

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer WHM-5L

Movement Points: **Tonnage:** 70  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher

### WARRIOR DATA

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

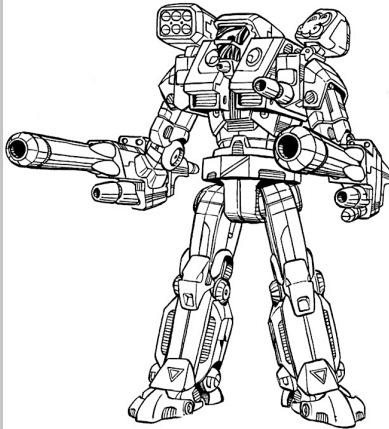
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

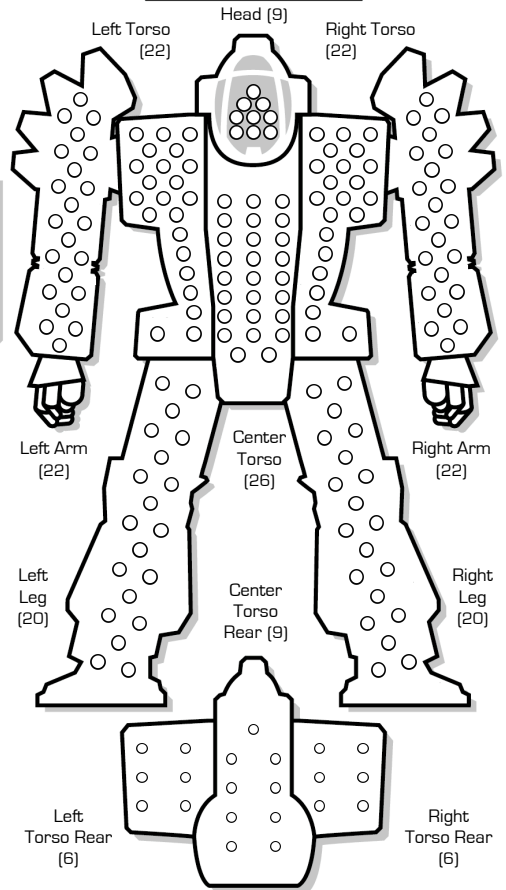
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	SRM 4	RT	3	2/Msl	-	3	6	9
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Plasma Rifle	RA	10	10	-	5	10	15
1	Plasma Rifle	LA	10	10	-	5	10	15

BV: 1,896



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	
<b>Center Torso</b>	1. Plasma Rifle 2. Plasma Rifle 3. Ammo (Plasma Rifle) 10 4. Ammo (Plasma Rifle) 10 5. Roll Again 6. Roll Again	1-3 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1-3 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Improved Jump Jet 5. Improved Jump Jet 6. ER Medium Laser
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Improved Jump Jet 6. Improved Jump Jet	

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

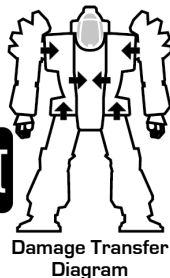
#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

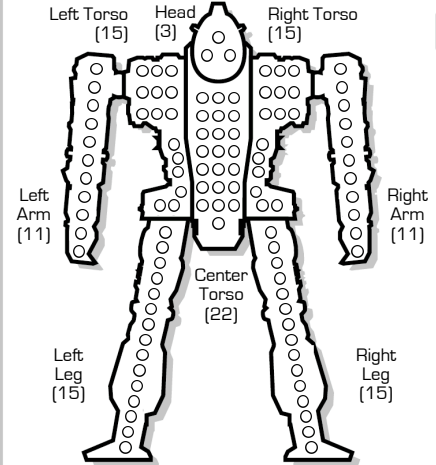
#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 [30]
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 Level	Effects
30*	Overflow
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	