

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Hammerhands HMH-3D

Movement Points: Tonnage: 75
 Walking: 1 Tech Base: Inner Sphere
 Running: 2 Era: Age of War
 Jumping: 1

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Mst	-	3	6	9
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Autocannon/10	LA	3	10	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9

Cost: 6,118,000

BV: 1,934

WARRIOR DATA

Name: Stinger07 (Player 1)

Gunnery Skill: 2 Piloting Skill: 5

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

RULES LEVELS

Current: Introductory

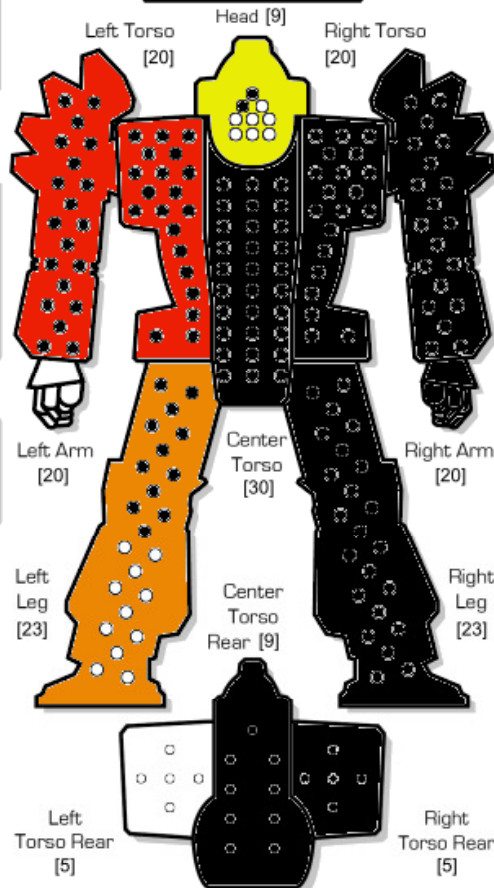
Era Specific: Introductory

Year Specific: Introductory



Armor Factor = 184

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
- 1-3
- Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Medium Laser
 - Ammo (AC/10) 2
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Left Torso

- Ammo (AC/10) 0
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

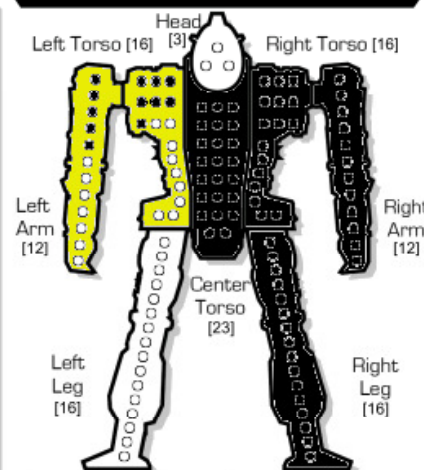
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	Single
29	Ammo Exp. avoid on 8+	○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
30	Shutdown	Single
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	○