

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-00 (Jurn)

Movement Points: **Tonnage:** 100  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Advanced  
**Jumping:** 0 **Role:** Sniper  
**Engine Type:** 300 XL

### Weapons & Equipment Inventory

| Qty | Type                     | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Remote Sensors/Dispenser | LL  | —  | [E]           | —   | —   | —   | —   |
| 1   | Remote Sensors/Dispenser | RL  | —  | [E]           | —   | —   | —   | —   |
| 1   | Light PPC                | LA  | 5  | 5 [DE]        | 3   | 6   | 12  | 18  |
| 1   | Light PPC                | RA  | 5  | 5 [DE]        | 3   | 6   | 12  | 18  |
| 1   | Thunderbolt 15           | LT  | 7  | 15[M]         | 5   | 6   | 12  | 18  |
| 1   | HVAC/10                  | RT  | 7  | 10 [DB]       | —   | 6   | 12  | 20  |
| 1   | Snub-Nose PPC            | RT  | 10 | 10/8/5 [DE,V] | —   | 9   | 13  | 15  |
| 1   | Active Probe (Beagle)    | CT  | —  | [E]           | —   | —   | —   | 4   |

Ammo: (HVAC/10) 16, (Remote Sensors/Dispenser) 60, (Thunderbolt 15) 8

BV: 2,059



### WARRIOR DATA

Pilot: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

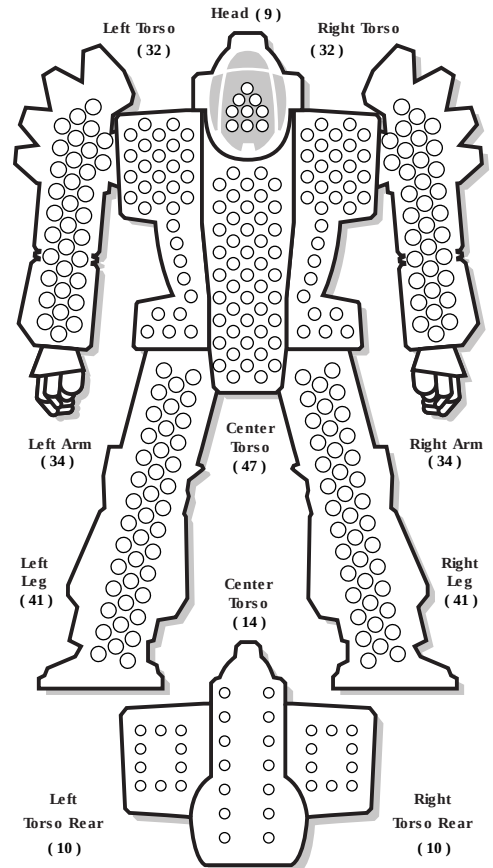
Commander: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

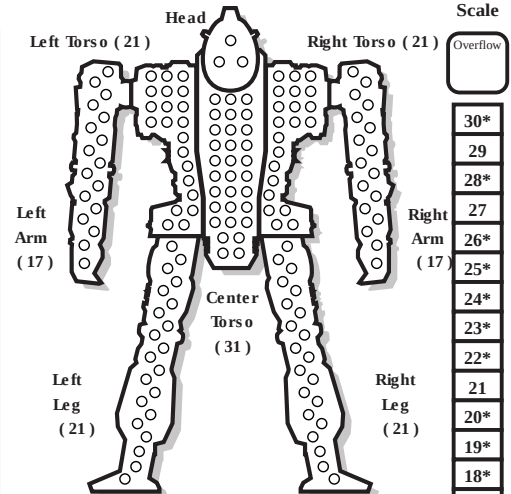
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### CRITICAL TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC

4-6

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15

1-3

- Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- Ammo (HVAC/10) 8
- Ammo (HVAC/10) 8
- CASE II
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensors/Dispenser (30)
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Command Console
- 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
- Active Probe (Beagle)
- Active Probe (Beagle)

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

#### Right Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- HVAC/10
- HVAC/10
- HVAC/10

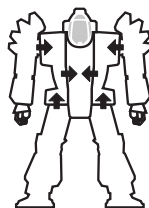
1-3

- HVAC/10
- HVAC/10
- HVAC/10
- Snub-Nose PPC
- Snub-Nose PPC
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensors/Dispenser (30)
- Roll Again



Damage Transfer Diagram

### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 16 (32) |
|-------------|------------------------|----------------------------|
| 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     | ○○○○                       |