

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Awesome AWS-11V

Movement Points: **Tonnage:** 80
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 0
Engine Type: 240 Fusion

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | Angel ECM Suite | LA | — | [E] | — | — | — | 6 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Light Gauss Rifle | LT | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | Extended LRM 15 | RT | 8 | 1/Msl [M,C,S] | 10 | 12 | 22 | 38 |
| 1 | ER Medium Laser | HD | 5 | 5 [DE] | — | 4 | 8 | 12 |

Ammo: (ELRM 15) 18, (Light Gauss) 32

BV: 1,857



WARRIOR DATA

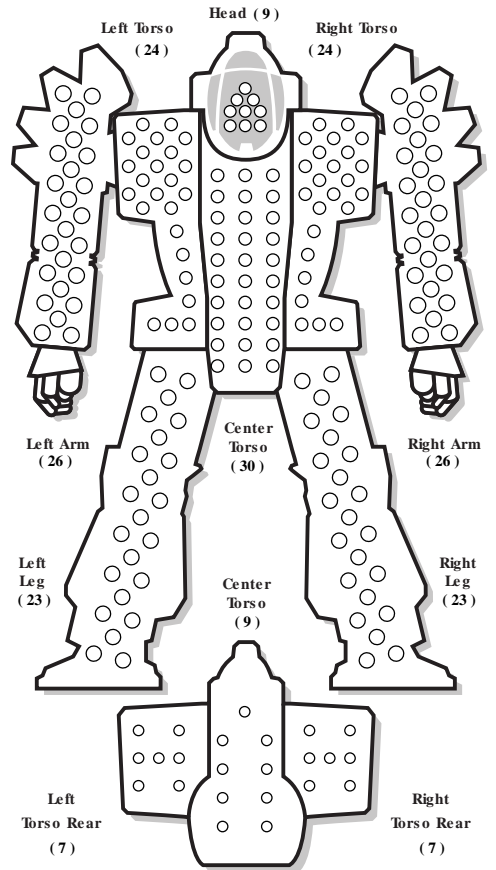
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

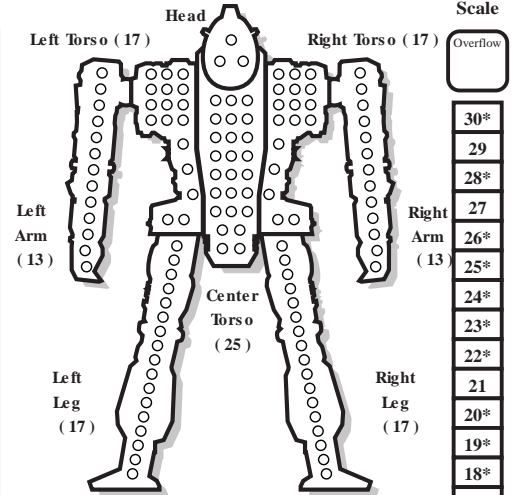
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Angel ECM Suite
- Angel ECM Suite
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- Ammo (Light Gauss) 16
- CASE II
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso (CASE II)

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Compact Gyro
- Compact Gyro
- Fusion Engine

1-3

4-6

- Fusion Engine
- Fusion Engine
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- PPC Capacitor
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

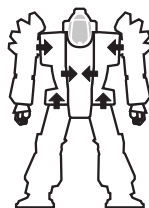
1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: 12 (24) |
|-------------|------------------------|-------------------------------------|
| 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 | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |