

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas C

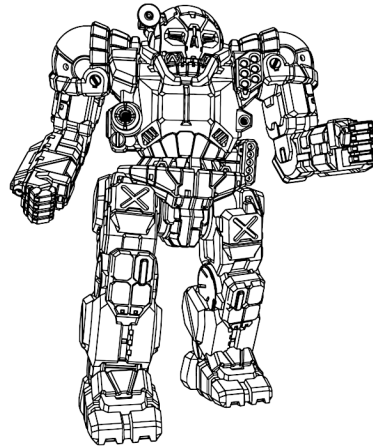
Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Mixed  
 Running: 5 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Juggernaut

### WARRIOR DATA

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

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

  
 Consciousness#



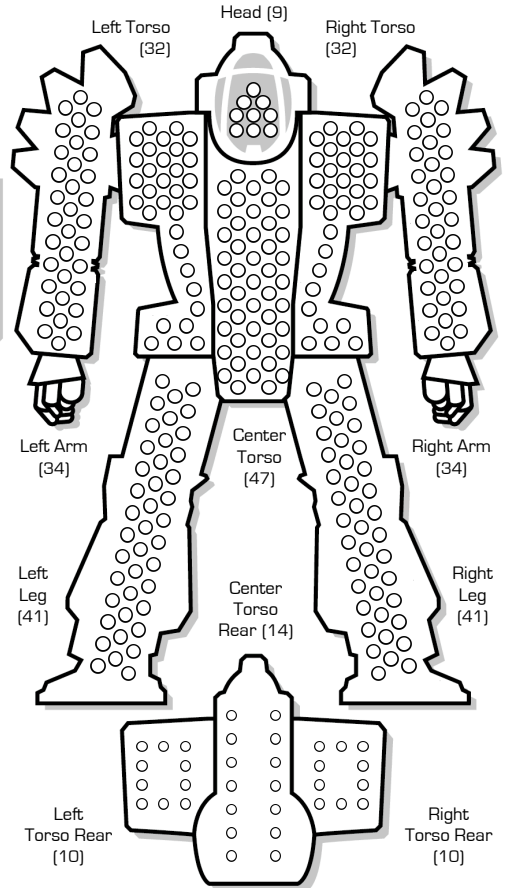
#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT (R)	3	5	-	3	6	9
1	Ultra AC/20 (C)	RT	7	20/Sht	-	4	8	12
1	LRM 20 (C)	LT	6	1/Msl	-	7	14	21
1	Streak SRM 6 (C)	LT	4	2/Msl	-	4	8	12
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

BV: 2,340



### ARMOR DIAGRAM

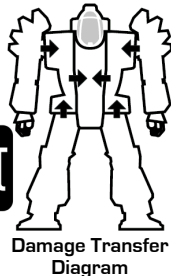


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Heat Sink
  - Heat Sink
- Center Torso**
- Heat Sink
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- 1-3
- Left Torso (CASE)**
- Heat Sink
  - Heat Sink
  - Heat Sink
  - LRM 20 (C)
  - LRM 20 (C)
  - LRM 20 (C)
- 1-3
- LRM 20 (C)
  - Streak SRM 6 (C)
  - Streak SRM 6 (C)
  - Ammo (Streak SRM 6) 15 (C)
  - Ammo (LRM 20) 6 (C)
  - Ammo (LRM 20) 6 (C)
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support
- 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
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso (CASE)**
- Ultra AC/20 (C)
  - Ultra AC/20 (C)
  - Ultra AC/20 (C)
  - Ultra AC/20 (C)
  - Ultra AC/20 (C)
  - Ultra AC/20 (C)
- 1-3
- Ultra AC/20 (C)
  - Ultra AC/20 (C)
  - Ammo (Ultra AC/20) 5 (C)
  - Ammo (Ultra AC/20) 5 (C)
  - Ammo (Ultra AC/20) 5 (C)
  - Roll Again
- 4-6

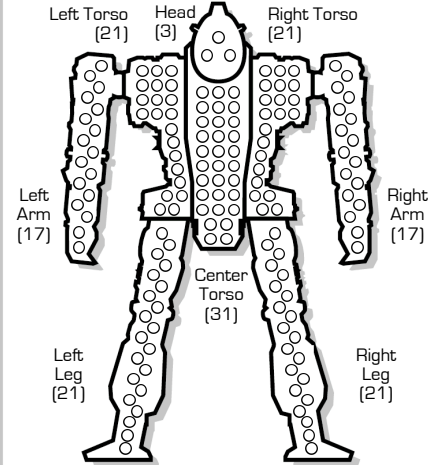
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



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

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

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	Single
29	Ammo Exp. avoid on 8+	○○○
28*	Shutdown, avoid on 10+	○○○
27	-5 Movement Points	○○○
26*	+4 Modifier to Fire	○○○
25*	Ammo Exp. avoid on 6+	○○○
24*	Shutdown, avoid on 8+	○○○
23*	-4 Movement Points	○○○
22*	Ammo Exp. avoid on 4+	○○○
21	Shutdown, avoid on 6+	○○○
20*	+3 Modifier to Fire	○○○
19*	-3 Movement Points	○○○
18*	Shutdown, avoid on 4+	○○○
17*	+2 Modifier to Fire	○○○
16	-2 Movement Points	○○○
15*	+1 Modifier to Fire	○○○
14*	-1 Movement Points	○○○
13*		○○○
12		○○○
11		○○○
10*		○○○
9		○○○
8*		○○○
7		○○○
6		○○○
5*		○○○
4		○○○
3		○○○
2		○○○
1		○○○
0		○○○

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	26
28	Ammo Exp. avoid on 8+	Single
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	○○○