

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-S2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Light

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

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	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	ECM Suite	LT	—	[E]	—	—	—	6
(Guardian)								
1	Heavy Gauss Rifle	CT/RT	2	25/20/10	4	6	13	20
[DB,X]								

Ammo: (Heavy Gauss) 16, (LRM 15 Artemis) 16

BV: 2,362



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
- ER Large Laser
- ER Large Laser

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4

Head

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

1-3

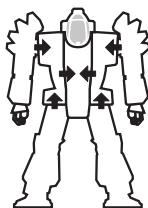
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle

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



Damage Transfer Diagram

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
- ER Large Laser
- ER Large Laser

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

1-3

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- CASE

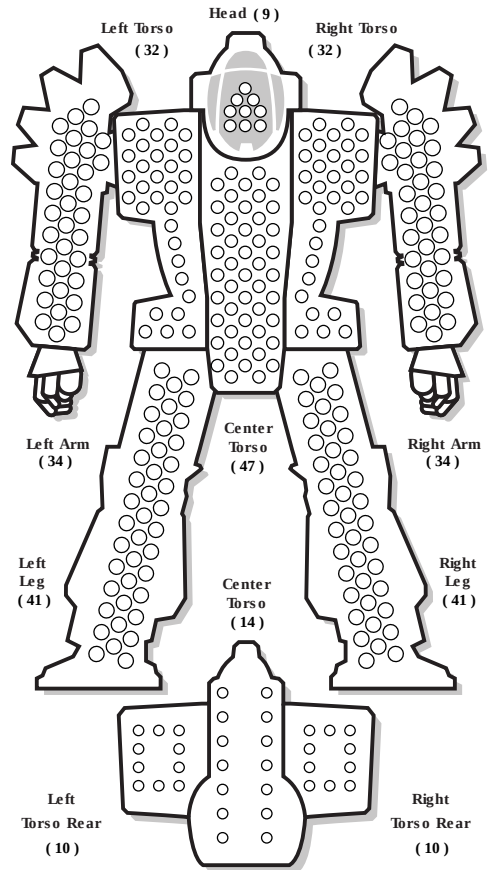
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4

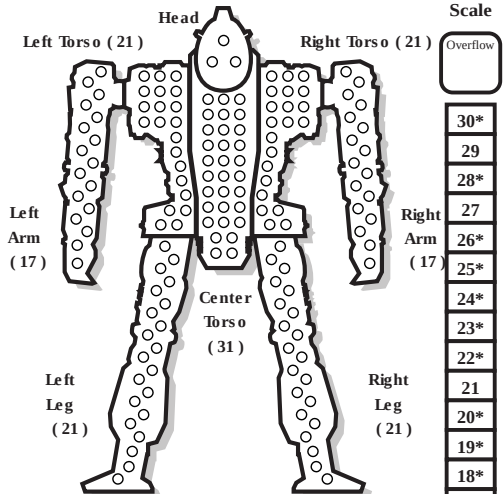
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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: 16 (32)



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