

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Atlas AS7-WGS (Samsonov)

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Introductory
Jumping: 0 **Role:** Juggernaut
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	AC/20	RT	7	20 [DB,S]	—	3	6	9

Ammo: (AC/20) 10

BV: 1,884



WARRIOR DATA

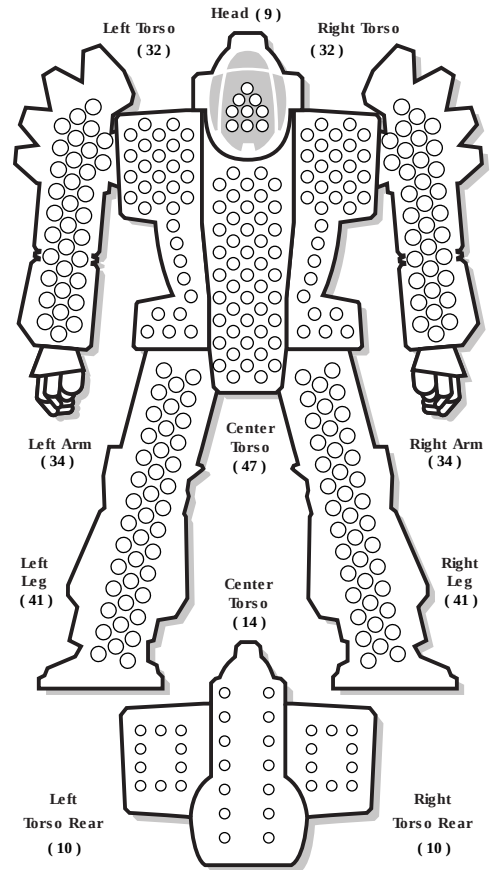
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

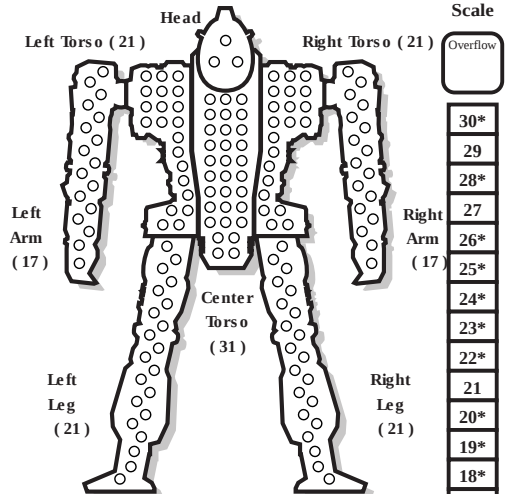
ARMOR DIAGRAM

Standard Armor

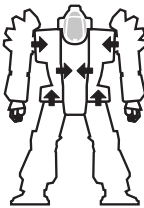


INTERNAL STRUCTURE DIAGRAM

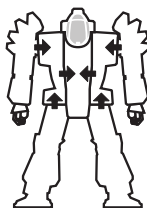
Standard Structure



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Heat Sink		4. Hand Actuator
	5. PPC		5. Sensors		5. PPC
	6. PPC		6. Life Support		6. PPC
Center Torso		Left Torso		Right Torso	
4-6	1. PPC	1-3	1. Gyro	1-3	1. PPC
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Gyro	4-6	1. Fusion Engine	4-6	1. AC/20
	2. Fusion Engine		2. Fusion Engine		2. AC/20
	3. Fusion Engine		3. Fusion Engine		3. AC/20
	4. Gyro		4. Fusion Engine		4. AC/20
	5. Gyro		5. Heat Sink		5. AC/20
	6. Gyro		6. Heat Sink		6. AC/20
Engine Hits ○○○○ Gyro Hits ○○○ Sensor Hits ○○○ Life Support ○					
Left Leg		Right Leg			
4-6	1. Hip	4-6	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Heat Sink		6. Heat Sink		

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	26
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*
25*
24*
23*
22*
21
20*
19*
18*
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16
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0