

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Atlas II AS7-DK-H

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 400 XL

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

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
2	ER Large Laser (C)	LA	12	10 [DE]	—	8	15	25
1	Rotary AC/5 (IS)	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	LRM 20 (C)	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20) 12, (RAC/5) 60, (SRM 6) 15

BV: 2,599



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hand Actuator
- ER Large Laser [Clan]
- ER Large Laser [Clan]

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- ER Medium Laser [Clan]

1-3

- ER Medium Laser [Clan]
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15
- CASE II
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]

1-3

- LRM 20 [Clan]
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE II
- Ferro-Fibrous

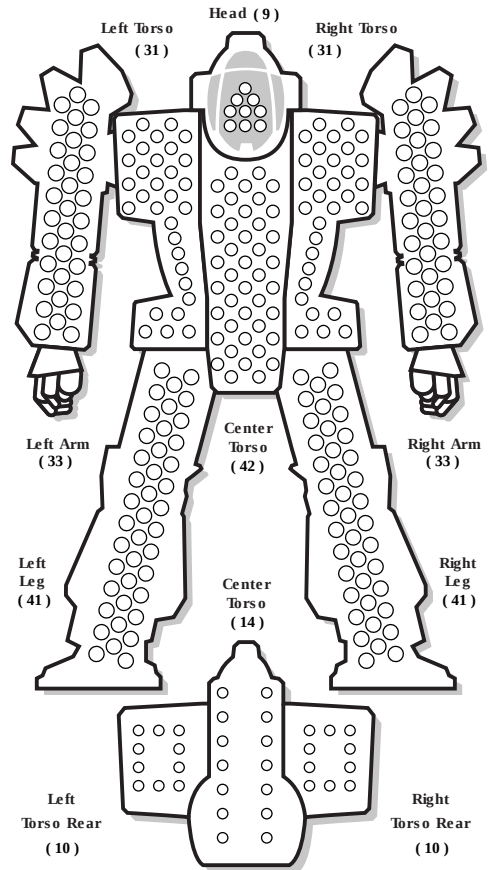
4-6

Right Leg

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

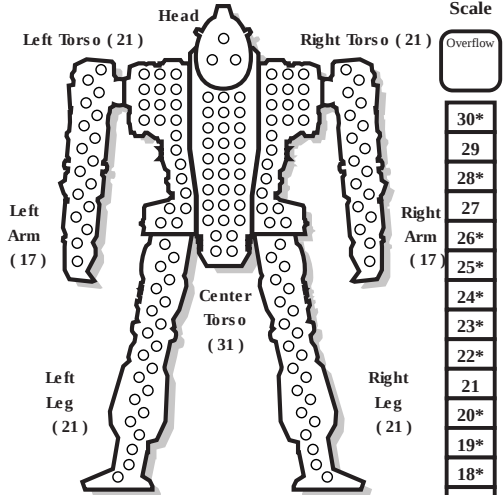
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	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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