

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS8-KE

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

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	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16, (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 2,658



CRITICAL TABLE

Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- CASE II

1-3

- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ballistic-Reinforced
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

4-6

- Heavy Duty Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ballistic-Reinforced
- Ballistic-Reinforced

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

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- CASE II
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

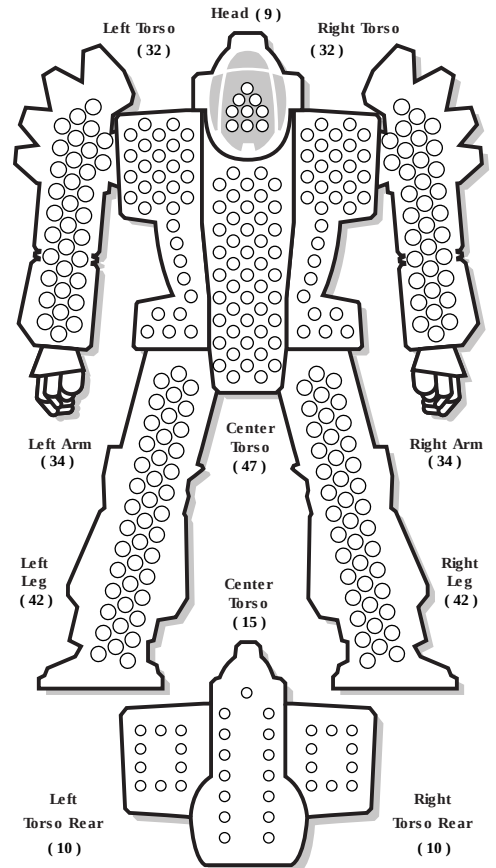
4-6

Right Leg

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

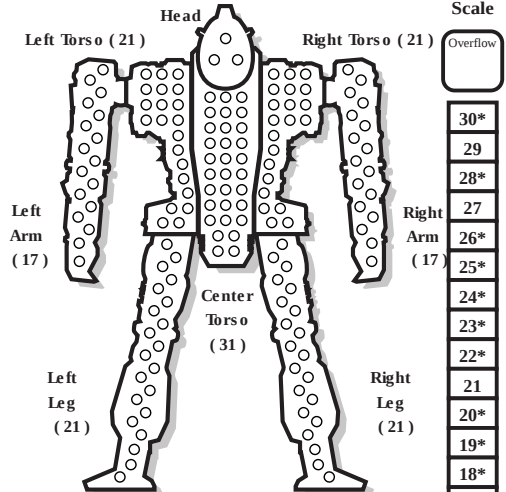
ARMOR DIAGRAM

Ballistic-Reinforced



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

- 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: 12 (24)

