

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas C

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
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20 (C)	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6 (C)	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20 (C)	RT	7	20/Sht [DB,R/C]	—	4	8	12
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 20) 12, (Streak SRM 6) 15, (Ultra AC/20) 15

BV: 2,232



CRITICAL TABLE

Left Arm

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

1-3

- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Heat Sink
- Heat Sink
- Heat Sink
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Streak SRM 6
- Streak SRM 6
- Ammo (LRM 20) 6
- Ammo (Streak SRM 6) 15
- Ammo (LRM 20) 6

4-6

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

1-3

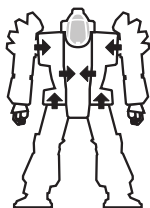
Center Torso

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

4-6

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

1-3

- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Roll Again

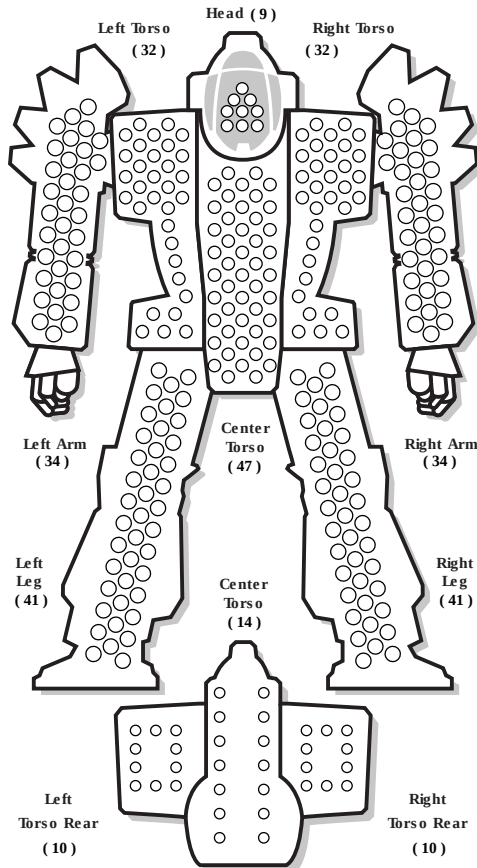
4-6

Right Leg

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

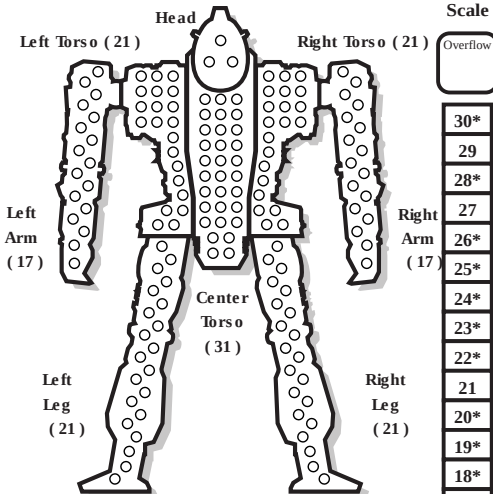
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	26
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*
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21
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