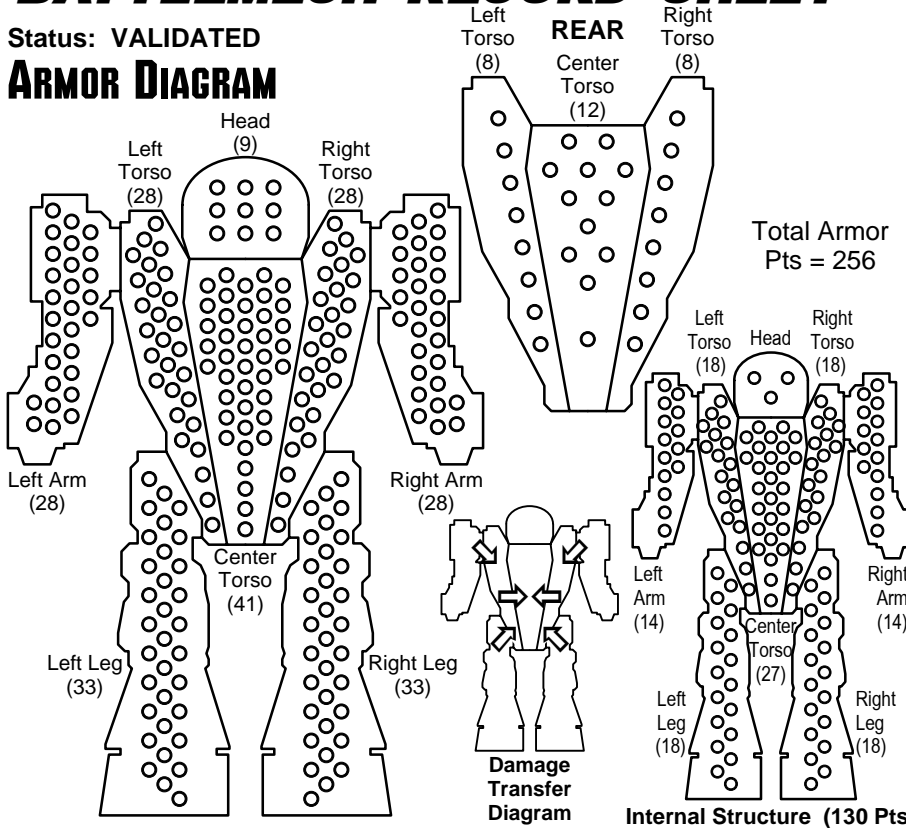


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Warhawk Mk1 B**  
 Mass: **85 tons**  
 Movement Points: **Tech, Config. & Level:**  
 Walking: **4**      Clan  
 Running: **6**      **Biped OmniMech**  
 Jumping: **0**      **Level 2 / 3050**

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#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	7	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Streak SRM 6	CT	4	2/hit	-	4	8	12

1 Targeting Computer

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Ammo Type:      Rounds:      BV:

Gauss Rifle	16	74
Streak SRM 6	45	50

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Total Heat Sinks: **19 Double (38)**

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Auto Eject:      Weapon Heat:

Operational     Disabled      **(32)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### 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	

**TKGAMES**

### CRITICAL HIT TABLE

Left Arm (CASE)	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Endo Steel	3. Cockpit	3. Endo Steel
4. Endo Steel	4. Roll Again	4. Endo Steel
5. Endo Steel	5. Sensors	5. ER Medium Laser
6. Endo Steel	6. Life Support	6. ER Medium Laser
1-3		1-3
1. Gauss Rifle		1. ER Medium Laser
2. Gauss Rifle		2. Double Heat Sink
3. Gauss Rifle		3. Double Heat Sink
4. Gauss Rifle		4. Double Heat Sink
5. Gauss Rifle		5. Double Heat Sink
6. Gauss Rifle		6. Roll Again
4-6		4-6
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. XL Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
1-3		1-3
1. Gyro		1. Streak SRM 6
2. XL Engine		2. Streak SRM 6
3. XL Engine		3. Streak SRM 6
4. XL Engine		4. Streak SRM 6
5. Streak SRM 6		5. Streak SRM 6
6. Streak SRM 6		6. Streak SRM 6
4-6		4-6
1. Targeting Computer		1. Streak SRM 6
2. Targeting Computer		2. Ammo (Streak 6) 15
3. Targeting Computer		3. Ammo (Streak 6) 15
4. Double Heat Sink		4. Ammo (Streak 6) 15
5. Double Heat Sink		5. Double Heat Sink
6. Roll Again		6. Double Heat Sink
1-3		1-3
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Double Heat Sink		5. Double Heat Sink
6. Double Heat Sink		6. Double Heat Sink
4-6		4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **2,416**  
 Weapon Value: **6,240 / 5,284**  
 Cost, C-Bills: **26,212,574**