

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer WHM-6D

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

### WARRIOR DATA

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

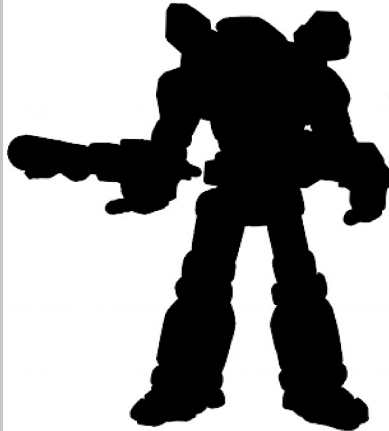
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

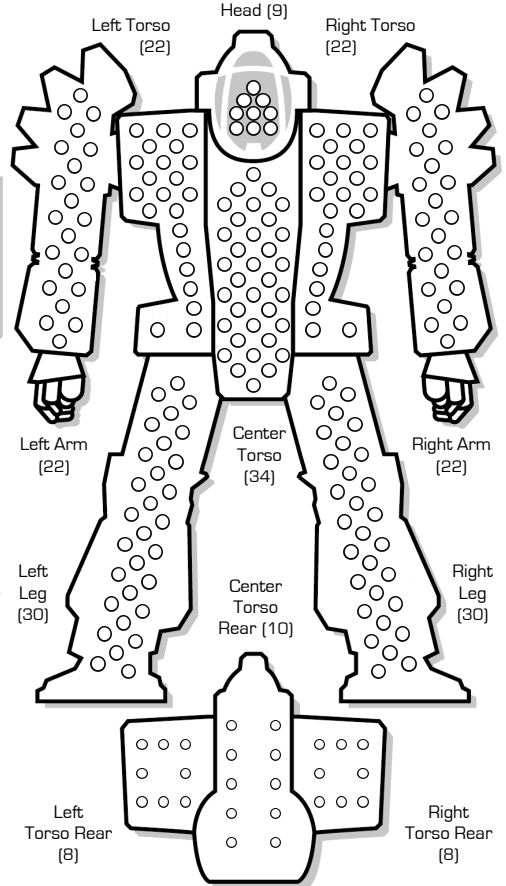
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	—	3	6	9
1	Small Laser	RT	1	3	—	1	2	3
1	Medium Laser	LT	3	5	—	3	6	9
1	Small Laser	LT	1	3	—	1	2	3
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18

BV: 1,471



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>4-6</p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Medium Laser</li> <li>Small Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

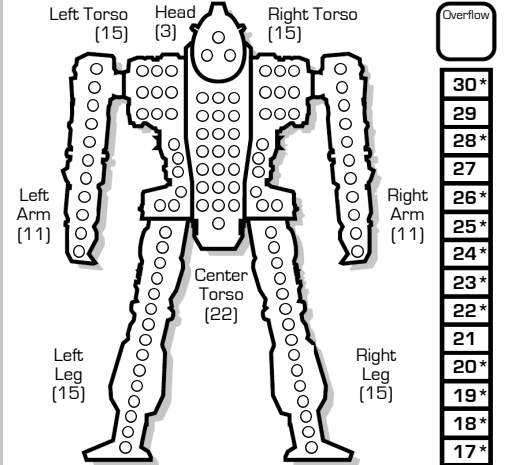
**Left Leg**

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

**Right Leg**

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
20	Shutdown	20
30	Ammo Exp. avoid on 8+	Single
28	Shutdown, avoid on 10+	○○
26	-5 Movement Points	○○
25	+4 Modifier to Fire	○○○○
24	Ammo Exp. avoid on 6+	○○○○
23	Shutdown, avoid on 8+	○○○○
22	-4 Movement Points	○○○○
20	Ammo Exp. avoid on 4+	○○○○
19	Shutdown, avoid on 6+	○○○○
18	+3 Modifier to Fire	○○○○
17	-3 Movement Points	○○○○
15	Shutdown, avoid on 4+	○○○○
14	+2 Modifier to Fire	○○○○
13	-2 Movement Points	○○○○
10	+1 Modifier to Fire	○○○○
8	-1 Movement Points	○○○○
5		○○○○

### Heat Scale

Heat Level	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	