

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-K3

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 400 XL

Tonnage: 100

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	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9

Ammo: (Gauss) 16, (Streak SRM 4) 25

BV: 2,346



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Streak SRM 4) 25
- Ammo (Gauss) 8

1-3

- Ammo (Gauss) 8
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

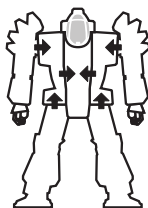
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Streak SRM 4

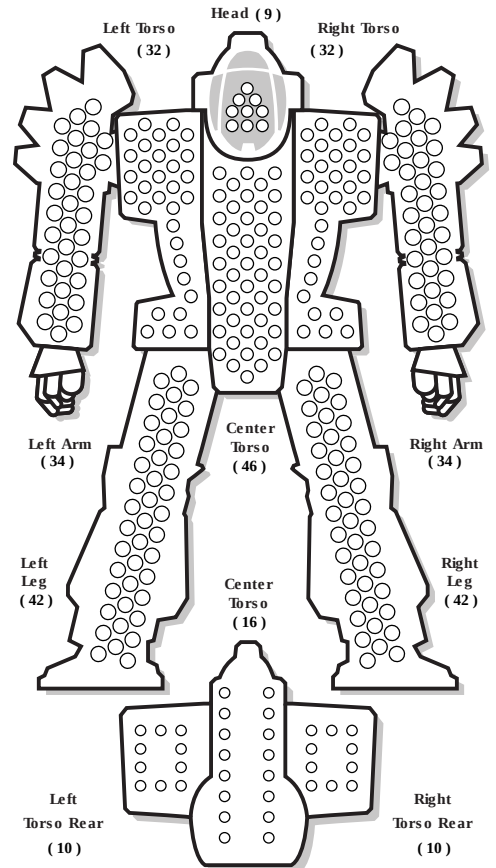
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

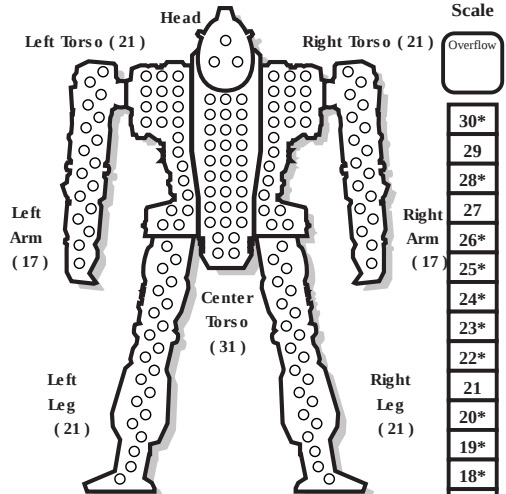
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
10 (20)



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