BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-D

Movement Points:
Walking: 3
Running: 5
Jumping: 0
Engine Type: 300 Fusion

Tonnage: 100
Tech Base: Inner Sphere
Rules Level: Introductory
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/20) 10, (LRM 20) 12, (SRM 6) 15

BV: 1,897

WARRIOR DATA

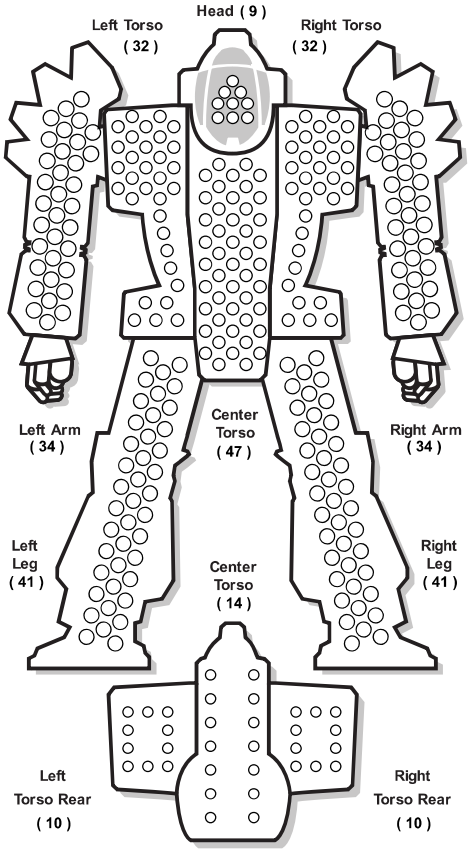
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

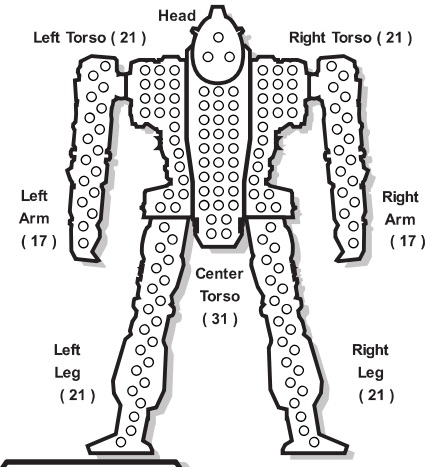
ARMOR DIAGRAM

Standard Armor



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 Sinks: 20

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	

CRITICAL TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3:
1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6:
1. SRM 6
2. SRM 6
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (SRM 6) 15
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

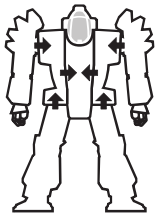
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3:
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6:
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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