

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer C 3

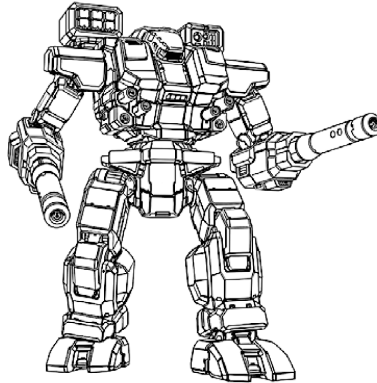
Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

WARRIOR DATA

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

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

 Consciousness#



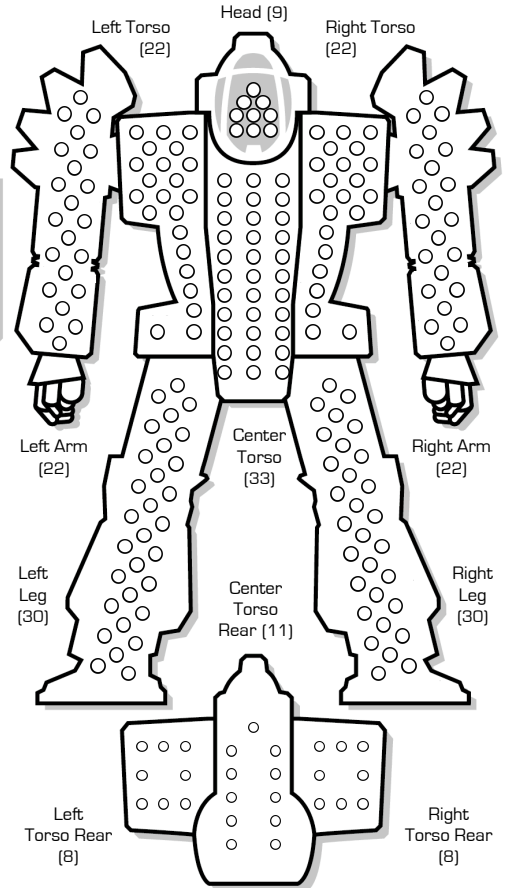
Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	H	0	—	—	—	—	6
1	ER Medium Laser	RT	5	7	—	5	10	15
1	Medium Pulse Laser	RT	4	7	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl	—	4	8	12
1	ER Medium Laser	LT	5	7	—	5	10	15
1	Medium Pulse Laser	LT	4	7	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl	—	4	8	12
1	Targeting Computer	LT	0	—	—	—	—	—
1	ER PPC	RA	15	15	—	7	14	23
1	ER PPC	LA	15	15	—	7	14	23
1	Anti-Personnel Pod	RL	0	—	—	—	—	—

BV: 2,772



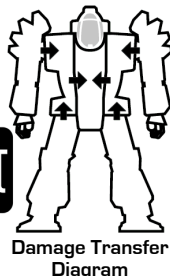
ARMOR DIAGRAM



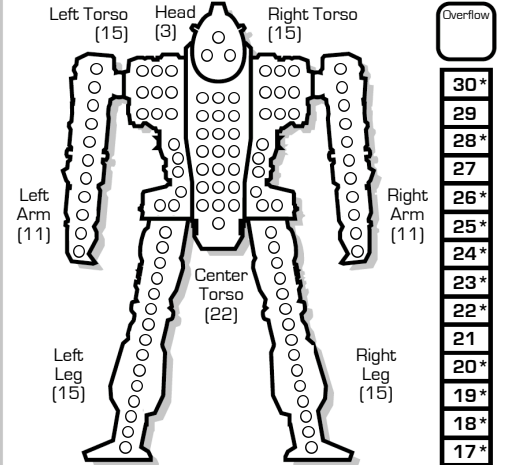
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. ECM Suite	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. ER Medium Laser	6. Medium Pulse Laser
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
30	Shutdown	Double ○○
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	
10*	
9	
8	
7	
6	
5*	
4	
3	
2	
1	
0	