

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Warhammer WHM-7CS

Movement Points: **Tonnage:** 70  
Walking: 4 **Tech Base:** Inner Sphere  
Running: 6 **Rules Level:** Standard  
Jumping: 4 **Role:** Brawler  
Engine Type: 280 XL

### 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  |
| 2   | Medium Laser | LT  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |
| 2   | Medium Laser | RT  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |
| 3   | Streak SRM 2 | RT  | 2  | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Ammo: (Streak SRM 2) 50

BV: 1,751



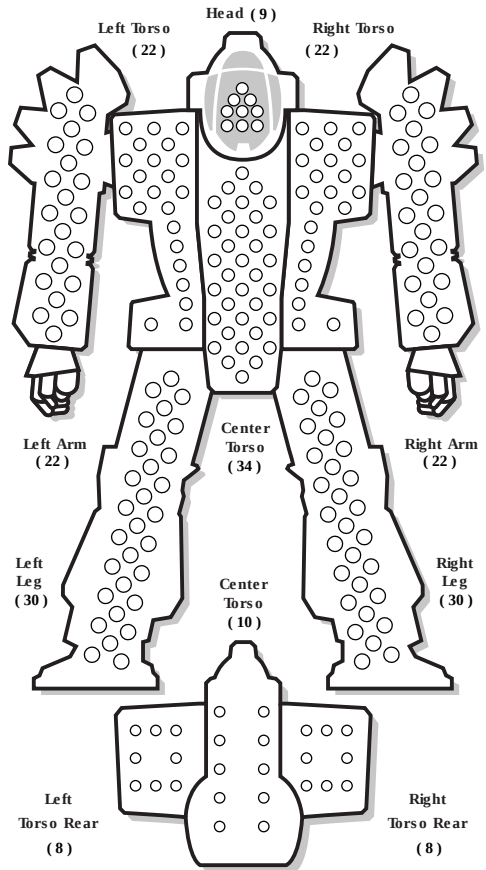
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

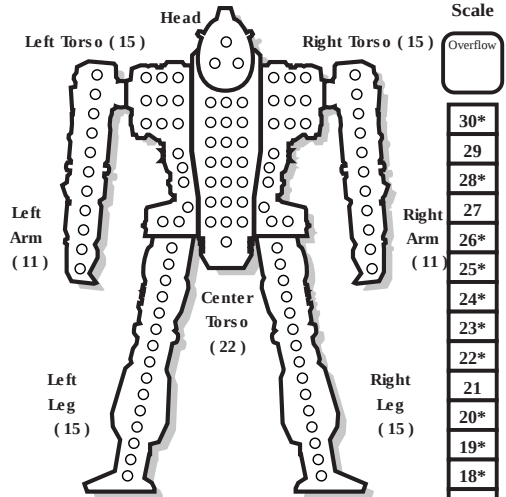
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### CRITICAL TABLE

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

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER PPC
  - ER PPC
  - ER PPC

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

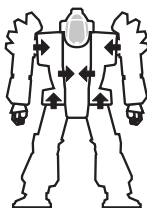
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

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



Damage Transfer 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     |

Double Heat Sinks: 17 (34)



Heat Scale

|     |    |     |    |     |     |     |     |     |    |     |     |     |     |    |     |     |     |    |    |     |   |    |   |   |    |   |   |   |   |   |
|-----|----|-----|----|-----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|----|----|-----|---|----|---|---|----|---|---|---|---|---|
| 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 |
|-----|----|-----|----|-----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|----|----|-----|---|----|---|---|----|---|---|---|---|---|