

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Warhammer WHM-5L

Movement Points: **Tonnage:** 70
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 210 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Plasma Rifle) 40, (SRM 4) 25

BV: 1,896



WARRIOR DATA

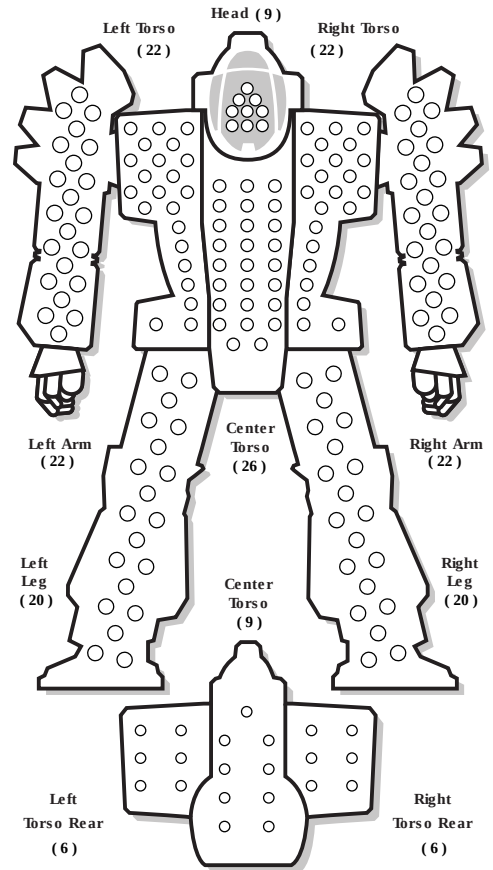
Name: _____

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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again

4-6

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
- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

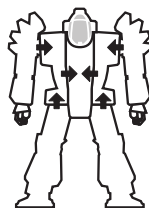
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser
- SRM 4
- Ammo (SRM 4) 25
- CASE

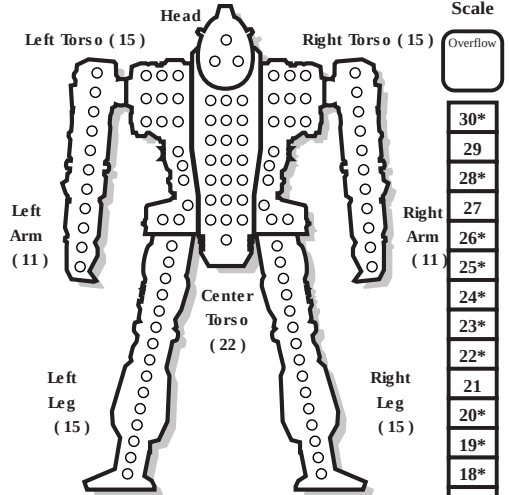
4-6

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: 15 (30)
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*
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