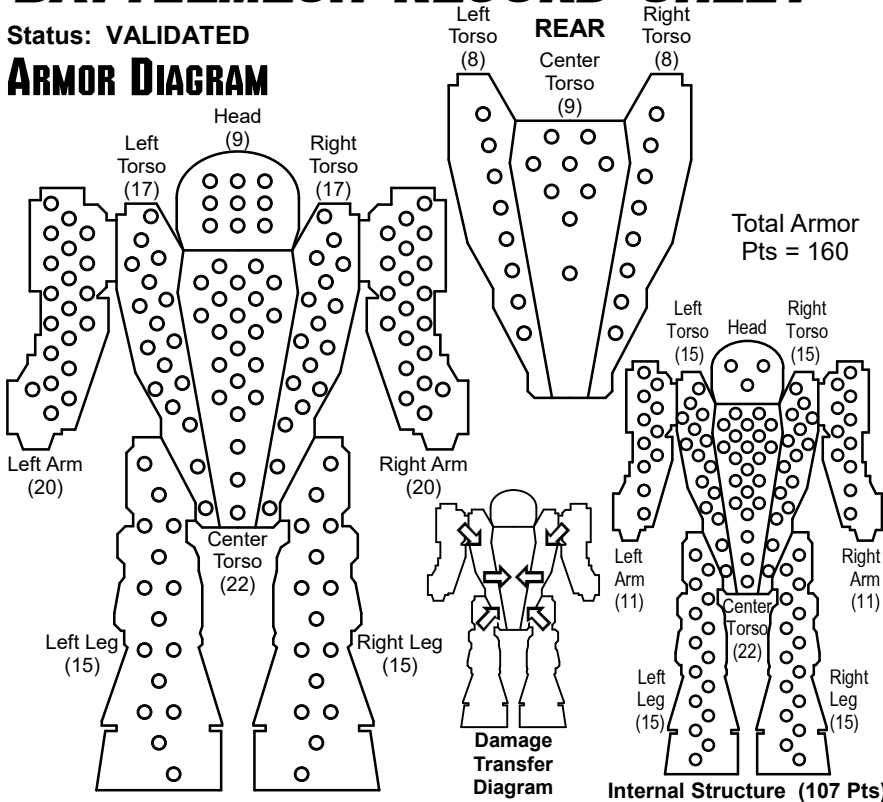


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Warhammer WHM-6R**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**      **Inner Sphere**  
 Running: **6**      **Biped 'Mech**  
 Jumping: **0**      **Level 1 / 3025**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV2:
SRM 6	15	9
Machine Gun	200	1

### Total Heat Sinks: 18 Single

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Auto Eject:      Weapon Heat:

Operational     Disabled      **(32)**

### WARRIOR DATA

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

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

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

### HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ammo (MG) 200
- Roll Again

#### Right Torso

- SRM 6
- SRM 6
- 1-3 Medium Laser
- Small Laser
- Machine Gun
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Small Laser
- 1-3 Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Battle Value: **1,299**

Weapon Value: **1,116 / 1,116**

Cost, C-Bills: **6,070,984**

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink