

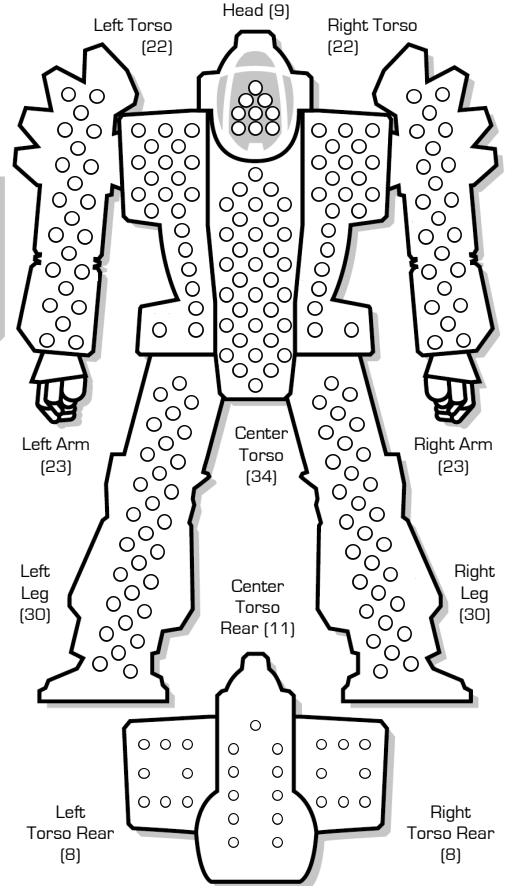
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 220

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

Type: Warhammer IIC 5

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

### WARRIOR DATA

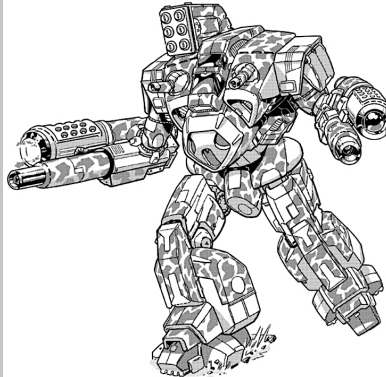
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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	Streak SRM 4	H	3	2/Msl	—	4	8	12
2	Heavy Medium Laser	RT	7	10	—	3	6	9
2	Heavy Medium Laser	LT	7	10	—	3	6	9
1	Hyper-Assault Gauss 20	RA	4	20**	2	8	16	24
1	Hyper-Assault Gauss 20	LA	4	20**	2	8	16	24



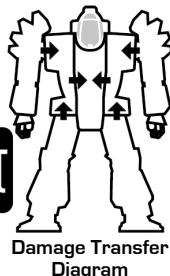
BV: 2,185



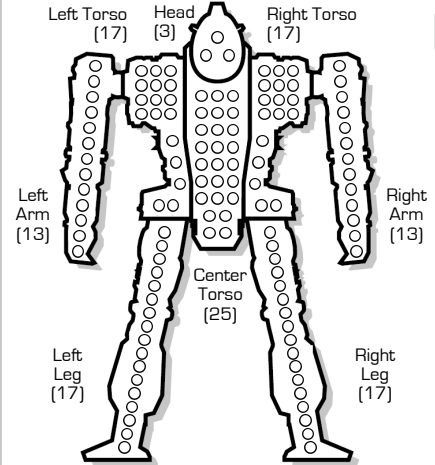
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Streak SRM 4	5. Sensors	6. Life Support
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hyper-Assault Gauss 20	5. Hyper-Assault Gauss 20	6. Hyper-Assault Gauss 20
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hyper-Assault Gauss 20	5. Hyper-Assault Gauss 20	6. Hyper-Assault Gauss 20
<b>Center Torso (CASE)</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Heavy Medium Laser	2. Heavy Medium Laser	3. Heavy Medium Laser	4. Heavy Medium Laser	5. Ammo (HAG 20) 6	6. Ammo (HAG 20) 6
<b>Right Torso</b>	1. Heavy Medium Laser	2. Heavy Medium Laser	3. Heavy Medium Laser	4. Heavy Medium Laser	5. Ammo (HAG 20) 6	6. Ammo (HAG 20) 6
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	14 [28]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	○○
27	-5 Movement Points	○○○
26*	+4 Modifier to Fire	○○○○
25*	Ammo Exp. avoid on 6+	○○○○○
24*	Shutdown, avoid on 8+	○○○○○○
23*	-4 Movement Points	○○○○○○○
22*	Ammo Exp. avoid on 4+	○○○○○○○○
21	Shutdown, avoid on 6+	○○○○○○○○○
20*	+3 Modifier to Fire	○○○○○○○○○○
19*	-3 Movement Points	○○○○○○○○○○○
18*	Shutdown, avoid on 4+	○○○○○○○○○○○○
17*	Ammo Exp. avoid on 2+	○○○○○○○○○○○○○
16	+2 Modifier to Fire	○○○○○○○○○○○○○○
15*	Shutdown, avoid on 2+	○○○○○○○○○○○○○○○
14*	-2 Movement Points	○○○○○○○○○○○○○○○
13*	Ammo Exp. avoid on 1+	○○○○○○○○○○○○○○○
12	+1 Modifier to Fire	○○○○○○○○○○○○○○○
11	-1 Movement Points	○○○○○○○○○○○○○○○
10*		○○○○○○○○○○○○○○○
9		○○○○○○○○○○○○○○○
8*		○○○○○○○○○○○○○○○
7		○○○○○○○○○○○○○○○
6		○○○○○○○○○○○○○○○
5*		○○○○○○○○○○○○○○○
4		○○○○○○○○○○○○○○○
3		○○○○○○○○○○○○○○○
2		○○○○○○○○○○○○○○○
1		○○○○○○○○○○○○○○○
0		○○○○○○○○○○○○○○○

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 [28]
28	Ammo Exp. avoid on 8+	Double
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	○○○○○○○○○○○○○