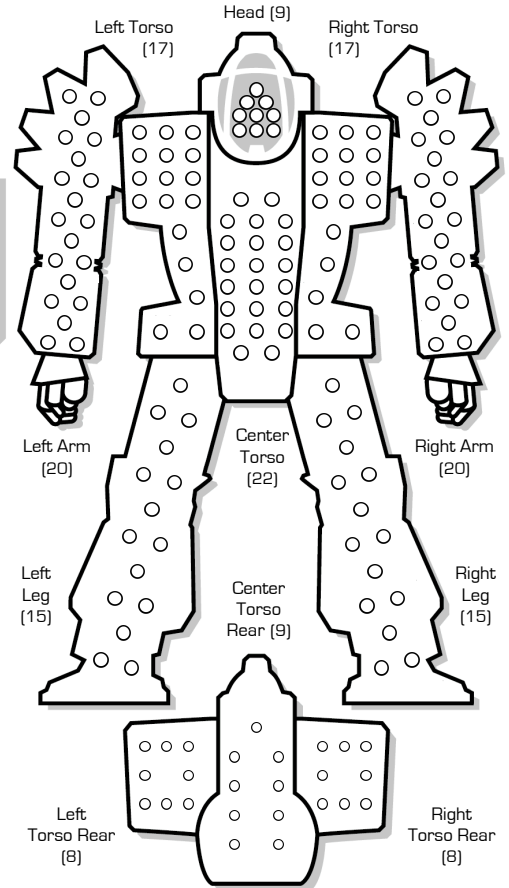


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 160

### ARMOR DIAGRAM



### 'MECH DATA

Type: Warhammer WHM-7M

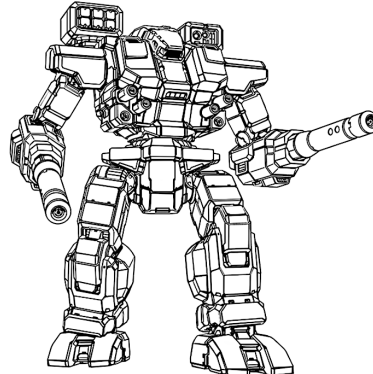
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

### 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	Anti-Missile System	LT	1	—	—	—	—	—
1	Medium Laser	LT	3	5	—	3	6	9
1	ER PPC	RA	15	10	—	7	14	23
1	ER PPC	LA	15	10	—	7	14	23

BV: 1,487



### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- #### Center Torso
- ER PPC
  - ER PPC
  - ER PPC
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- #### Left Torso
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Medium Laser
  - Anti-Missile System
  - Roll Again

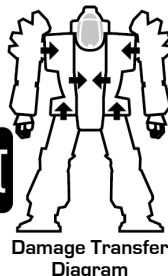
- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- #### Center Torso
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Ammo (Machine Gun) 200
  - Roll Again

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

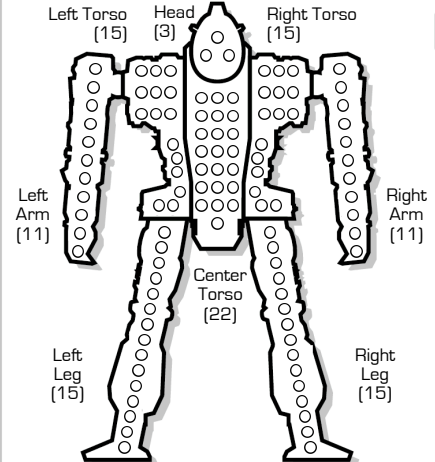
- #### Right Torso
- ER PPC
  - ER PPC
  - ER PPC
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- #### Right Torso
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- SRM 6
  - SRM 6
  - Medium Laser
  - Machine Gun
  - Ammo (SRM 6) 15
  - Ammo (AMS) 12
- 4-6

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18 [36]
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 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	