

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS8-S

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 XL

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

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 Large Laser (C)	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25
1	Streak SRM 6 (IS)	LT	4	2/Msl [M,C]	—	3	6	9
1	LRM 5 (C)	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser (C) (R)	LT	5	7 [DE]	—	5	10	15
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Imp. Heavy Gauss Rifle	CT/RT	2	22 [DB,X]	3	6	12	19
1	ER Medium Laser (C) (R)	RT	5	7 [DE]	—	5	10	15

Ammo: (LRM 5) 24, (Streak SRM 6) 15, (iHeavy Gauss) 24

BV: 2,789



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
- ER Large Laser [Clan]
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- LRM 5 [Clan]
- ER Medium Laser [Clan] (R)

1-3

- Ammo (iHeavy Gauss) 4
- Ammo (Streak SRM 6) 15
- Ammo (LRM 5) 24
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE II [Clan]

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4

Head

- Life Support
- Sensors
- Cockpit
- Ammo (iHeavy Gauss) 4
- Sensors
- Life Support

1-3

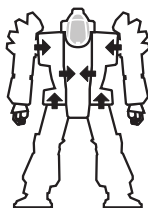
Center Torso (CASE II)

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- CASE II [Clan]

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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser [Clan]
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

1-3

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- ER Medium Laser [Clan] (R)
- CASE II [Clan]

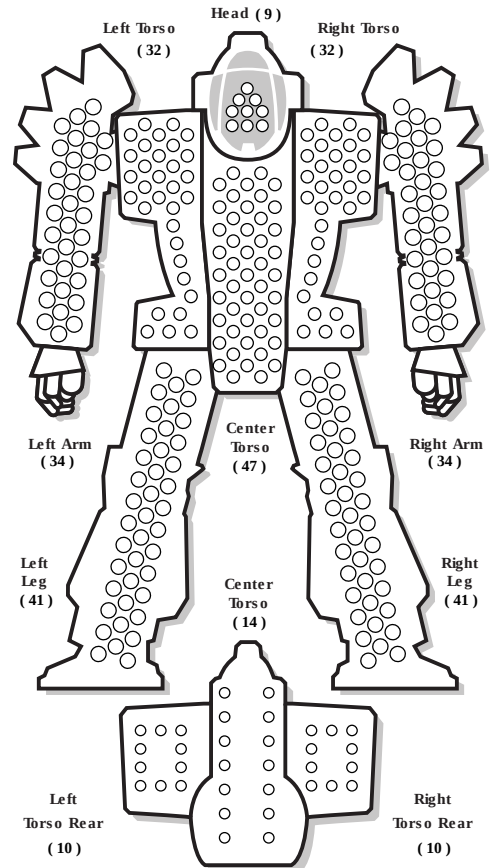
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4

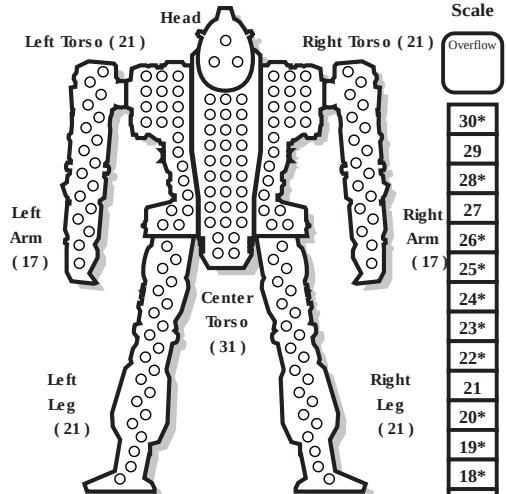
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○○

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
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5*
4
3
2
1
0