

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Atlas AS7-Roman

Movement Points:

Walking: 3  
Running: 5  
Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere  
Rules Level: Experimental

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								
1	Enhanced PPC	LT	15	12 [DE]	—	7	14	23
1	LRM 10	RA	4	1/Msl	6	7	14	21
[M,C,S]								
1	LRM 10	LA	4	1/Msl	6	7	14	21
[M,C,S]								

Ammo: (LB 10-X) 20, (LRM 10) 24

BV: 2,048



### WARRIOR DATA

Name: \_\_\_\_\_

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

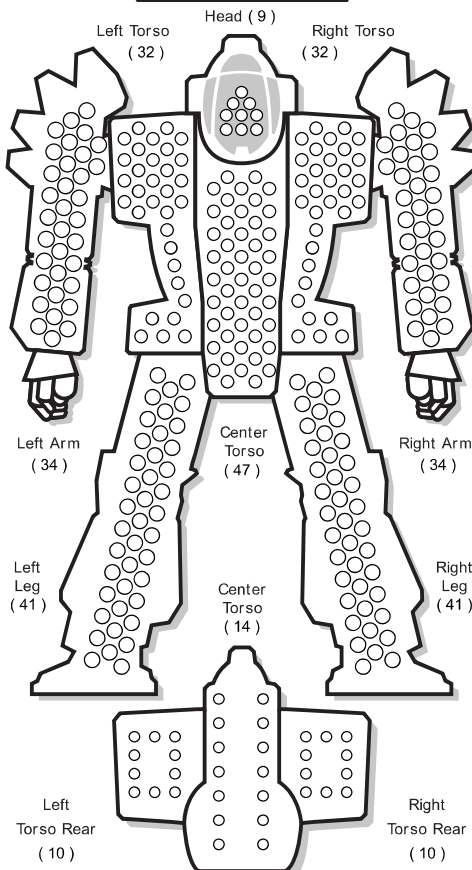
Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Enhanced PPC
- Enhanced PPC
- Enhanced PPC
- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12

- Ammo (LRM 10) 12
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

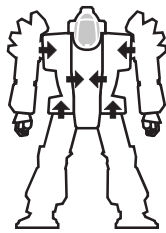
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

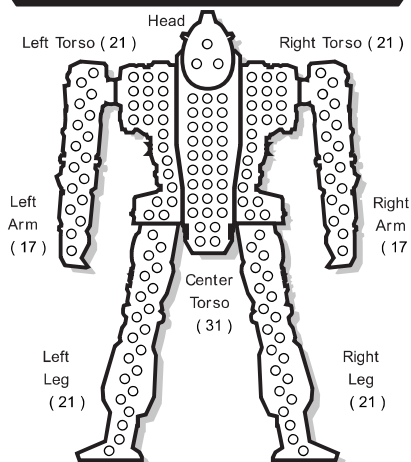
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	22
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*
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17*
16
15*
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13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0