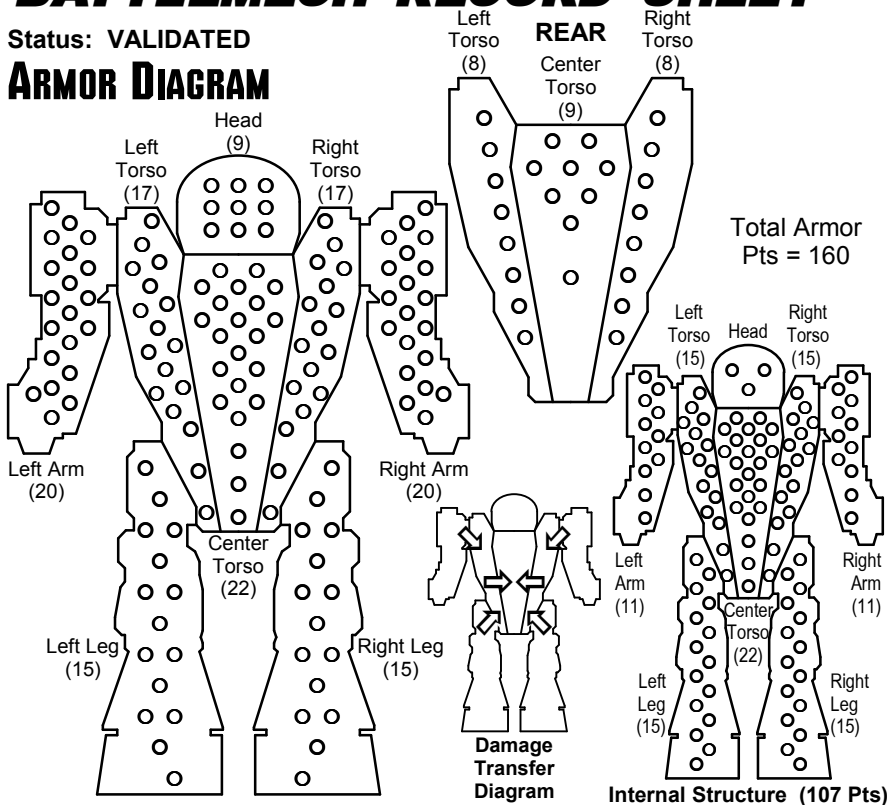


BATTLETECH®

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: **SRM 6** Rounds: **15** BV: **10**
Machine Gun **200** **2**

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat: **(32)**

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Medium Laser
- Small Laser
- 1-3 Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **978**
 Weapon Value: **1,116 / 1,116**
 Cost, C-Bills: **6,070,984**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

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

Right Leg

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

HEAT SCALE

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

