

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas III AS7-D2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Juggernaut

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
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	Streak SRM 6 (IS)	LT	4	2/Msl [M,C]	—	3	6	9
1	Targeting Computer (IS)	LT	—	[E]	—	—	—	—
1	Streak LRM 20	RT	6	1/Msl [M,C]	—	7	14	21
1	Angel ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (HAG/30) 16, (Streak LRM 20) 12, (Streak SRM 6) 15

BV: 2,890



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE II)

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Angel ECM Suite
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- HAG/30 [Clan]
- HAG/30 [Clan]

1-3

- HAG/30 [Clan]
- HAG/30 [Clan]
- HAG/30 [Clan]
- HAG/30 [Clan]
- HAG/30 [Clan]
- HAG/30 [Clan]

4-6

Right Torso (CASE II)

- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Streak LRM 20 [Clan]
- Ammo (Streak LRM 20) 6

1-3

- Ammo (Streak LRM 20) 6
- Ammo (HAG/30) 4
- Ammo (HAG/30) 4
- Ammo (HAG/30) 4
- Ammo (HAG/30) 4
- CASE II

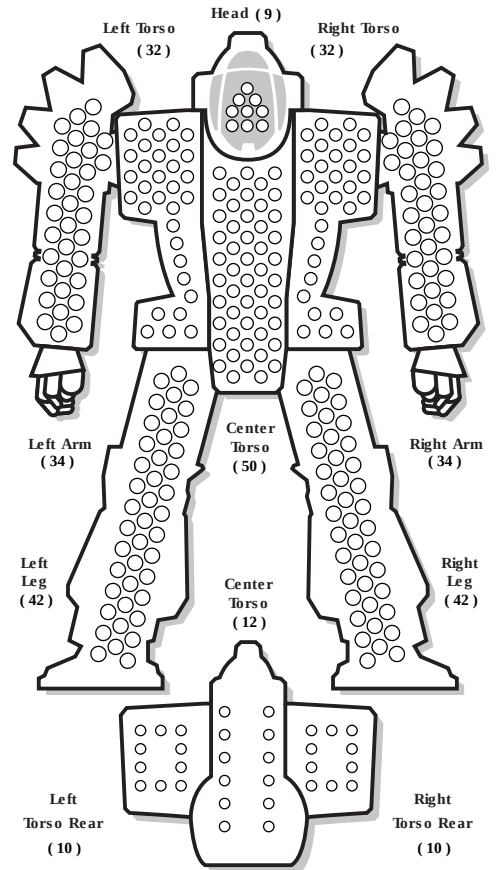
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

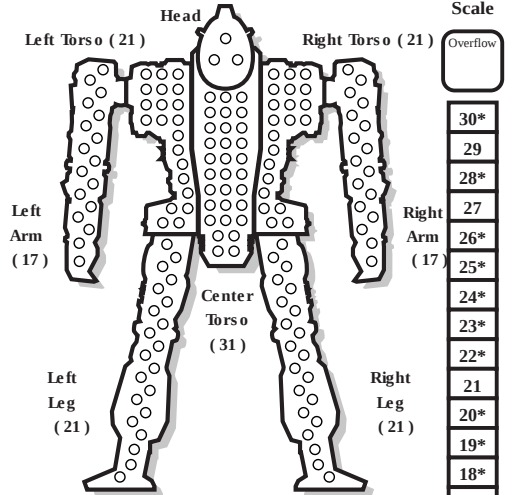
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow

30*
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28*
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