

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Warhammer WHM-6K (Olesko)
Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 280 Fusion

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	CommsGear:4t	RT	—	[E]	—	—	—	—

BV: 1,338



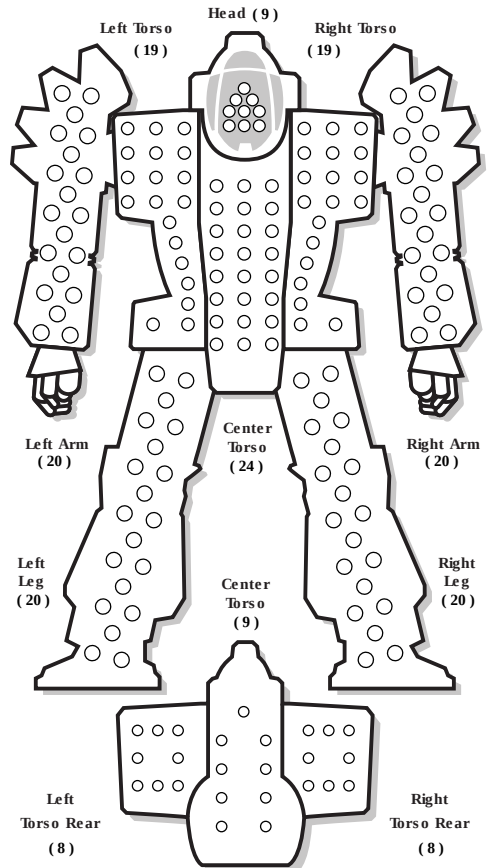
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

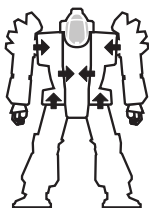
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. PPC		4. Roll Again		4. PPC
	5. PPC		5. Sensors		5. PPC
	6. PPC		6. Life Support		6. PPC
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	1-3	1. Gyro	4-6	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Gyro	1-3	1. Fusion Engine	1-3	1. Medium Laser
	2. Fusion Engine		2. Fusion Engine		2. CommsGear
	3. Fusion Engine		3. Fusion Engine		3. CommsGear
	4. Gyro		4. Fusion Engine		4. CommsGear
	5. Gyro		5. Heat Sink		5. CommsGear
	6. Gyro		6. Heat Sink		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Heat Sink	4-6	1. Gyro	1-3	1. Roll Again
	2. Heat Sink		2. Fusion Engine		2. Roll Again
	3. Heat Sink		3. Fusion Engine		3. Roll Again
	4. Medium Laser		4. Fusion Engine		4. Roll Again
	5. Roll Again		5. Heat Sink		5. Roll Again
	6. Roll Again		6. Heat Sink		6. Roll Again
4-6	1. Roll Again	4-6	1. Gyro	1-3	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Fusion Engine		4. Roll Again
	5. Roll Again		5. Heat Sink		5. Roll Again
	6. Roll Again		6. Heat Sink		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	1. Gyro	1-3	1. Roll Again
	2. Upper Leg Actuator		2. Fusion Engine		2. Roll Again
	3. Lower Leg Actuator		3. Fusion Engine		3. Roll Again
	4. Foot Actuator		4. Fusion Engine		4. Roll Again
	5. Heat Sink		5. Heat Sink		5. Roll Again
	6. Heat Sink		6. Heat Sink		6. Roll Again

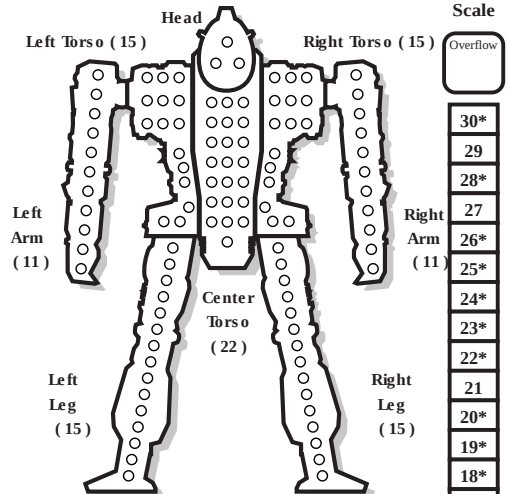
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
28	Ammo Exp, avoid on 8+	○ ○
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Heat Scale
30*
29
28*
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26*
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