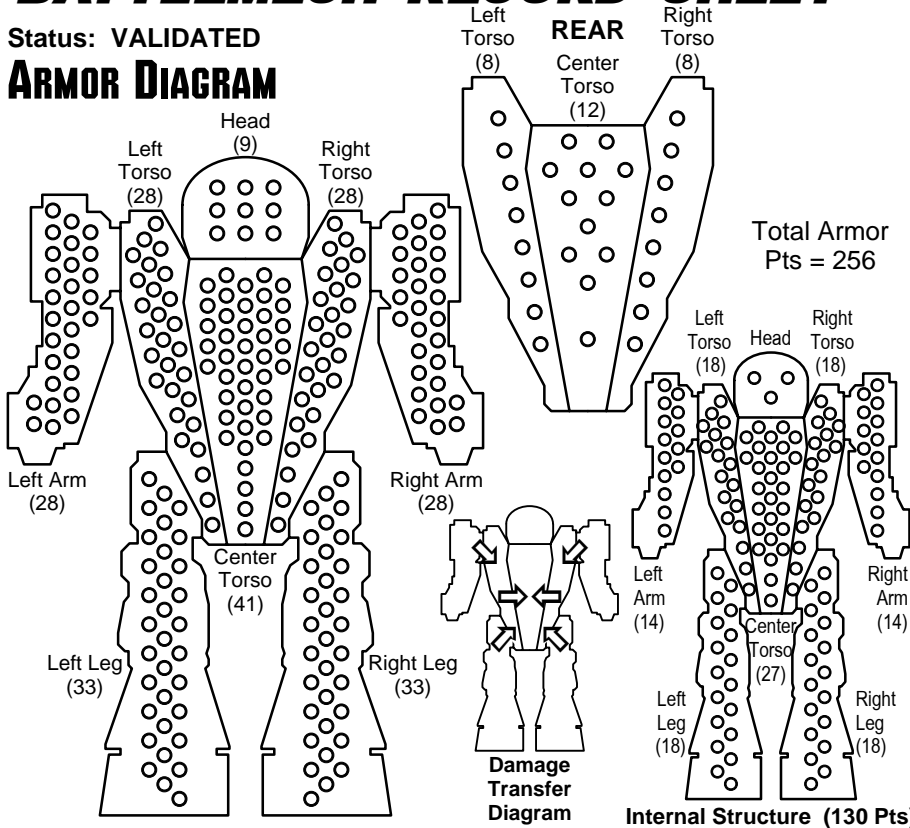


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER PPC	LA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
2	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

**Total Heat Sinks: 24 Double (48)**

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**Auto Eject:**  Operational  Disabled **Weapon Heat: (56)**

### 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

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>Large Pulse Laser</li> <li>Large Pulse Laser</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Flamer</li> <li>Flamer</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: <b>2,507</b>                  Weapon Value: <b>5,656 / 5,656</b>                  Cost, C-Bills: <b>25,502,637</b></p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>ER PPC</li> <li>ER PPC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Large Pulse Laser</li> <li>Large Pulse Laser</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Endo Steel</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Targeting Computer</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>
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### 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	

