

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hammerhands HMH-6E

Movement Points: Tonnage: 75
Walking: 3 [4] Tech Base: Inner Sphere
Running: 5 [6] Rules Level: Standard
Jumping: 5 Role: Skirmisher
Engine Type: 225 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
1	ECM Suite	RT	—	[E]	—	—	—	6
	(Guardian)							

Ammo: (RAC/5) 120

BV: 2,204

WARRIOR DATA

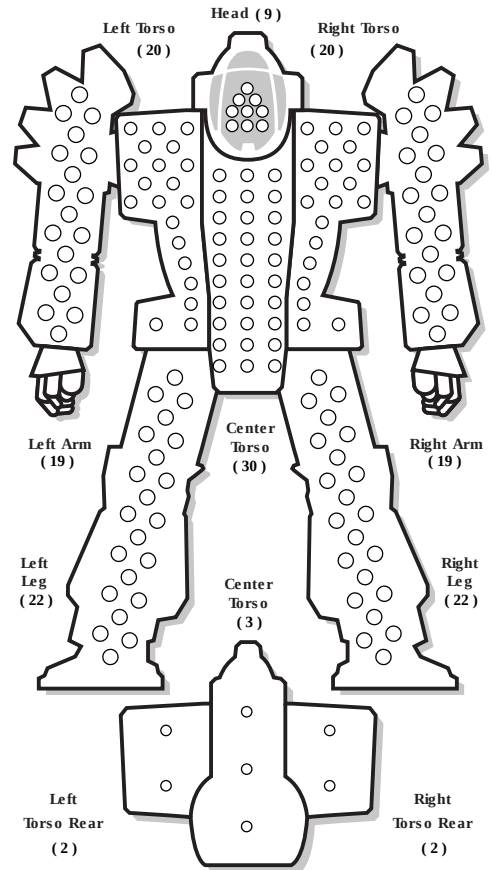
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Medium Laser
- Ammo (RAC/5) 20
- Triple Strength Myomer

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- C3 Slave

1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Triple Strength Myomer
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Medium Laser
- Ammo (RAC/5) 20
- Triple Strength Myomer

4-6

Right Torso (CASE)

- Improved Jump Jet
- Improved Jump Jet
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

1-3

- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE
- Triple Strength Myomer
- Roll Again
- Roll Again

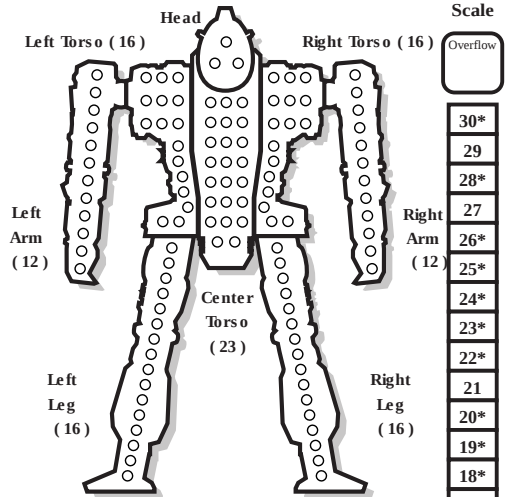
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
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*
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20*
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