

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas III AS7-D3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Advanced

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 |
|-----|--------------------------|-----|----|----------------|-----|-----|-----|-----|
| 2   | Medium X-Pulse Laser     | LA  | 6  | 6 [P]          | —   | 3   | 6   | 9   |
| 1   | Shield (Small)           | LA  | —  | 3              | —   | —   | —   | —   |
| 1   | Rotary AC/2 (IS)         | RA  | 1  | 2/Sht [DB,R/C] | —   | 6   | 12  | 18  |
| 1   | Shield (Small)           | RA  | —  | 3              | —   | —   | —   | —   |
| 1   | Streak SRM 6 (IS)        | LT  | 4  | 2/Msl [M,C]    | —   | 3   | 6   | 9   |
| 2   | Medium X-Pulse Laser     | LT  | 6  | 6 [P]          | —   | 3   | 6   | 9   |
| 1   | Radical Heat Sink System | LT  | —  | [E]            | —   | —   | —   | —   |
| 1   | Streak LRM 20            | RT  | 6  | 1/Msl [M,C]    | —   | 7   | 14  | 21  |
| 1   | Angel ECM Suite          | CT  | —  | [E]            | —   | —   | —   | 6   |

Ammo: (RAC/2) 90, (Streak LRM 20) 12, (Streak SRM 6) 15

BV: 2,564



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser

1-3

- Shield (Small)
- Shield (Small)
- Shield (Small)
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso (CASE II)

- Streak SRM 6
- Streak SRM 6
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Ammo (Streak SRM 6) 15
- Radical Heat Sink System

1-3

- Radical Heat Sink System
- Radical Heat Sink System
- CASE II
- Endo Steel
- 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
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rotary AC/2
- Rotary AC/2

1-3

- Rotary AC/2
- Ammo (RAC/2) 45
- Ammo (RAC/2) 45
- Shield (Small)
- Shield (Small)
- Shield (Small)

4-6

#### Right Torso (CASE II)

- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Ammo (Streak LRM 20) 6

1-3

- Ammo (Streak LRM 20) 6
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

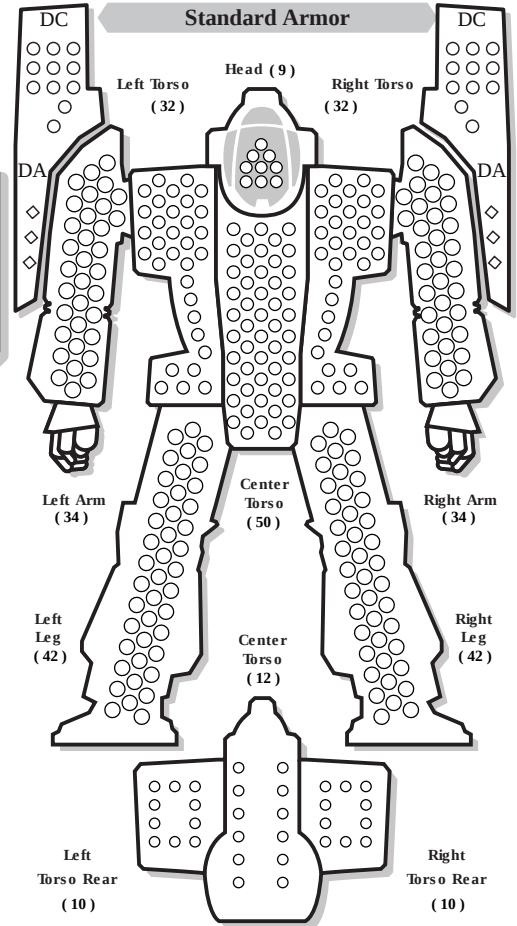
4-6

#### Right Leg

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

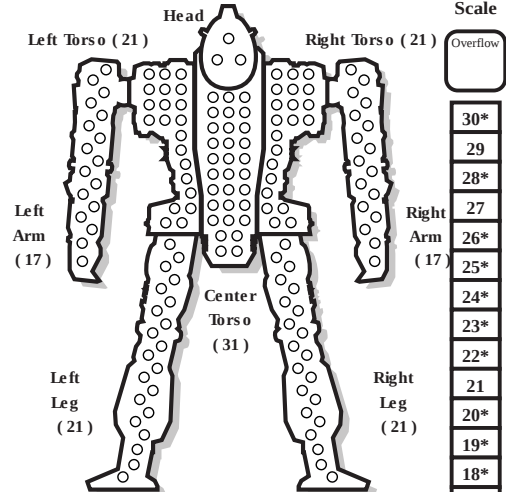
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat 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

### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 12 (24) |
|-------------|------------------------|----------------------------|
| 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     | ○○○                        |