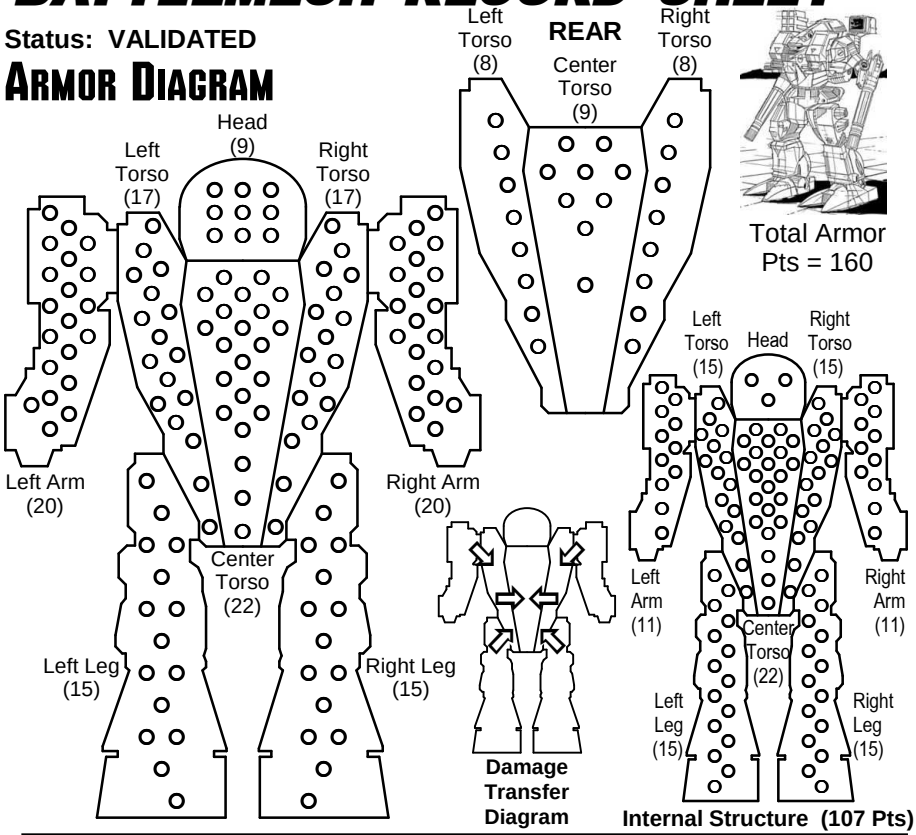
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



Total Armor Pts = 160

Internal Structure (107 Pts)

'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:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
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:	BV:
SRM 6	15	8
Machine Gun	200	1

Total Heat Sinks: 18 Single
OOOOOOOOOO OOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

Warrior Data

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

Critical Hit Table

Left Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Single Heat Sink
5, PPC
6, PPC
4-6
1, PPC
2,
3,
4,
5,
6,

Left Torso
1-3
1, Medium Laser
2, Small Laser
3, Machine Gun
4,
5,
6,
4-6
1,
2,
3,
4,
5,
6,

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Single Heat Sink
6, Single Heat Sink

Head
1, Life Support
2, Sensors
3, Cockpit
4, Single Heat Sink
5, Sensors
6, Life Support

Center Torso
1-3
1, Fusion Engine
2, Fusion Engine
3, Fusion Engine
4, Gyro
5, Gyro
6, Gyro
4-6
1, Gyro
2, Fusion Engine
3, Fusion Engine
4, Fusion Engine
5, Ammo (MG) 200
6,

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

Right Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Single Heat Sink
5, PPC
6, PPC
4-6
1, PPC
2,
3,
4,
5,
6,

Right Torso
1-3
1, SRM 6
2, SRM 6
3, Medium Laser
4, Small Laser
5, Machine Gun
6, Ammo (SRM 6) 15
4-6
1,
2,
3,
4,
5,
6,

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Single Heat Sink
6, 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	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

FASA

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