ATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-9M

Movement I	Points:	Tonnage:	80
Walking:	4	Tech Base:	Inner Sphere
Running:	6	Rules Level:	Standard
Jumping:	0	Role:	Brawler

Weapons & Equipment Inventory (hexes) Min Sht Med Lng Loc Ht. Dmg

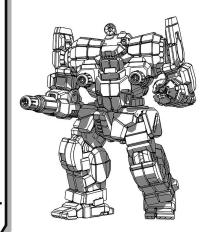
,	. , , , ,			9				9
1	Small Pulse Laser	HD	2	3 [P,AI]	_	1	2	3
1	Streak SRM 2	CT	2	2/Msl [M,C]	_	3	6	9
1	Medium Pulse Laser	CT	4	6 [P]	_	2	4	6
1	ER PPC	RT	15	10 [DE]	_	7	14	23
1	ER PPC	LT	15	10 [DE]	_	7	14	23
1	ER PPC	RA	15	10 [DE]	_	7	14	23
1	Streak SRM 2	LA	2	2/Msl [M,C]	_	3	6	9

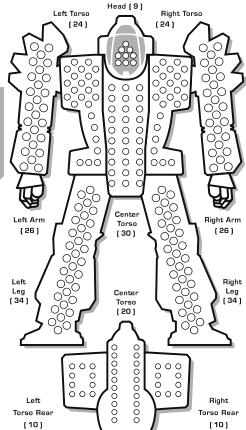
Ammo: (Streak SRM 2) 50

BV: 1,812

WARRIOR DATA

_							
Name: _							
Gunnery S	Skill:	Piloting Skill:					
Hits T	aken	1	2	3	4	5	6
Consciousne	ss#	3	5	7	10	11	Dead





ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

 - Double Heat Sink 2. Double Heat Sink
- 4-6 3. Double Heat Sink Double Heat Sink
- 5. Streak SRM 2
 - 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink
- - Double Heat Sink
 - 6. Double Heat Sink
 - 1. Double Heat Sink
 - Double Heat Sink
- 4-6 3. Double Heat Sink 4. ER PPC

 - ER PPC
 - 6.LER PPC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Ammo (Streak SRM 2) 50
- 6. Roll Again

Head

- 3.
- 4. Small Pulse Laser
- Sensors

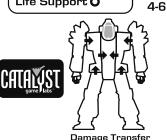
Center Torso

- 1. XL Fusion Engine

- - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 4-6 4. XL Fusion Engine
 - 5. Medium Pulse Laser
 - 6. Streak SRM 2
 - Engine Hits 000

Gyro Hits OO Sensor Hits OO

Life Support O



Diagram

- 1. Life Support
- 2. Sensors Cockpit

- Life Support

- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 3. XL Fusion Engine

1-3

- 6. Double Heat Sink

 - 6.LER PPC

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 6. Roll Again

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
 - 5 Double Heat Sink
 - 6. Double Heat Sink
 - 1. Double Heat Sink
 - Double Heat Sink
- 3. Double Heat Sink 4-6
 - 4. ER PPC ER PPC 5.
 - 6.LER PPC

- Right Torso
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Double Heat Sink
- Double Heat Sink
- 1. Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink
- ER PPC
- 5. **ER PPC**

- Foot Actuator
- 5. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

15

14*

13*

12

11

10*

9

8*

7

6

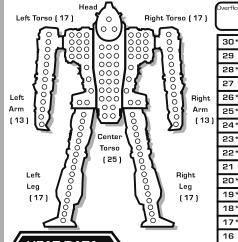
5*

4

3

2

00



HEAT DATA Double Heat Sinks: Heat

Effects 20 (40) Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 00 -5 Movement Points 00 +4 Modifer to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points

Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifer to Fire 17

Level*

30

28

26

25

24

23

- -3 Movement Points 15 Shutdown, avoid on 4+ 14
- +2 Modifer to Fire 13 -2 Movement Points 10 +1 Modifer to Fire
 - -1 Movement Points