

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Akuma AKU-1XJ
Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Juggernaut
Engine Type: 270 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	MRM 40	LT	12	1/Msl [M,C]	—	3	8	15
1	LB 20-X AC	RT	6	20	—	4	8	12
				[DB,C/F/S]				
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5

Ammo: (LB 20-X) 5, (LB 20-X Cluster) 10, (MRM 40) 18

BV: 2,203

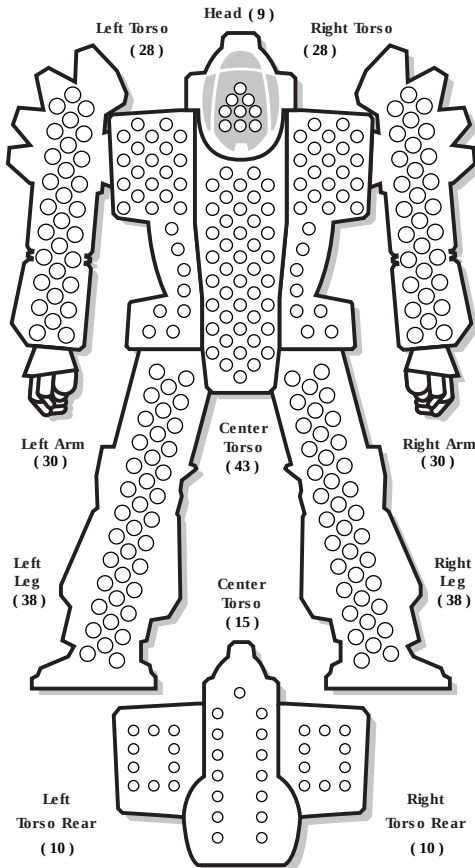
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm		Right Arm	
1-3	1. Shoulder	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Lower Arm Actuator
	5. [ER Large Laser		4. Hand Actuator
	5. [ER Large Laser		5. Ammo (LB 20-X Cluster) 5
	6. Medium Pulse Laser		6. Endo Steel
Center Torso		Right Torso	
4-6	1. Medium Pulse Laser	4-6	1. Endo Steel
	2. Endo Steel		2. Endo Steel
	3. Endo Steel		3. Endo Steel
	4. Endo Steel		4. Endo Steel
	5. Endo Steel		5. Endo Steel
	6. Roll Again		6. Roll Again
Left Torso		Right Torso	
1-3	1. MRM 40	1-3	1. LB 20-X AC
	2. MRM 40		2. LB 20-X AC
	3. MRM 40		3. LB 20-X AC
	4. MRM 40		4. LB 20-X AC
	5. MRM 40		5. LB 20-X AC
	6. MRM 40		6. LB 20-X AC
4-6	1. MRM 40	4-6	1. LB 20-X AC
	2. Ammo (MRM 40) 6		2. LB 20-X AC
	3. Ammo (MRM 40) 6		3. LB 20-X AC
	4. Ammo (MRM 40) 6		4. LB 20-X AC
	5. Endo Steel		5. LB 20-X AC
	6. Endo Steel		6. Ammo (LB 20-X Cluster) 5
Left Leg		Right Leg	
4-6	1. Hip	4-6	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator
	5. Endo Steel		5. Ammo (LB 20-X) 5
	6. Jump Jet		6. Jump Jet

1. Life Support

2. Sensors

3. Cockpit

4. Endo Steel

5. Sensors

6. Life Support

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. ER Small Laser

6. Jump Jet

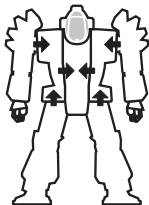
Engine Hits

Gyro Hits

Sensor Hits

Life Support

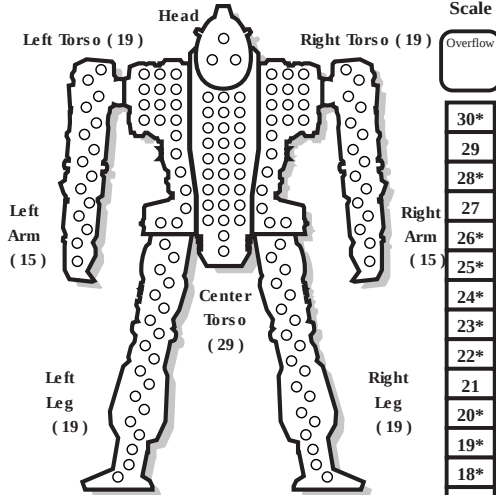
Damage Transfer
Diagram



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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:
10 (20)



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