

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Warhammer WHM-6R

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | PPC          | LA  | 10 | 10 [DE]       | 3   | 6   | 12  | 18  |
| 1   | PPC          | RA  | 10 | 10 [DE]       | 3   | 6   | 12  | 18  |
| 1   | Medium Laser | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser  | LT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Machine Gun  | LT  | —  | 2 [DB, AI]    | —   | 1   | 2   | 3   |
| 1   | SRM 6        | RT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | Medium Laser | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser  | RT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Machine Gun  | RT  | —  | 2 [DB, AI]    | —   | 1   | 2   | 3   |

Ammo: (Machine Gun) 200, (SRM 6) 15

Quirks: Rugged (2 Point), Searchlight, Stable

BV: 1,299



### WARRIOR DATA

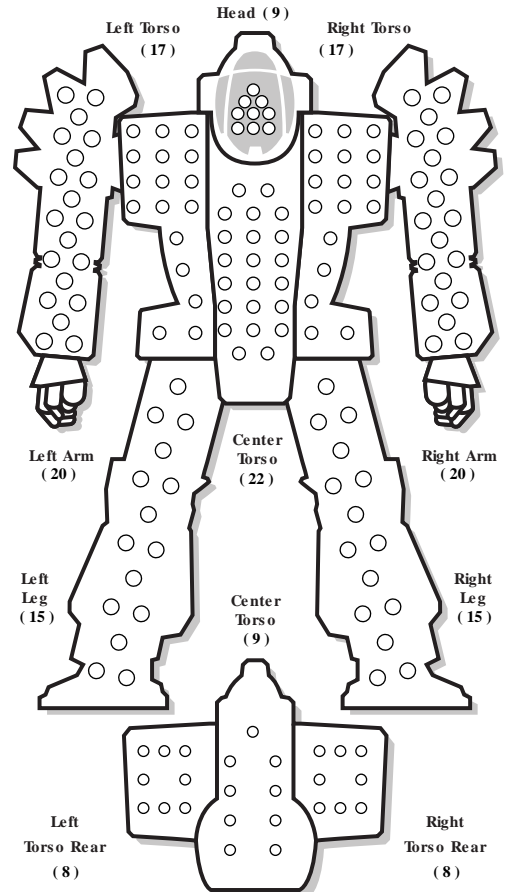
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - PPC
  - PPC

- 1-3**
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Medium Laser
  - Small Laser
  - Machine Gun
  - Roll Again
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

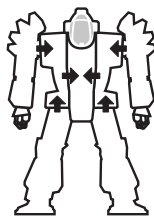
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support

- 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 ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - PPC
  - PPC

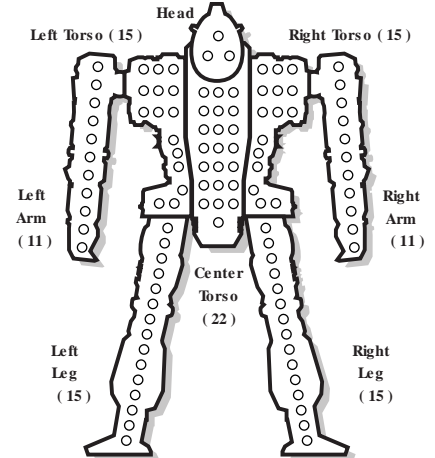
- 1-3**
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- SRM 6
  - SRM 6
  - Medium Laser
  - Small Laser
  - Machine Gun
  - Ammo (SRM 6) 15

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                |
|-------------|------------------------|
| 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 Sinks: 18



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   |