

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7A

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 2761
 Jumping: 4 E/EF-ED

Weapons & Equipment Inventory (hexes)

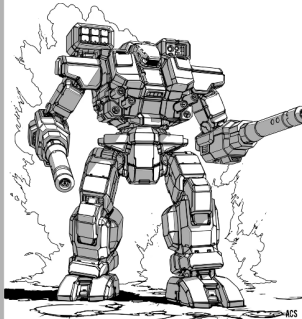
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	-	1	2	3
1	ER Large Laser	RT	12	8 [DE]	-	7	14	19
1	Small Pulse Laser	RT	2	3 [P, AI]	-	1	2	3
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER PPC	LA	15	10 [DE]	-	7	14	23

Cost: 7,136,033 C-Bills +0 (ammo)
 BV: 1,750
 Weapon Heat (46)
 Dissipation (36)

WARRIOR DATA

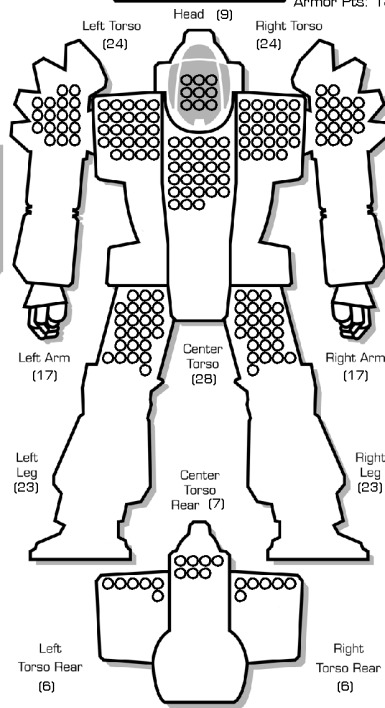
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Armor Pts: 184



HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

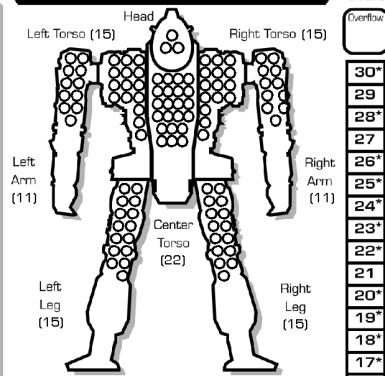
CRITICAL HIT TABLE

Location	1	2	3	4	5	6
Head	Life Support	Sensors	Cockpit	Small Pulse Laser	Sensors	Life Support
Left Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink
Right Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink
Center Torso	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
Left Torso	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
Right Torso	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
Left Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo-Steel	Endo-Steel
Right Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo-Steel	Endo-Steel

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18 (36)
28	Ammo Exp. avoid on 8+	Double
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	

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

* Add +4 to pick table