

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHD-1OCT

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

WARRIOR DATA

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

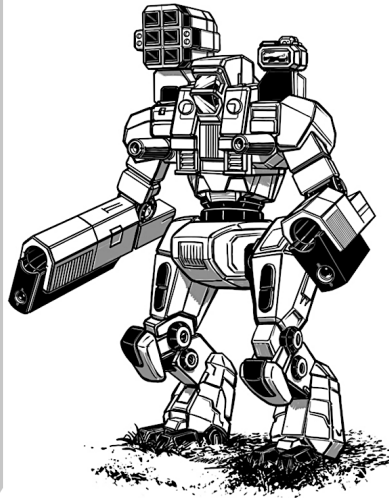
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

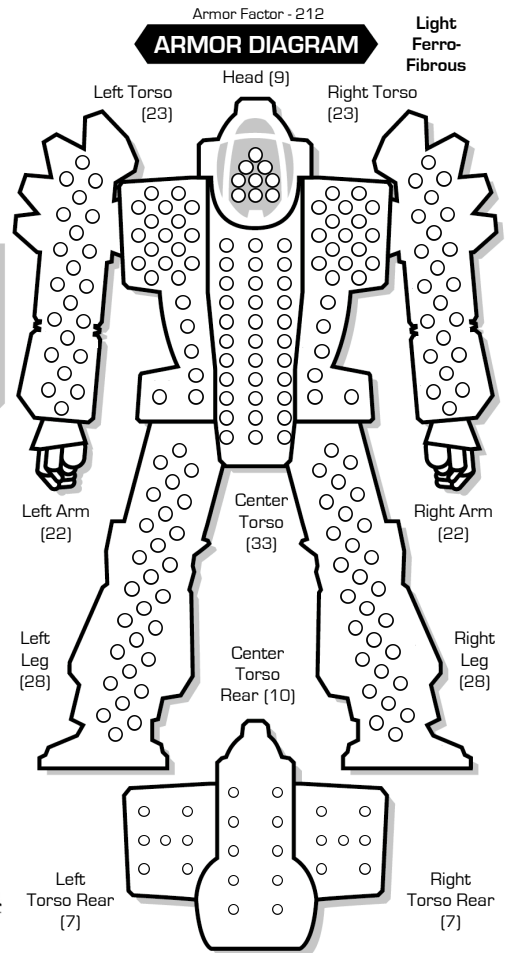
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	H	0	—	—	—	—	—
1	Medium Pulse Laser	RT	4	6	—	2	4	6
1	Streak SRM 6	RT	4	2/Msl	—	3	6	9
1	Medium Pulse Laser	LT	4	6	—	2	4	6
1	Targeting Computer	LT	0	—	—	—	—	—
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
1	ER Medium Laser	LA	5	5	—	4	8	12
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15

BV: 1,758



ARMOR DIAGRAM



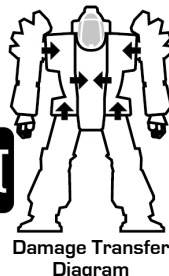
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Snub-Nose PPC
 - Snub-Nose PPC
 - ER Medium Laser
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Endo Steel
- 4-6

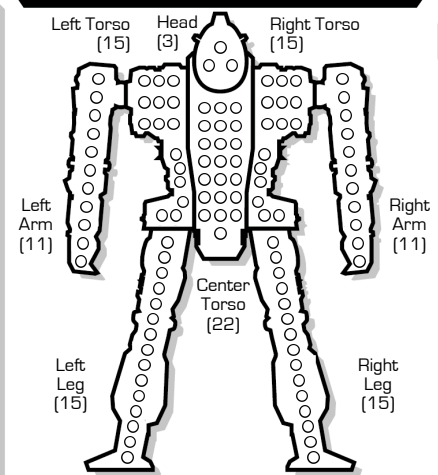
- Head**
- Life Support
 - Sensors
 - Cockpit
 - C3 Slave
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
- 4-6
- Light Fusion Engine
 - Light Fusion Engine
 - Endo Steel
 - Endo Steel

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Snub-Nose PPC
 - Snub-Nose PPC
 - ER Medium Laser
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Streak SRM 6
- 1-3
- Streak SRM 6
 - Medium Pulse Laser
 - Ammo (Streak SRM 6) 15
 - CASE
 - Endo Steel
 - Light Ferro-Fibrous
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 [26]
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	○

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	
6	
5*	
4	
3	
2	
1	
0	