

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Amarak 3

Movement Points:

Walking: 4

Running: 5

Jumping: 0

Engine Type: 400 XL

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
3	Small Pulse Laser (C)	LA	2	3 [P, AI]	—	2	4	6
1	Spikes	LA	—	[E]	—	—	—	—
3	Small Pulse Laser (C)	RA	2	3 [P, AI]	—	2	4	6
1	Spikes	RA	—	[E]	—	—	—	—
1	HAG/20	LT	4	20 [C, F, X]	2	8	16	24
1	Spikes	LT	—	[E]	—	—	—	—
1	LRM 20 (C)	RT	6	1/Msl [M, C, S]	—	7	14	21
1	Spikes	RT	—	[E]	—	—	—	—
1	Small Pulse Laser (C)	CT	2	3 [P, AI]	—	2	4	6
1	Spikes	CT	—	[E]	—	—	—	—
1	Spikes	HD	—	[E]	—	—	—	—

Ammo: (HAG/20) 12, (LRM 20 Artemis V) 12

BV: 2,609



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

- Small Pulse Laser
- Spikes [IS]
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Spikes [IS]
- CASE II

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Spikes [IS]
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Small Pulse Laser
- Spikes [IS]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

- Small Pulse Laser
- Spikes [IS]
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis V FCS
- Artemis V FCS
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- Spikes [IS]
- CASE II

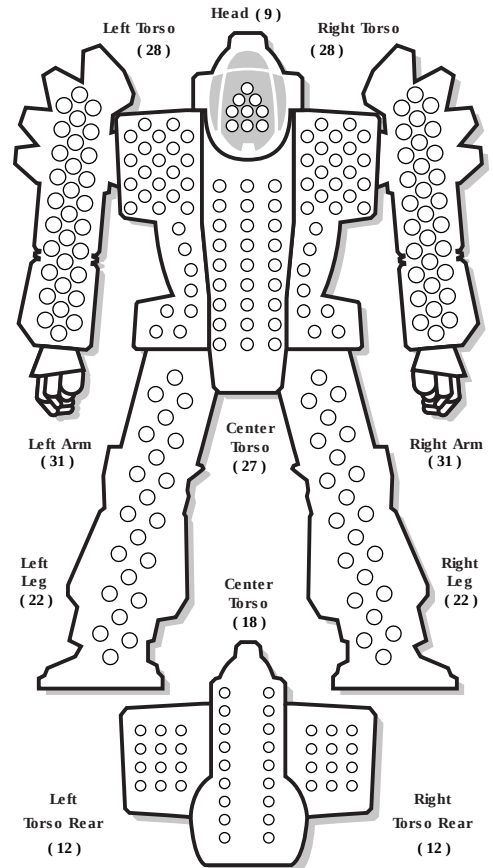
4-6

Right Leg

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

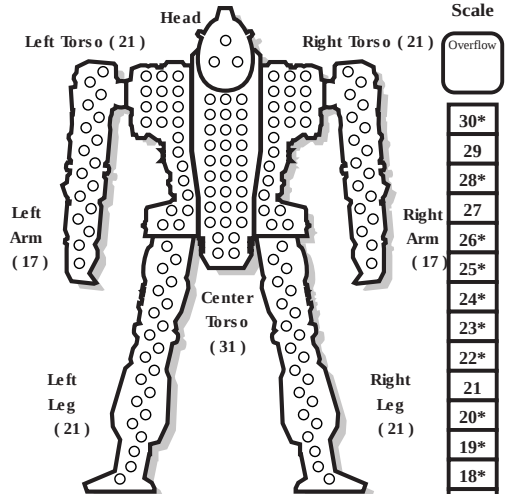
ARMOR DIAGRAM

Hardened



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: 10 (20)
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	○