BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7CS

Movement Points:		Tonnage:	70
Walking:	4	Tech Base:	Inner Sphere 3052
Running:	6		
Jumping:	4		E/X-X-E-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	–	3	6	9
3	Streak SRM-2	RT	2	2/m [M, C/C2/2]	–	3	6	9
2	Medium Laser	LT	3	5 [DE]	–	3	6	9
1	ER PPC	RA	15	10 [DE]	–	7	14	23
1	ER PPC	LA	15	10 [DE]	–	7	14	23

Ammunition Type	Rounds
Streak SRM-2	50

Cost: 13,660,633 C-Bills +54,000 (ammo)

BV: 1,580

Weapon Heat (48)
Dissipation (34)

WARRIOR DATA

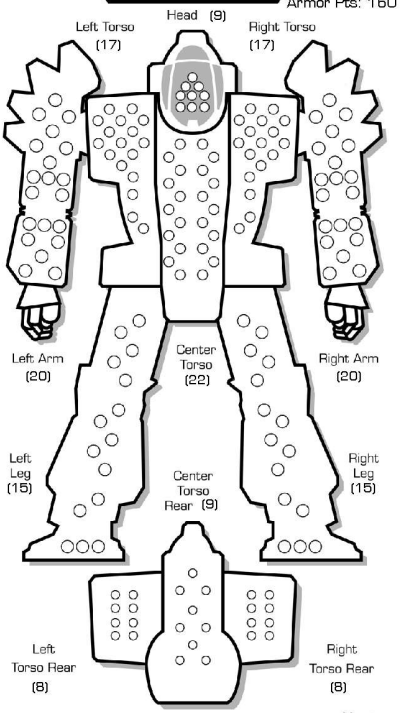
Name:

Gunnery Skill: 4 Piloting Skill: 5

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

ARMOR DIAGRAM

Armor Pts: 160



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

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Left Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

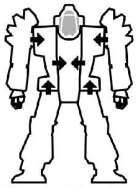
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso (CASE)

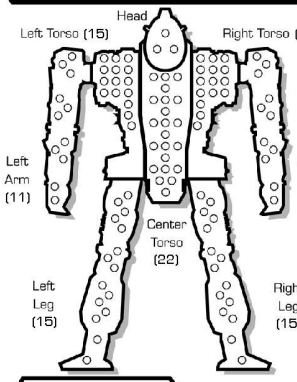
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Medium Laser
6. Streak SRM-2

4-6:
1. Streak SRM-2
2. Streak SRM-2
3. Ammo (Streak SRM 2) 50
4. Roll Again
5. Roll Again
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale: Overflow, 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: 17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table

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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