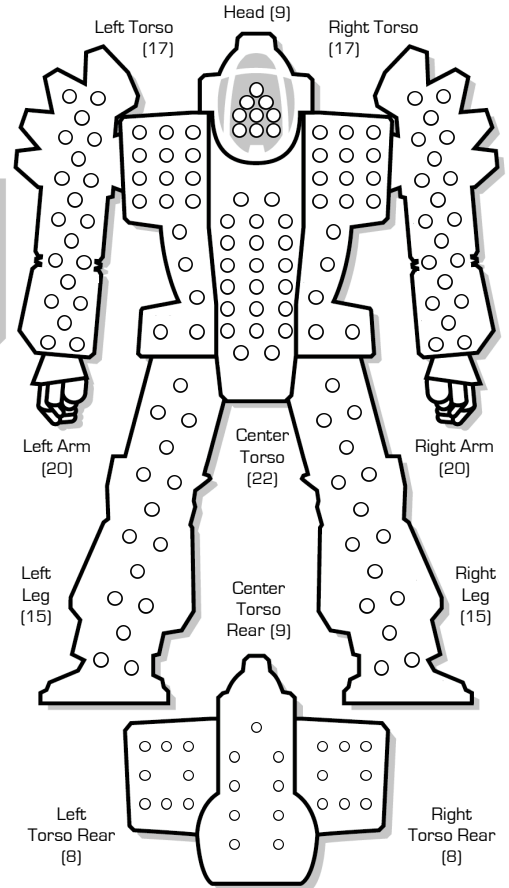


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 160

### ARMOR DIAGRAM



### 'MECH DATA

Type: Warhammer C

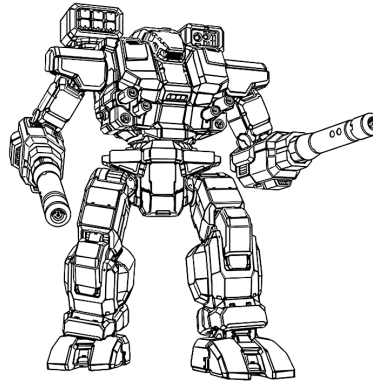
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Mixed  
 Running: 6 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Brawler

### 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	ER Medium Laser (C)	RT	5	7	—	5	10	15
1	ER Small Laser (C)	RT	2	5	—	2	4	6
1	Machine Gun	RT	0	2	—	1	2	3
1	Streak SRM 6 (C)	RT	4	2/Msl	—	4	8	12
1	ER Medium Laser (C)	LT	5	7	—	5	10	15
1	ER Small Laser (C)	LT	2	5	—	2	4	6
1	Machine Gun	LT	0	2	—	1	2	3
1	Large Pulse Laser (C)	RA	10	10	—	6	14	20
1	Large Pulse Laser (C)	LA	10	10	—	6	14	20

BV: 1,746

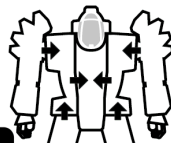


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - Large Pulse Laser (C)
  - Large Pulse Laser (C)
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Heat Sink
  - Heat Sink
  - ER Medium Laser (C)
  - ER Small Laser (C)
  - Machine Gun
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support
- Center Torso (CASE)**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Ammo (Machine Gun) 200
  - Roll Again
- 2-4

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

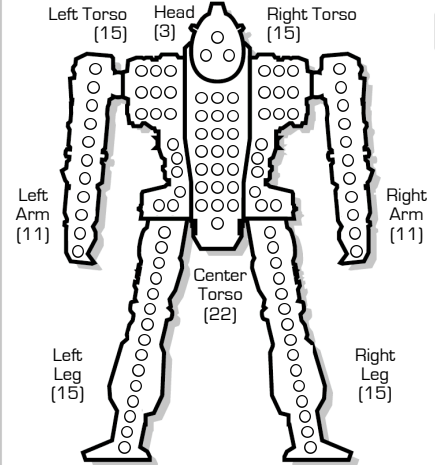


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - Large Pulse Laser (C)
  - Large Pulse Laser (C)
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso (CASE)**
- Streak SRM 6 (C)
  - Streak SRM 6 (C)
  - ER Medium Laser (C)
  - ER Small Laser (C)
  - Machine Gun
  - Ammo (Streak SRM 6) 15 (C)
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
20		20
30	Shutdown	Single
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

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	
5*	
4	
3	
2	
1	
0	