

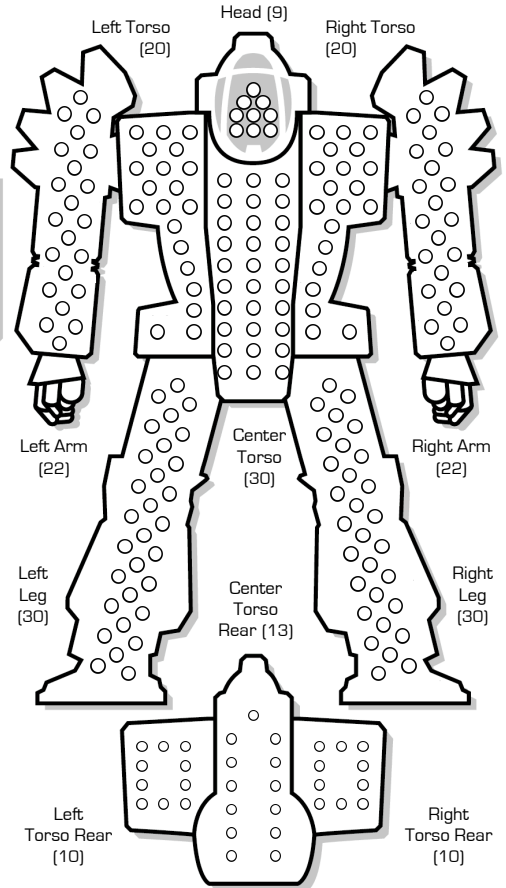
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 216

ARMOR DIAGRAM

Ballistic-Reinforced



'MECH DATA

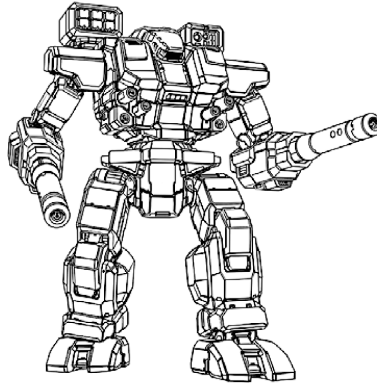
Type: Warhammer WHM-10K

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

WARRIOR DATA

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

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



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3	—	2	4	5
1	Machine Gun (C)	RT	0	2	—	1	2	3
1	Medium Laser	RT	3	5	—	3	6	9
1	Streak SRM 6 (C)	RT	4	2/Msl	—	4	8	12
1	ER Small Laser	LT	2	3	—	2	4	5
1	Machine Gun (C)	LT	0	2	—	1	2	3
1	Medium Laser	LT	3	5	—	3	6	9
1	ER PPC	RA	15	10	—	7	14	23
1	ER PPC	LA	15	10	—	7	14	23

BV: 2,033



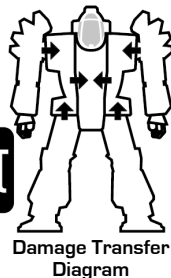
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
- 4-6
- Endo-Composite
 - Endo-Composite
 - Endo-Composite
 - Ballistic-Reinforced
 - Ballistic-Reinforced
 - Ballistic-Reinforced
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
- 1-3
- Medium Laser
 - ER Small Laser
 - Machine Gun (C)
 - Ballistic-Reinforced
 - Ballistic-Reinforced
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo-Composite
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink (C)
 - Double Heat Sink (C)

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
- 4-6
- Endo-Composite
 - Endo-Composite
 - Endo-Composite
 - Ballistic-Reinforced
 - Ballistic-Reinforced
 - Ballistic-Reinforced
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Streak SRM 6 (C)
 - Streak SRM 6 (C)
 - Medium Laser
 - ER Small Laser
- 1-3
- Machine Gun (C)
 - Ammo (Machine Gun) 100 (C)
 - Ammo (Streak SRM 6) 15 (C)
 - CASE II (C)
 - Ballistic-Reinforced
 - Ballistic-Reinforced

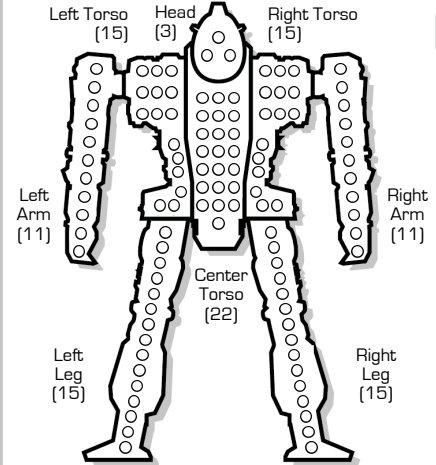
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink (C)
 - Double Heat Sink (C)

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink (C)
 - Double Heat Sink (C)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 [32]
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	