

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-X7 'The Lich'

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Light

Tonnage: 70

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser (IS)	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser (IS)	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser (IS)	RT	5	5 [DE]	—	4	8	12

Ammo: (Streak SRM 6) 15

BV: 1,730



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- PPC Capacitor

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

4-6

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- PPC Capacitor

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6 [Clan]

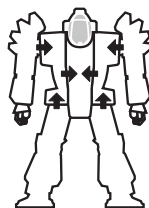
1-3

- Streak SRM 6 [Clan]
- ER Medium Laser
- Ammo (Streak SRM 6) 15
- CASE II
- Endo Steel
- Light Ferro-Fibrous

4-6

Right Leg

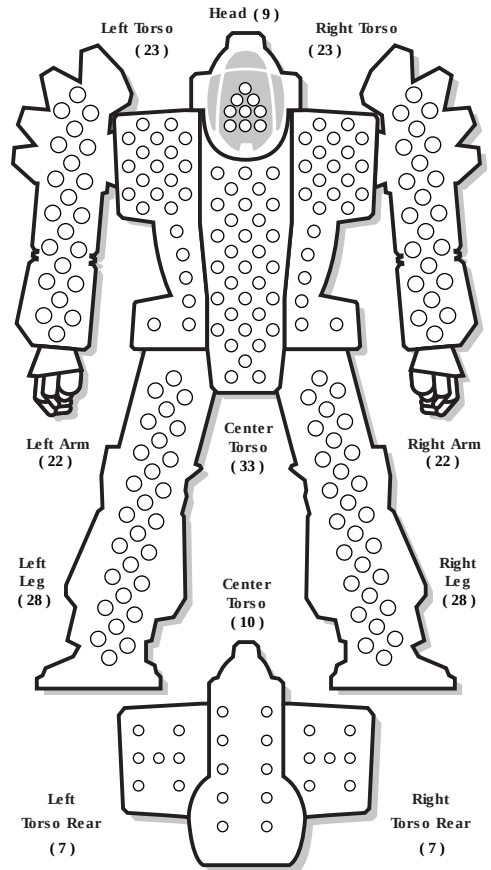
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous



Damage Transfer Diagram

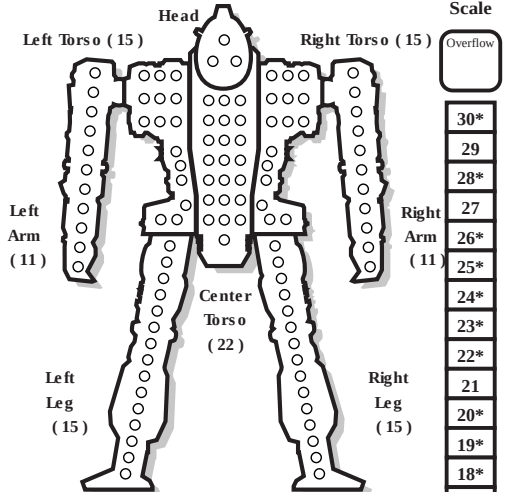
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
30	Shutdown	○ ○
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

Overflow

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