

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Awesome AWS-11R

Movement Points:

Walking: 3

Running: 5 [6]

Jumping: 0

Engine Type: 240 XL

Tonnage: 80

Tech Base: Inner Sphere

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	ECM Suite	LA	—	[E]	—	—	—	6
(Guardian)								
1	Coolant Pod	LA	—	[PE,OS,X]	—	—	—	—
1	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Extended LRM 15	RT	8	1/Msl [M,C,S]	10	12	22	38
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (ELRM 15) 18, (LRM 15) 16, (Light Gauss) 32

BV: 1,878



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Coolant Pod
- Stealth
- Stealth

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15

1-3

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Supercharger
- CASE II
- Stealth
- Stealth

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso (CASE II)

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

1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- CASE II
- Stealth
- Stealth

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Ammo (Light Gauss) 16
- Stealth
- Stealth

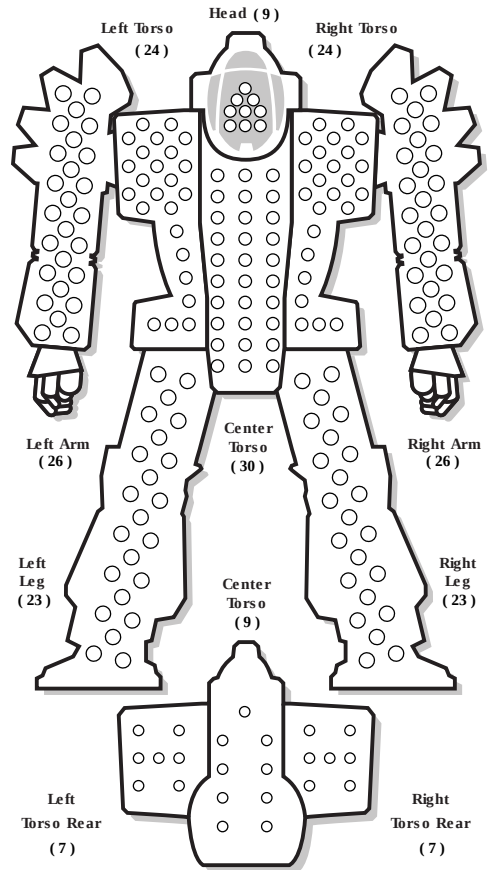
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

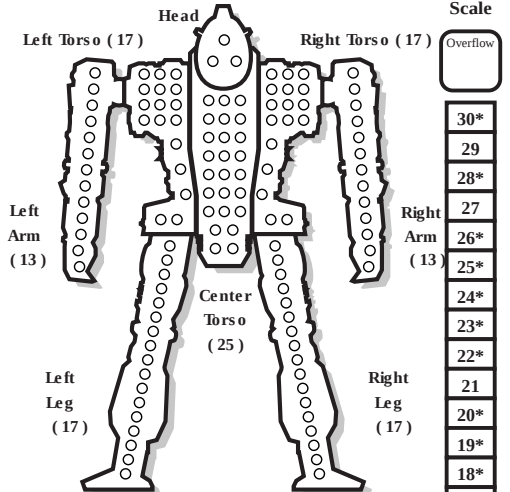
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○