BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas II AS7-D-H (Devlin)

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Mixed
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut
Engine Type:	300 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser (C)	LA	12	10 [DE]	—	8	15	25
1	LB 10-X AC (IS)	RA	2	10 [DB,C/F/S]	—	6	12	18
2	Medium Pulse Laser (IS)	LT	4	6 [P]	—	2	4	6
1	Anti-Missile System (IS)	LT	1	[PB]	—	1	—	—
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Angel ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (AMS) 12, (LB 10-X) 20, (LB 10-X Cluster) 20, (MML 9/LRM Artemis) 26, (MML 9/SRM Artemis) 11

BV: 2,474

WARRIOR DATA

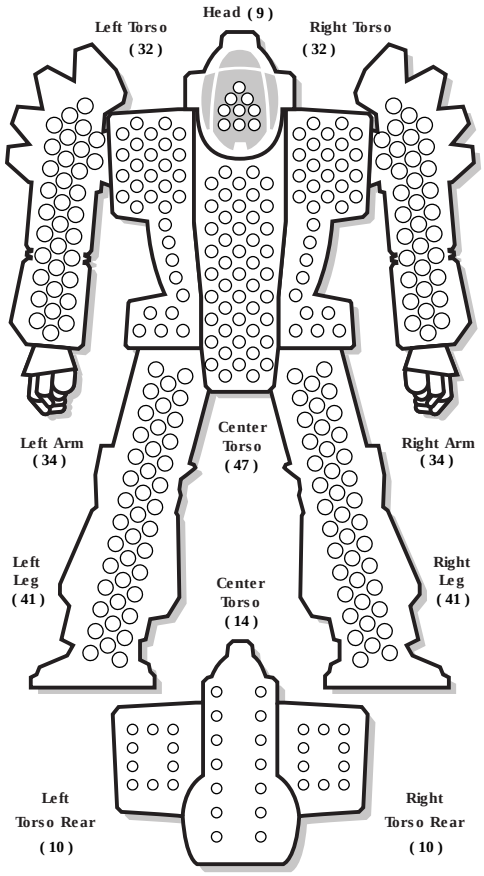
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

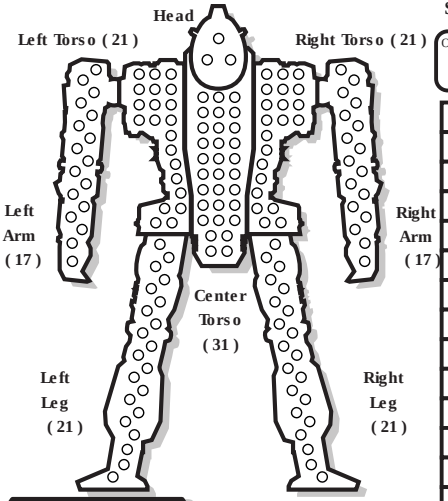
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale: Overflow, 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink [Clan]
6. Double Heat Sink [Clan]

4-6
1. Double Heat Sink [Clan]
2. Double Heat Sink [Clan]
3. ER Large Laser [Clan]
4. ER Large Laser [Clan]
5. Roll Again
6. Roll Again

Left Torso (CASE II)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink [Clan]
4. Double Heat Sink [Clan]
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Anti-Missile System
2. Ammo (AMS) 12
3. Ammo (MML 9/LRM Artemis) 13
4. Ammo (MML 9/LRM Artemis) 13
5. Ammo (MML 9/SRM Artemis) 11
6. CASE II

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink [Clan]
6. Double Heat Sink [Clan]

Head

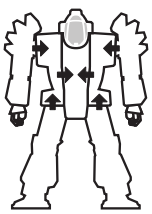
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

4-6
1. Heavy Duty Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

Right Torso (CASE II)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. MML 9
4. MML 9
5. MML 9
6. MML 9

4-6
1. MML 9
2. Artemis IV FCS
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. CASE II
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink [Clan]
6. Double Heat Sink [Clan]

HEAT DATA

Double Heat Sinks: 17 (34)

Heat Level*	Effects	
30	Shutdown	○○
28	Ammo Exp, avoid on 8+	○○
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	

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