

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-S

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Streak SRM 2 (R)	LT	2	2/Msl [M,C]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/20) 15, (LRM 20) 12, (SRM 6) 15, (Streak SRM 2) 50

BV: 1,929



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again

4-6

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 6

1-3

- SRM 6
- Streak SRM 2 (R)
- Streak SRM 2 (R)
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Streak SRM 2) 50
- Roll Again

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

1-3

- AC/20
- AC/20
- AC/20
- AC/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

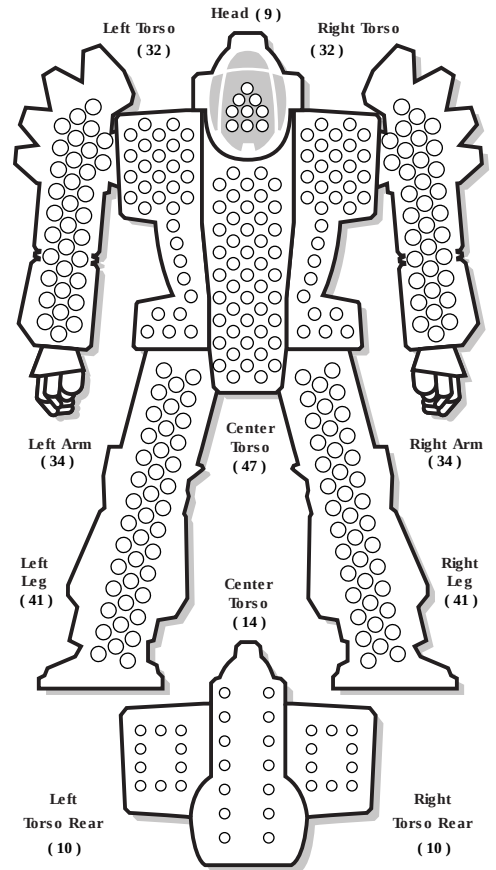
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (AC/20) 5
- Roll Again

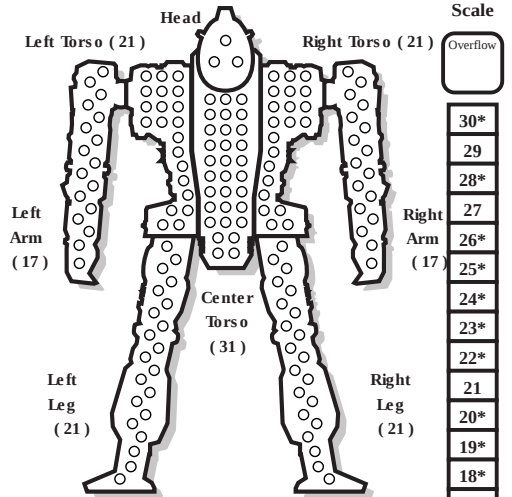
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
15 (30)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0