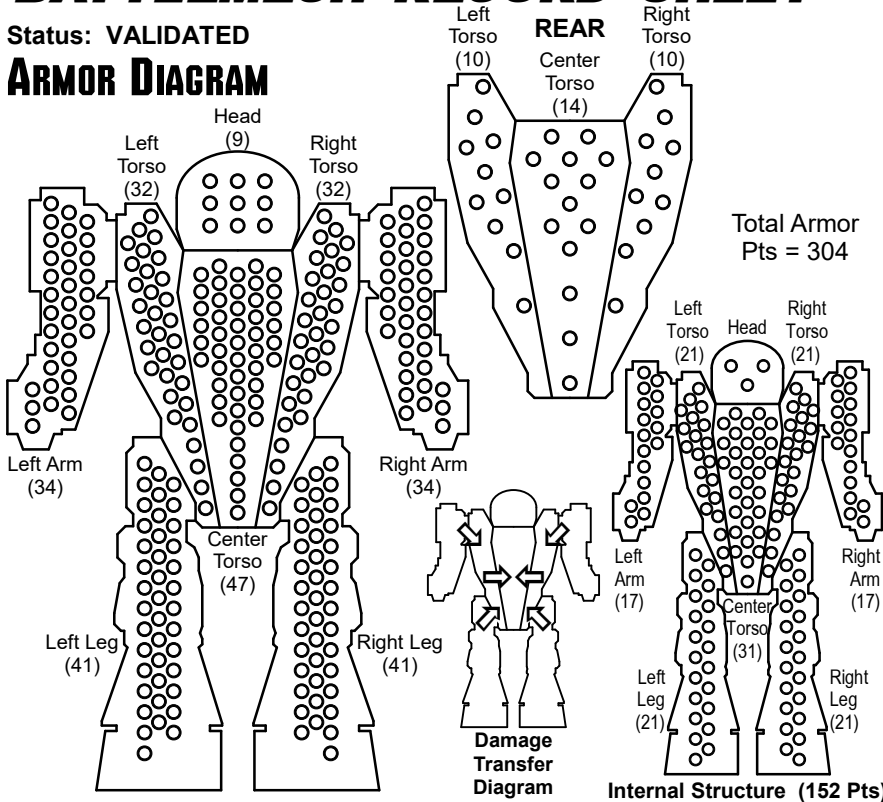


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

'MECH DATA

Type: Atlas AS7-D-DC

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0 Level 3 / 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
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV2:

Autocannon/20	10	44
LRM 20	6	23
SRM 6	15	7

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (23)

WARRIOR DATA

Name: _____

Gunnery Skill:	_____					
Piloting Skill:	_____					
Pilot Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Cmdr Hits Taken	1	2	3	4	5	6

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
 - Sensors
 - Cockpit
 - Command Console
 - Sensors
 - Life Support
- 1-3

Right Arm

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

Left Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - SRM 6
- 1-3
- SRM 6
 - Ammo (LRM 20) 6
 - Ammo (SRM 6) 15
 - Single Heat Sink
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
- 1-3
- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Ammo (AC/20) 5
 - Ammo (AC/20) 5
- 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: 1,888

Weapon Value: 2,140 / 2,140

Cost, C-Bills: 10,006,000

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	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WZK GAMES