Warhammer WHM-6R

Heavy Battlemech 70t

Cost	140
Shutdown	30
AP	42
Speed	5
Weapons	DMG
2 PPC	
2 M Lasers	
2 S Lasers	
1 SRM (6)	
2 MG	
Ammo	Used
SRM (6) 6	
MG 12	

Heat	30

Mod.

AP 42

		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Close Range	Physical	VII	Punch	8	4	2		24	58
		VII	Push	10	7	2		24	64
		VII	Kick	14	8	2		48	58
	Laser	III	M Laser High	4	5	3		46	58
		III	S Laser High	4	3	1		46	58
	Missile	V	SRM (6) Low	12	6	4		26	58
	MG	II	MG Low	12	2	0		26	58
	Defense	VII	Wild Swing	2	5	3		24	58
		VIII	Run Away	16	7	4		36	60
		VIII	Duck	6	7	-2		30	62

		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Medium Range	PPC	VI	PPC High	44	10	8	8		50
		VI	PPC Low	20	10	8	8		54
	Missile	V	SRM (6) High	32	5	4	12		58
		V	SRM (6) Low	26	5	4	12		58
	Special	VI	Dual PPC	18	20	16	10		56
			NO	34					
	Run	VI	Run & PPC High	22	10	10	16		64
		VI	Run & PPC Low	38	10	10	16		64
	Special	III	Cover & M Laser	46	5	3	4		58
		III	Cover & S Laser	46	3	1	4		58
		VIII	Cool off	28	7	-7	6		62
	Dodge	VI	Dodge & PPC High	42	10	9	6		58
		VI	Dodge & PPC Low	40	10	9	6		58
	Defense	VIII	Duck	30	7	-2	6		58
		VIII	Jump up	48	7	4	16		60
		VIII	Run forward	24	7	4	2		64
		VIII	Run back	36	7	4	16		60

		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Long Range	PPC	VI	Dual PPC	56	20	16	10	18	
		VI	PPC High	50	10	8	8	44	
		VI	PPC Low	54	10	8	8	20	
	Movement	VIII	Charge	52	9	4	8	24	
		VIII	Sidestep	58	7	2	6	30	
		VIII	Run forward	64	7	4	2	24	
		VIII	Run back	60	7	4	16	36	
	Special	VIII	Cool off	62	7	-7	6	28	