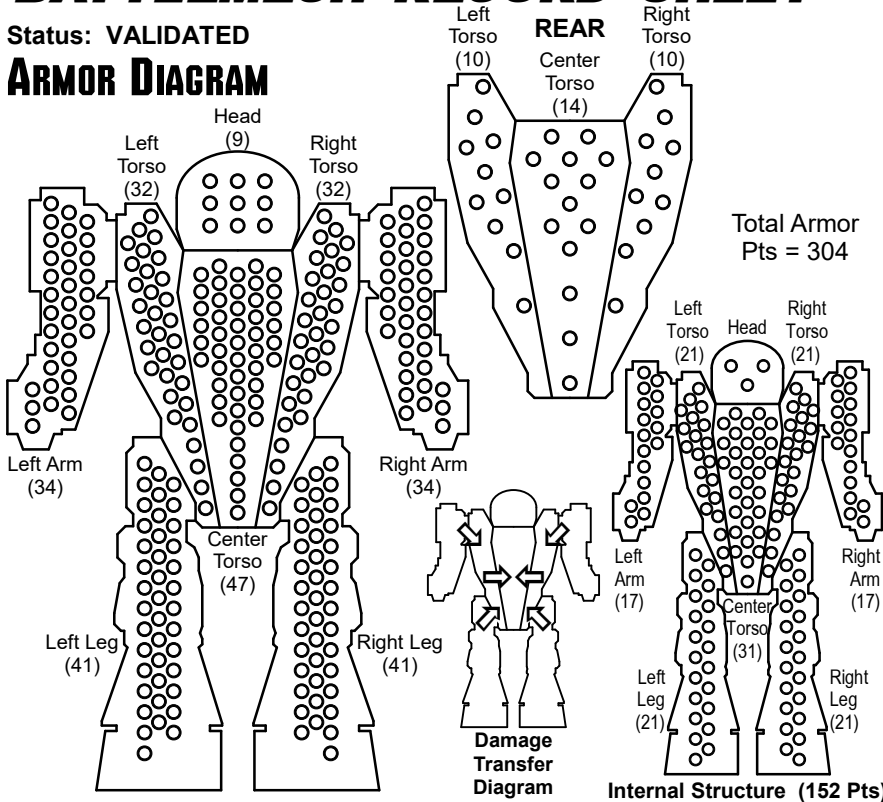


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- Single Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
  - SRM 4
  - Ammo (LRM 15) 8
- 1-3
- LRM 15
  - LRM 15
  - LRM 15
- 4-6
- Ammo (LRM 15) 8
  - Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

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

#### 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

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

Battle Value: **1,849**

Weapon Value: **2,092 / 2,092**

Cost, C-Bills: **9,300,000**

#### Right Arm

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

#### Right Torso

- Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
- 1-3
- Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
- 4-6
- Autocannon/10
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

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

### 'MECH DATA

Type: **Atlas AS7-RS**

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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Autocannon/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:      Rounds:      BV2:

Autocannon/10	20	30
LRM 15	16	34
SRM 4	25	5

Total Heat Sinks: **20 Single**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:      Weapon Heat:

Operational     Disabled      (27)

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

WZK GAMES