

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-S3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Light

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	PPC	LA	10	10 [DE]	3	6	12	18
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Anti-Missile System	LA	1	[PB]	—	1	—	—
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AMS) 12, (Gauss) 16, (LRM 15 Artemis) 16

BV: 2,351



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Small Laser
- Anti-Missile System

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (AMS) 12
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

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

Right Arm

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

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Small Laser
- Roll Again

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE
- Roll Again
- Roll Again

4-6

Right Leg

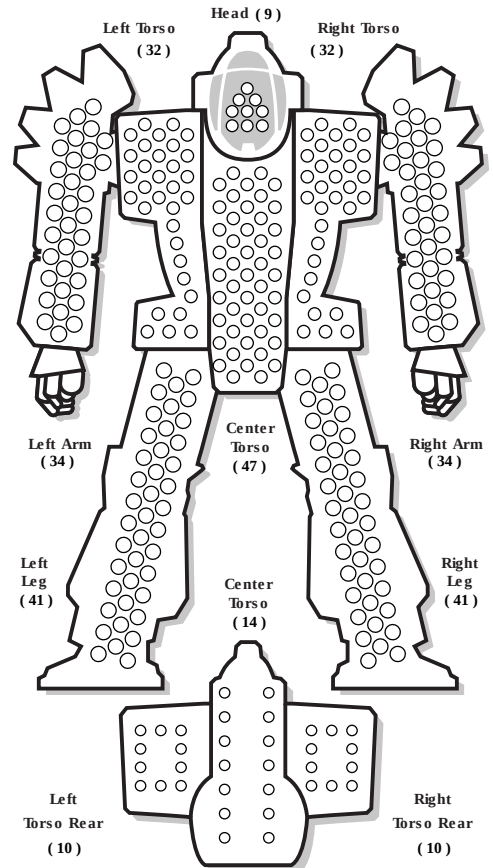
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

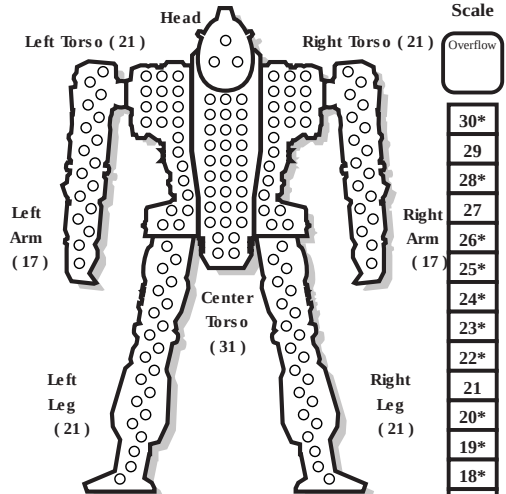
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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