

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6Rk

Movement Points: **Tonnage:** 70
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 0 **Role:** Skirmisher

WARRIOR DATA

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

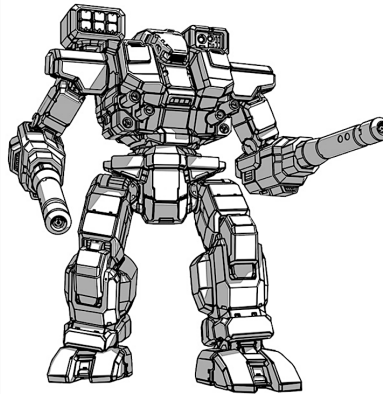
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

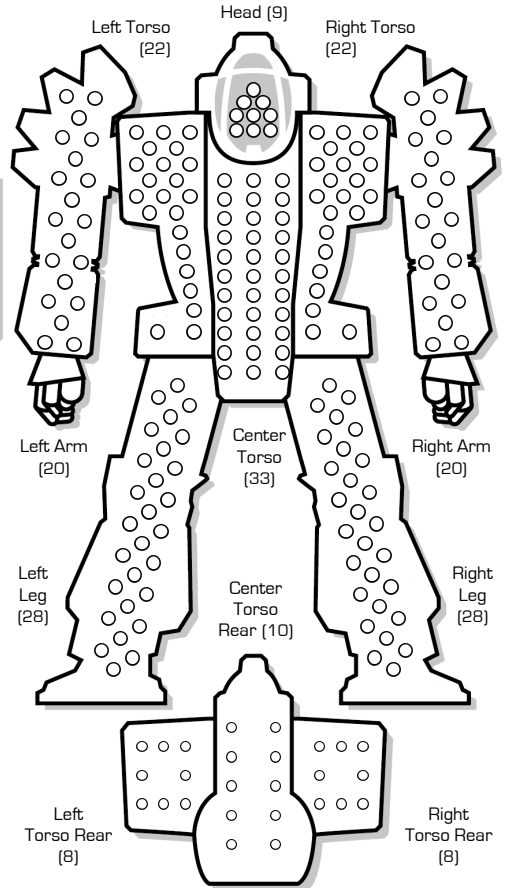
Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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: 1,621



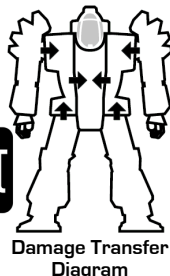
ARMOR DIAGRAM



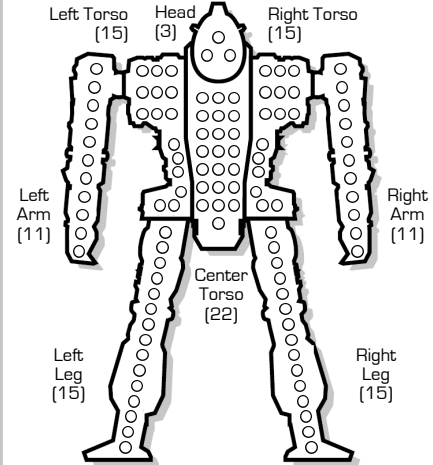
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. SRM 6	5. SRM 6	6. Medium Laser
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Laser	5. Small Laser	6. Machine Gun
Right Torso	1. Small Laser	2. Machine Gun	3. Ammo [SRM 6] 15	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	15 [30]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	○○
27	-5 Movement Points	○○○○
26*	+4 Modifier to Fire	○○○○○
25*	Ammo Exp. avoid on 6+	○○○○○○
24*	Shutdown, avoid on 8+	○○○○○○○
23*	-4 Movement Points	○○○○○○○○
22*	Ammo Exp. avoid on 4+	○○○○○○○○○
21	Shutdown, avoid on 6+	○○○○○○○○○○
20*	+3 Modifier to Fire	○○○○○○○○○○○
19*	-3 Movement Points	○○○○○○○○○○○○
18*	Shutdown, avoid on 4+	○○○○○○○○○○○○○
17*	+2 Modifier to Fire	○○○○○○○○○○○○○
16	-2 Movement Points	○○○○○○○○○○○○○○
15*	+1 Modifier to Fire	○○○○○○○○○○○○○○○
14*	-1 Movement Points	○○○○○○○○○○○○○○○
13*		○○○○○○○○○○○○○○○
12		○○○○○○○○○○○○○○○
11		○○○○○○○○○○○○○○○
10*		○○○○○○○○○○○○○○○
9		○○○○○○○○○○○○○○○
8*		○○○○○○○○○○○○○○○
7		○○○○○○○○○○○○○○○
6		○○○○○○○○○○○○○○○
5*		○○○○○○○○○○○○○○○
4		○○○○○○○○○○○○○○○
3		○○○○○○○○○○○○○○○
2		○○○○○○○○○○○○○○○
1		○○○○○○○○○○○○○○○
0		○○○○○○○○○○○○○○○

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	○○○○○○○○○○○○○