

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-10K

Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Advanced
Jumping: 0 **Role:** Brawler
Engine Type: 280 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Small Laser (IS)	LT	2	3 [DE]	—	2	4	5
1	Machine Gun (C)	LT	—	2 [DB, AI]	—	1	2	3
1	Streak SRM 6 (C)	RT	4	2 [Msl [M, C]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ER Small Laser (IS)	RT	2	3 [DE]	—	2	4	5
1	Machine Gun (C)	RT	—	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 100, (Streak SRM 6) 15

BV: 2,033



WARRIOR DATA

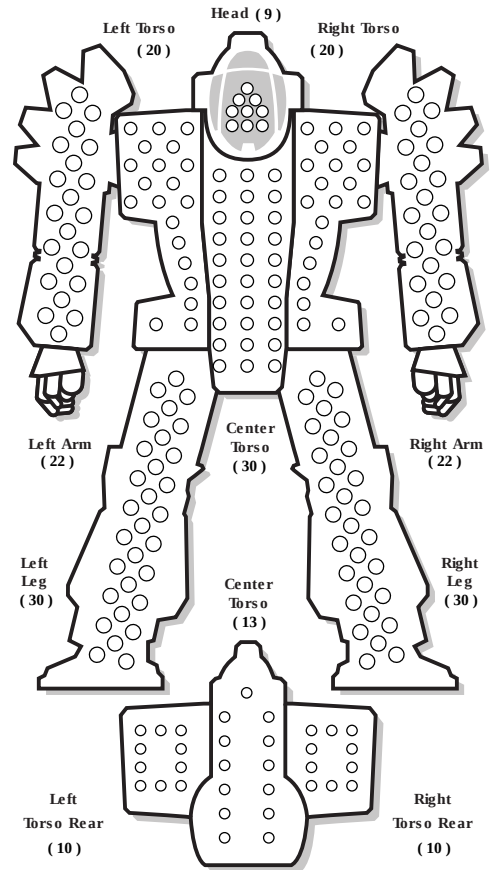
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

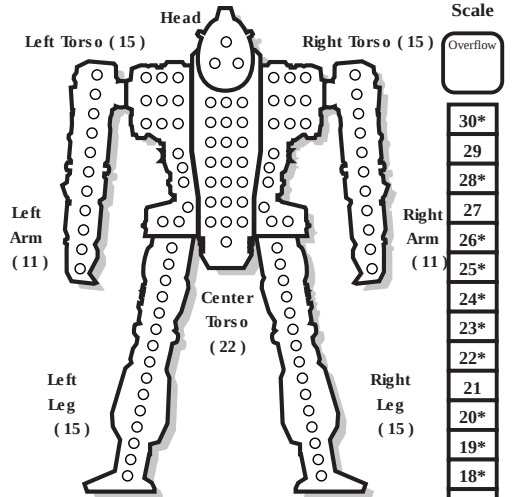
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Center Torso

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

Endo-Composite

- Endo-Composite
- Endo-Composite
- Endo-Composite
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

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

Right Torso (CASE II)

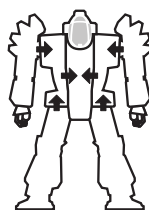
- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]
- Medium Laser
- ER Small Laser

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]



Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○○