

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-K

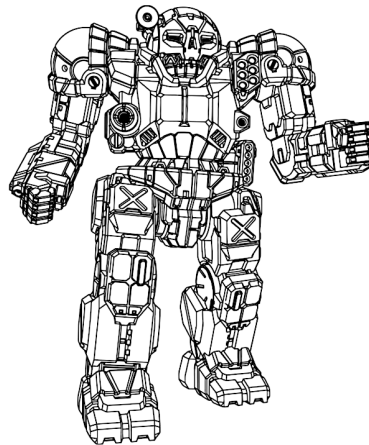
Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 0 **Role:** Sniper

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



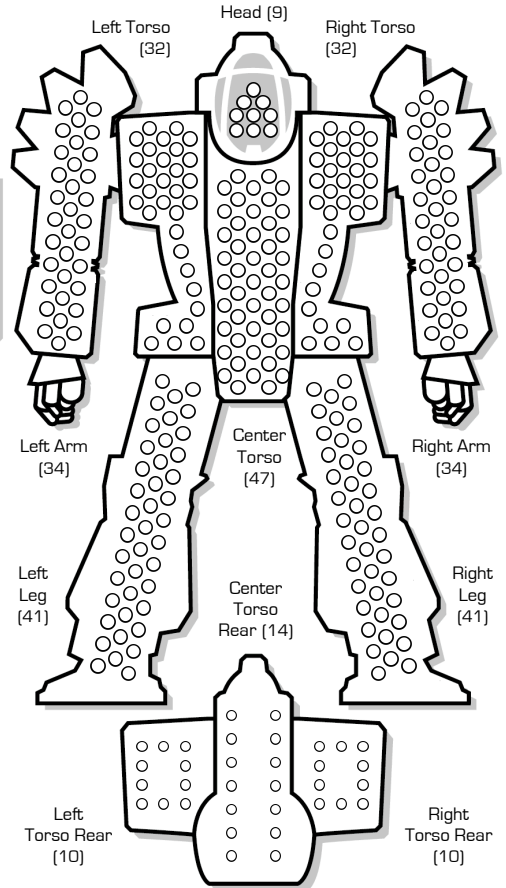
**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT (R)	4	6	—	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/Msl	6	7	14	21
1	ER Large Laser	RA	12	8	—	7	14	19
1	Anti-Missile System	LA	1	—	—	—	—	—
1	ER Large Laser	LA	12	8	—	7	14	19

BV: 2,175

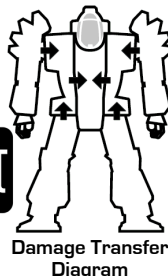


### ARMOR DIAGRAM

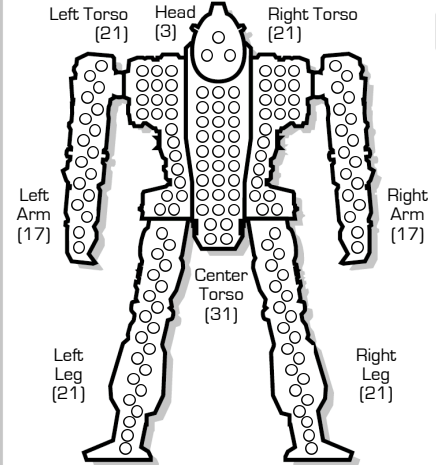


### CRITICAL HIT TABLE

- |   |  |
|---|--|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Anti-Missile System</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (AMS) 12</li> <li>CASE</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Medium Pulse Laser (R)</li> <li>Medium Pulse Laser (R)</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Ammo (Gauss) 8</li> <li>Ammo (Gauss) 8</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>CASE</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> |
|---|--|



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
20		20
30	Shutdown	Single
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

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	