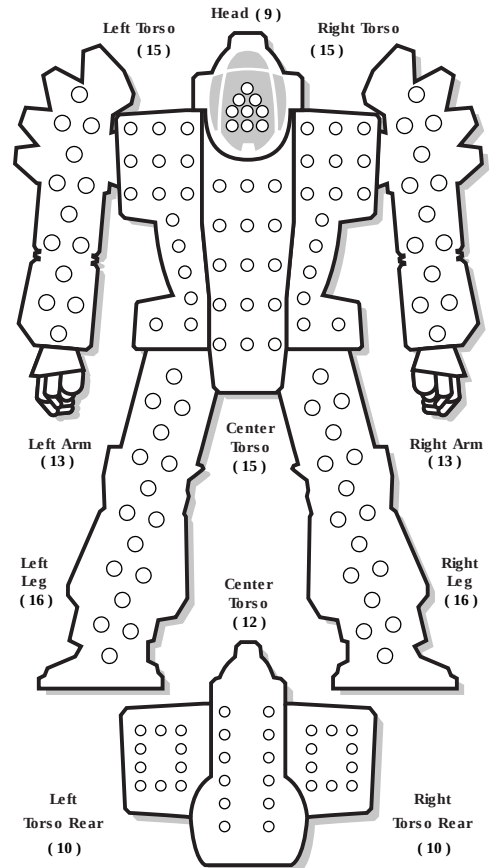
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



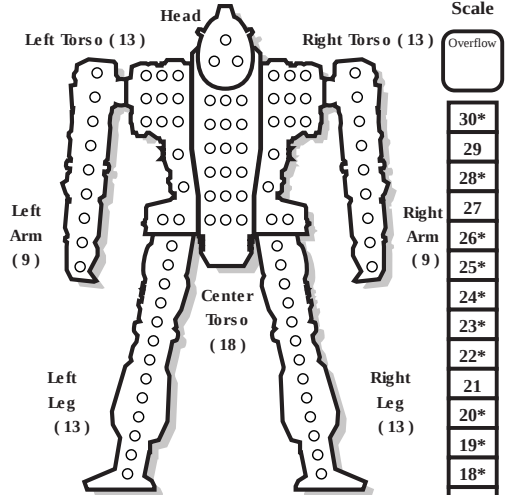
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

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
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- LRM 15 [Clan]
- LRM 15 [Clan]
- Ammo (LRM 15) 8
- Jump Jet

1-3

- Jump Jet
- Bomb Bay
- Bomb Bay
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Avionics
- Sensors
- Roll Again

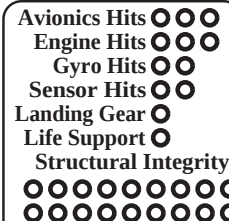
Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Landing Gear
- Roll Again



Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser [Clan]
- ER Small Laser [Clan]

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- LRM 15 [Clan]
- LRM 15 [Clan]
- Ammo (LRM 15) 8
- Jump Jet

1-3

- Jump Jet
- Bomb Bay
- Bomb Bay
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	/Rand. Movement 10+
23	+4 Modifier to Fire
22	Ammo Exp, avoid on 6+
20	Shutdown, avoid on 8+
19	-4 Movement Points
18	/Rand. Movement 8+
17	Ammo Exp, avoid on 4+
16	Shutdown, avoid on 6+
15	+3 Modifier to Fire
14	-3 Movement Points
13	/Rand. Movement 7+
12	Shutdown, avoid on 4+
11	+2 Modifier to Fire
10	-2 Movement Points
9	/Rand. Movement 6+
8	+1 Modifier to Fire
7	-1 Movement Points
6	/Rand. Movement 5+

Double Heat Sinks:
10 (20)
(AirMech +3)

