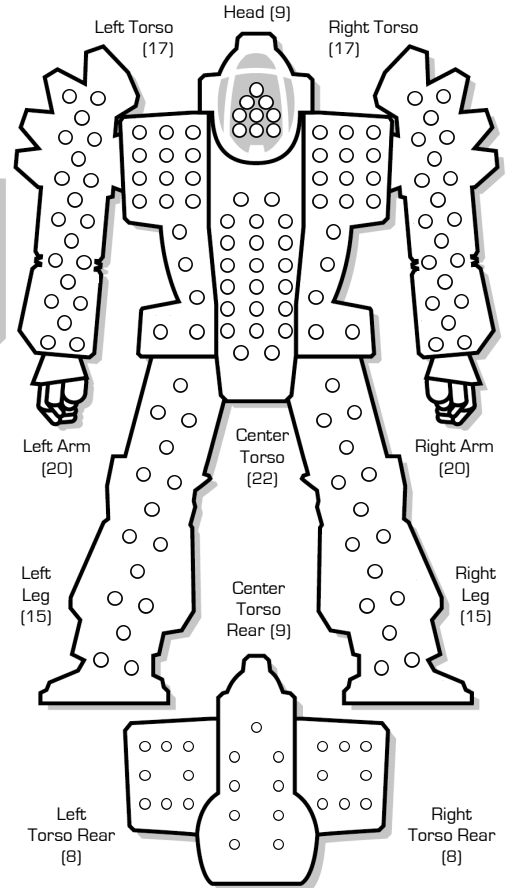


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 160

### ARMOR DIAGRAM



### 'MECH DATA

Type: Warhammer WHM-6R

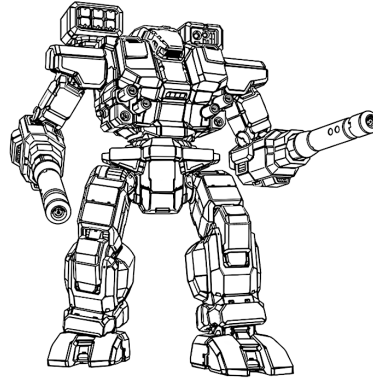
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Introductory  
 Jumping: 0 **Role:** Brawler

### 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	Machine Gun	RT	0	2	—	1	2	3
1	Medium Laser	RT	3	5	—	3	6	9
1	SRM 6	RT	4	2/Msl	—	3	6	9
1	Small Laser	RT	1	3	—	1	2	3
1	Machine Gun	LT	0	2	—	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: 1,299

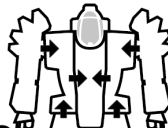


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Heat Sink
  - PPC
  - PPC
- Center Torso**
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Medium Laser
  - Small Laser
  - Machine Gun
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - PPC
  - PPC
- 1-3
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- SRM 6
  - SRM 6
  - Medium Laser
  - Small Laser
  - Machine Gun
  - Ammo [SRM 6] 15
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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



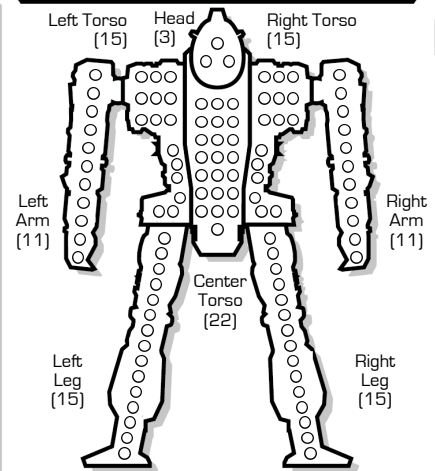
Damage Transfer Diagram



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

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - PPC
  - PPC
- 1-3
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- SRM 6
  - SRM 6
  - Medium Laser
  - Small Laser
  - Machine Gun
  - Ammo [SRM 6] 15
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- 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:
18		18
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	○ ○
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	