

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-8D2

Movement Points: **Tonnage:** 70

Walking: 4 **Tech Base:** Inner Sphere


Running: 6 **Rules Level:** Advanced

Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Boosted Slave	CT	0	—	—	—	—	—
1	ER Medium Laser	RT	5	5	—	4	8	12
1	ER Small Laser	RT	2	3	—	2	4	5
1	Thunderbolt 5	RT	3	5/Msl	5	6	12	18
1	ER Medium Laser	LT	5	5	—	4	8	12
1	ER Small Laser	LT	2	3	—	2	4	5
1	ER PPC	RA	15	10	—	7	14	23
1	ER PPC	LA	15	10	—	7	14	23

BV: 1,654



WARRIOR DATA

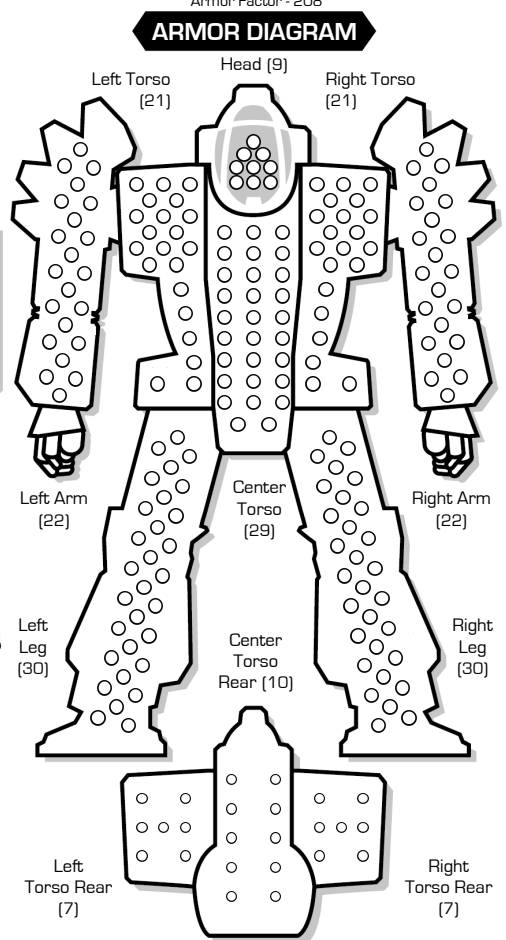
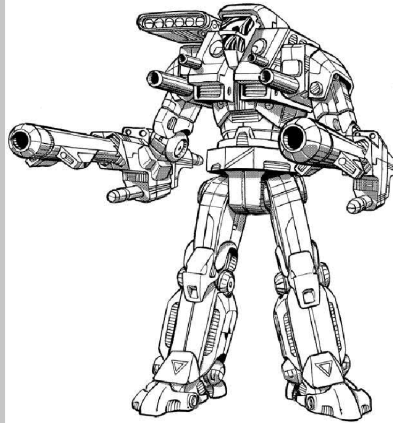
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness#



CRITICAL HIT TABLE

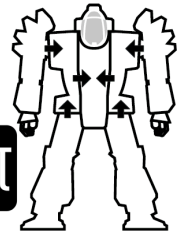
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Center Torso	1. ER PPC	2. ER PPC	3. ER PPC	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Thunderbolt 5	5. ER Medium Laser	6. ER Small Laser
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
30	Shutdown	Double ○○
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

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