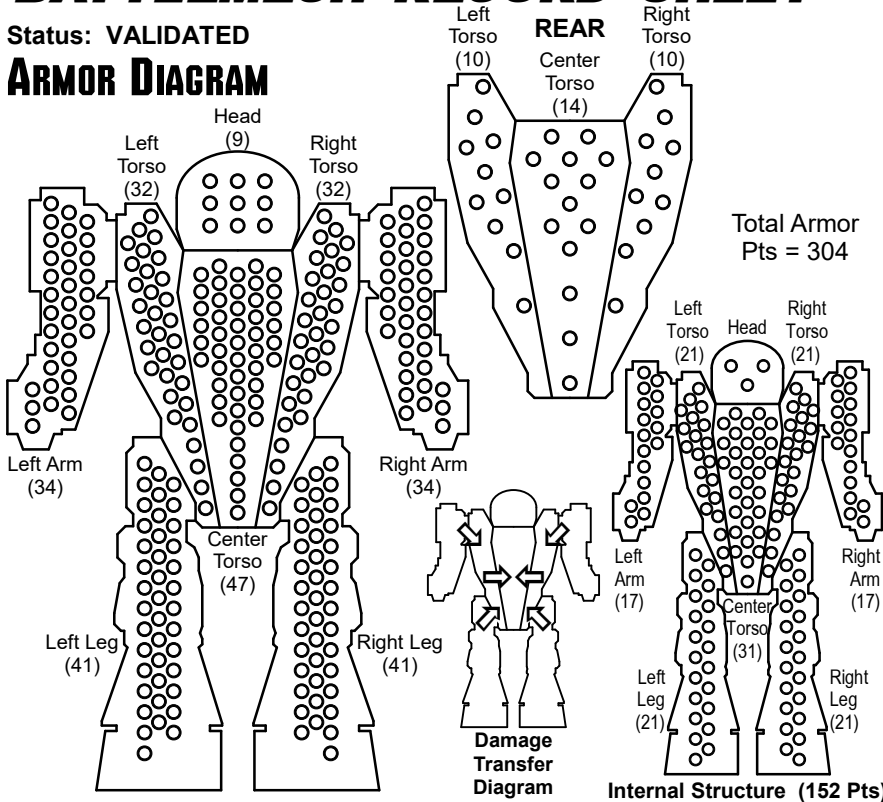


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

### 'MECH DATA

Type: **Atlas AS7-A**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere  
 Running: **5** Biped 'Mech  
 Jumping: **0** Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
5	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18

### Ammo Type: Rounds: BV2:

SRM 6	60	28
LRM 10	12	11
Autocannon/5	20	9

### Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:  Operational  Disabled **Weapon Heat: (31)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

### HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	-2 Movement Points (** 4+)
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Single Heat Sink
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Head

- Life Support
  - Sensors
  - Cockpit
  - Single Heat Sink
  - Sensors
  - Life Support
- 1-3

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Single Heat Sink
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- LRM 10
  - LRM 10
  - Autocannon/5
  - Autocannon/5
  - Autocannon/5
  - Autocannon/5
- 1-3
- Ammo (LRM 10) 12
  - Ammo (AC/5) 20
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
- 4-6

#### Right Torso

- Single Heat Sink
  - SRM 6
  - SRM 6
  - SRM 6
  - SRM 6
  - SRM 6
- 1-3
- SRM 6
  - SRM 6
  - SRM 6
  - SRM 6
  - SRM 6
  - Roll Again
- 4-6

#### Left Leg

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

#### Right Leg

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

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

Battle Value: **1,787**

Weapon Value: **2,071 / 2,071**

Cost, C-Bills: **9,527,000**