

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas C 3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Clan

Rules Level: Advanced

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	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Arrow IV	CT/LT	10	20[AE,S,F]	—	1	2	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Arrow IV) 10, (Arrow IV Homing) 10, (Gauss) 24

BV: 2,562



CRITICAL TABLE

Left Arm

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

1-3

- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5

4-6

Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5

Head

- Life Support
- Sensors
- Cockpit
- Ammo (Gauss) 8
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Arrow IV
- Arrow IV

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



Damage Transfer Diagram

Right Arm

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

1-3

- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

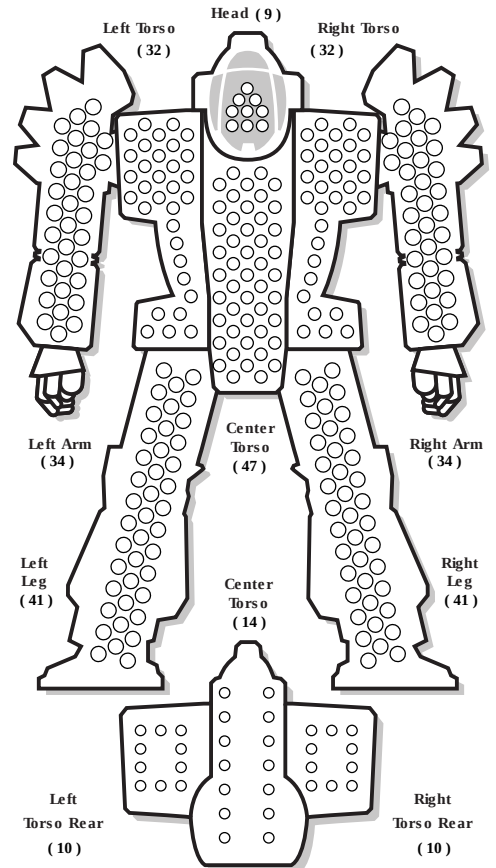
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

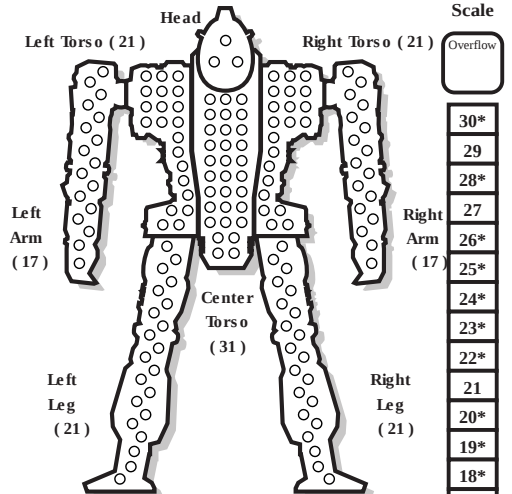
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)	Heat Scale
30	Shutdown	○○○○	30*
28	Ammo Exp, avoid on 8+	○○○○	29
26	Shutdown, avoid on 10+	○○○○	28*
25	-5 Movement Points	○○○○	27
24	+4 Modifier to Fire	○○○○	26*
23	Ammo Exp, avoid on 6+	○○○○	25*
22	Shutdown, avoid on 8+	○○○○	24*
20	-4 Movement Points	○○○○	23*
19	Ammo Exp, avoid on 4+	○○○○	22*
18	Shutdown, avoid on 6+	○○○○	21
17	+3 Modifier to Fire	○○○○	20*
15	-3 Movement Points	○○○○	19*
14	Shutdown, avoid on 4+	○○○○	18*
13	+2 Modifier to Fire	○○○○	17*
10	-2 Movement Points	○○○○	16
8	+1 Modifier to Fire	○○○○	15*
5	-1 Movement Points	○○○○	14*
		○○○○	13*
		○○○○	12
		○○○○	11
		○○○○	10*
		○○○○	9
		○○○○	8*
		○○○○	7
		○○○○	6
		○○○○	5*
		○○○○	4
		○○○○	3
		○○○○	2
		○○○○	1
		○○○○	0