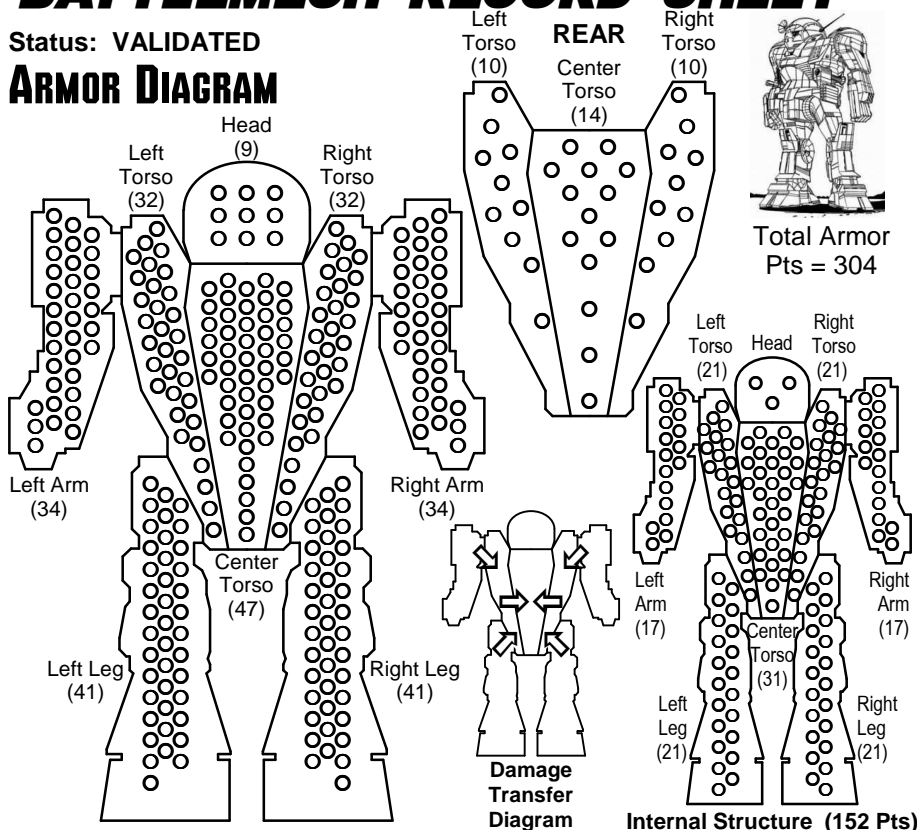


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304



Internal Structure (152 Pts)

'MECH DATA

Type: Atlas AS7-D

Mass: 100 tons

Movement Points: Tech, Config. & Level:

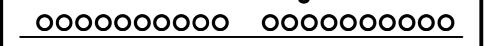
Walking: 3 Inner Sphere
 Running: 5 Biped 'Mech
 Jumping: 0 Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	10	40
LRM 20	12	46
SRM 6	15	7

Total Heat Sinks: 20 Single



Auto Eject: Operational Disabled Weapon Heat: (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

- 1-3
1, 2, 3, 4, 5, 6

Left Torso

- Single Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 6
- SRM 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15

- 1-3
4-6
1, 2, 3, 4, 5, 6

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
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Medium Laser (R)

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

Battle Value: 1 557
 Weapon Value: 2 120 / 2 120
 Cost, C-Bills: 9 626 000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

- 1-3
1, 2, 3, 4, 5, 6

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

- 1-3
4-6
1, 2, 3, 4, 5, 6

Right Leg

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

HEAT SCALE

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

