

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC 4

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

### WARRIOR DATA

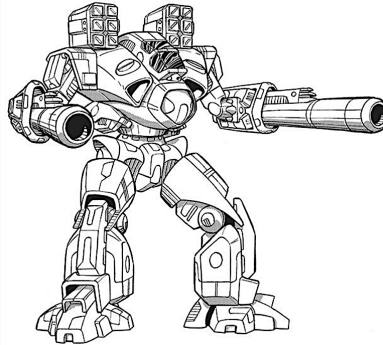
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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	ER Small Laser	H	2	5	—	2	4	6
1	ATM 6	RT	4	2/Msl	4	5	10	15
1	ATM 6	LT	4	2/Msl	4	5	10	15
1	ER PPC	RA	15	15	—	7	14	23
1	ER PPC	LA	15	15	—	7	14	23



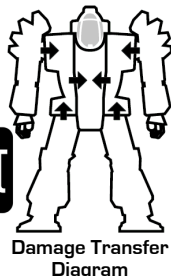
BV: 2,386



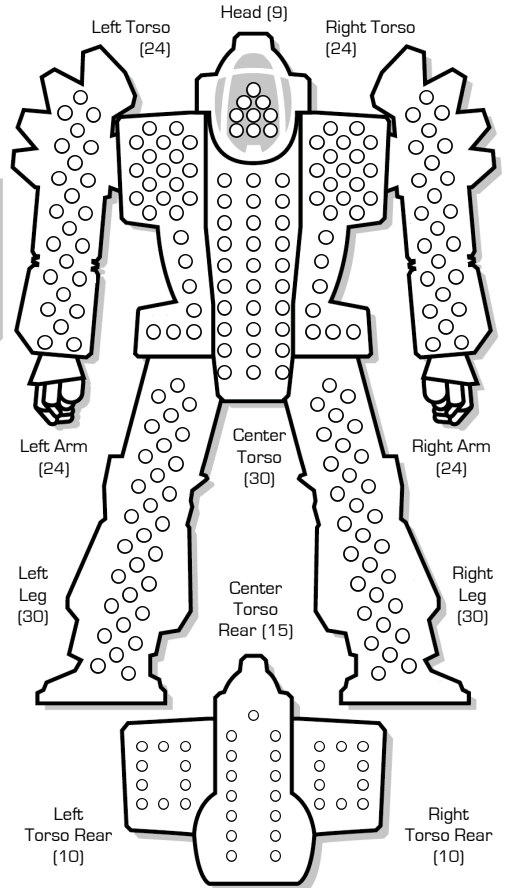
### CRITICAL HIT TABLE

- |  |  |   |   |  |   |
|--|--|---|---|--|---|
| <p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>Ammo (ATM 6 ER) 10</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ammo (ATM 6 HE) 10</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>ER Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol>                               | <p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>Ammo (ATM 6) 10</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ammo (ATM 6) 10</li> <li>Ammo (ATM 6) 10</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> | <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ATM 6</li> <li>ATM 6</li> <li>ATM 6</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>ATM 6</li> <li>ATM 6</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ATM 6</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol> |
| <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>  | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> |   |   |  |   |

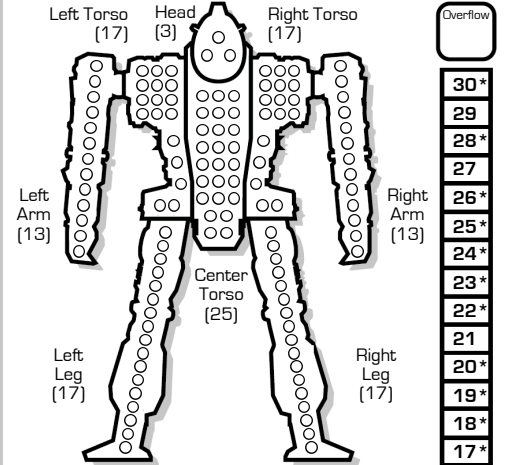
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 [40]
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 Sink 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