

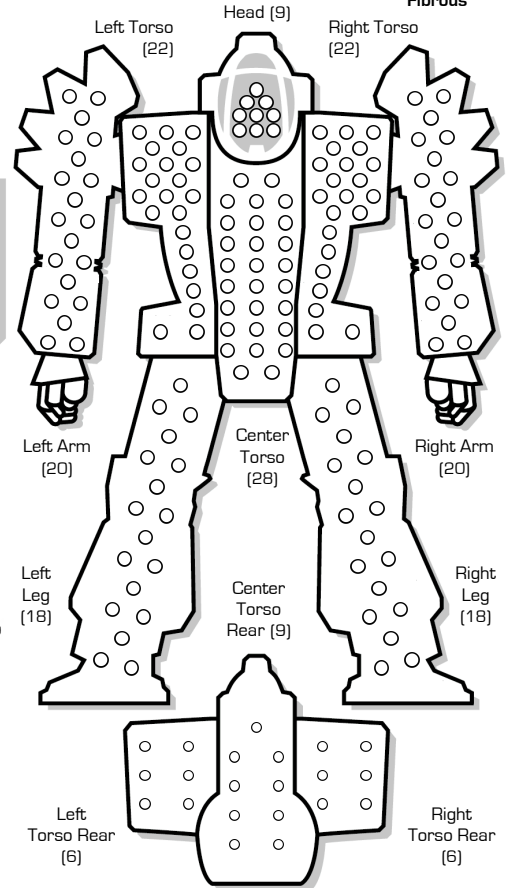
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 178

ARMOR DIAGRAM

Light Ferro-Fibrous



'MECH DATA

Type: Warhammer WHM-11T

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 5
Tonnage: 70 **Tech Base:** Inner Sphere **Rules Level:** Standard **Role:** Skirmisher

WARRIOR DATA

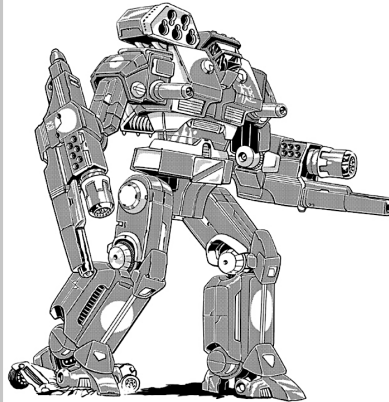
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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	RT	5	5	—	4	8	12
1	MML 5	RT	3	2/Sht	—	3	6	9
1	ER Medium Laser	LT	5	5	—	4	8	12
1	Light PPC	RA	5	5	3	6	12	18
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
1	Light PPC	LA	5	5	3	6	12	18
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15



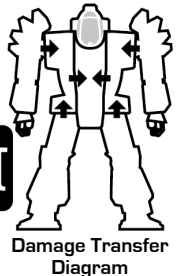
BV: 1,698



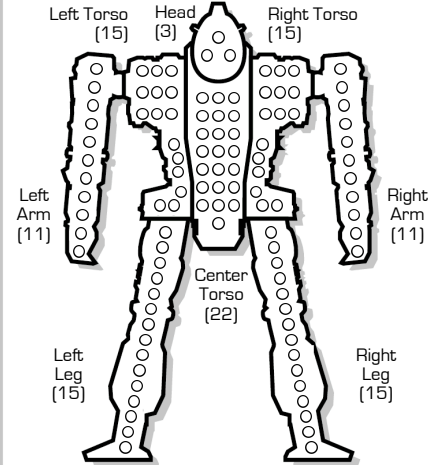
CRITICAL HIT TABLE

	Left Arm	Head	Right Arm
1-3	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Snub-Nose PPC Snub-Nose PPC Light PPC 	<ol style="list-style-type: none"> Life Support Sensors Cockpit Light Ferro-Fibrous Sensors Life Support 	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Snub-Nose PPC Snub-Nose PPC Light PPC
4-6	<ol style="list-style-type: none"> Light PPC Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous Roll Again Roll Again 	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Light PPC Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous Roll Again Roll Again
1-3	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Improved Jump Jet Improved Jump Jet 	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Improved Jump Jet Improved Jump Jet MML 5
4-6	<ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Improved Jump Jet Improved Jump Jet ER Medium Laser 		<ol style="list-style-type: none"> MML 5 MML 5 ER Medium Laser Ammo (MML 5/LRM) 24 Ammo (MML 5/SRM) 20 CASE
	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet 		<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet

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	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	