

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Aquagladious AQS-5 MAM

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Underwater: 6

Engine Type: 300 XXL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

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	Heavy PPC	LA	15	15 [DE]	3	6	12	18
2	Small VSP Laser	RA	3	5/4/3 [P,V]	—	2	4	6
2	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7

BV: 1,886



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Heavy PPC
- Heavy PPC
- PPC Capacitor
- Triple Strength Myomer
- Roll Again
- Roll Again

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- UMU
- UMU
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- MASS
- Sensors
- Life Support

1-3

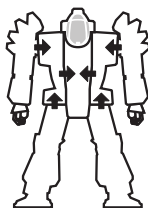
Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Small VSP Laser
- Small VSP Laser
- ER Flamer

1-3

- ER Flamer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- UMU
- UMU
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

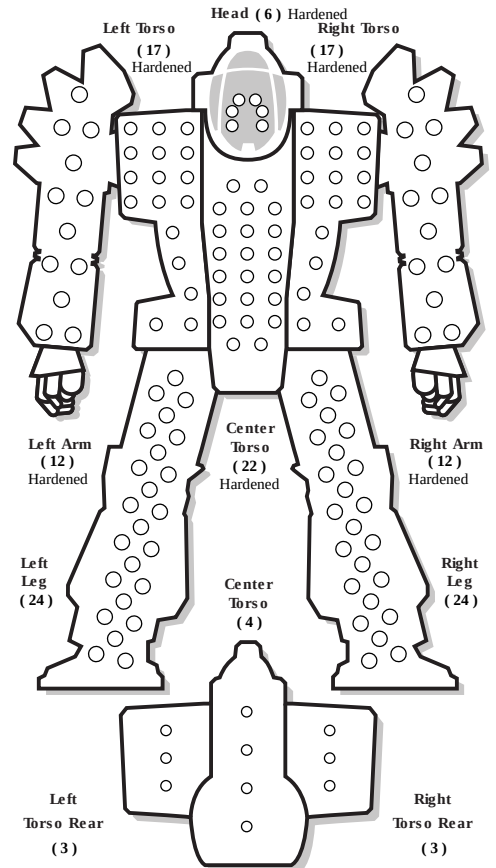
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Triple Strength Myomer

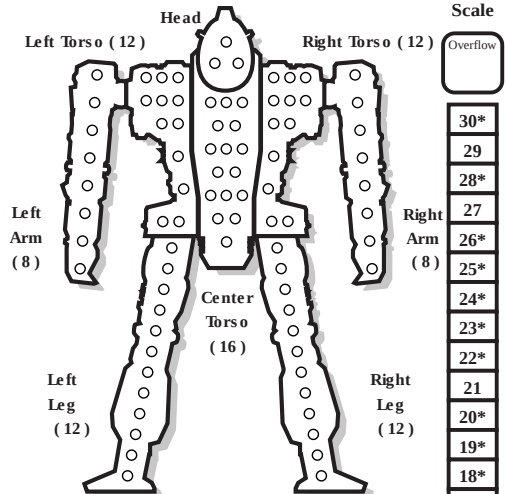
ARMOR DIAGRAM

Patchwork



INTERNAL STRUCTURE DIAGRAM

Composite



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:
10 (20)

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