

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Akuma AKU-1X

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

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	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	Streak SRM 6	CT	4	2/Msl [M,C]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (MRM 30) 16, (Streak SRM 4) 25, (Streak SRM 6) 15

BV: 1,959



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- Medium Pulse Laser
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Torso

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo (MRM 30) 8

1-3

- Ammo (MRM 30) 8
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

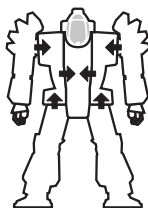
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 6
- Streak SRM 6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Ammo (Streak SRM 6) 15
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

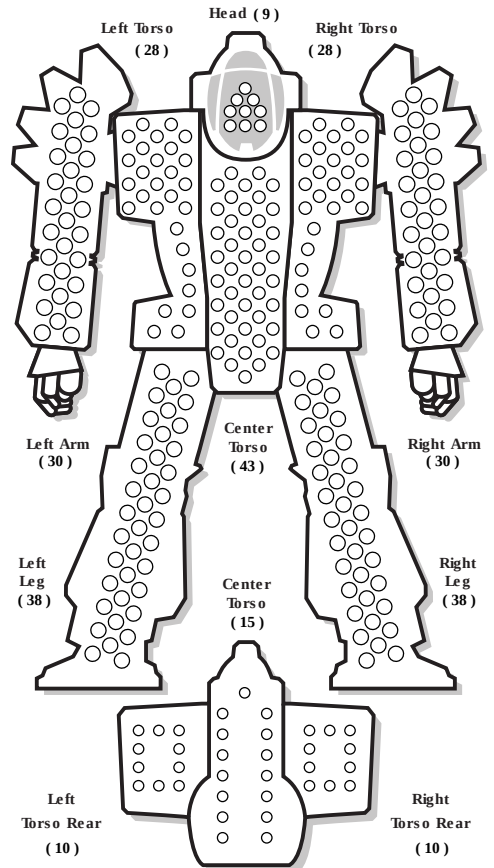
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

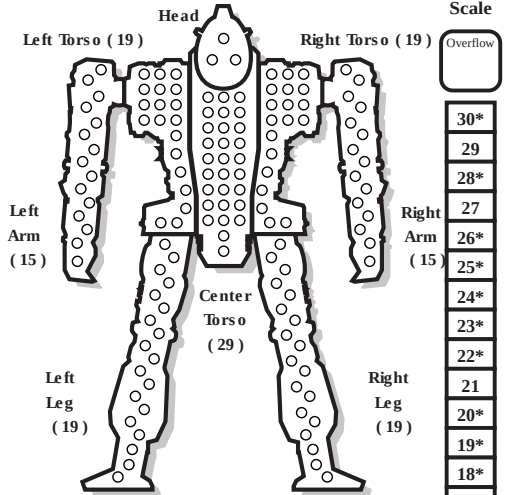
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○ ○ ○