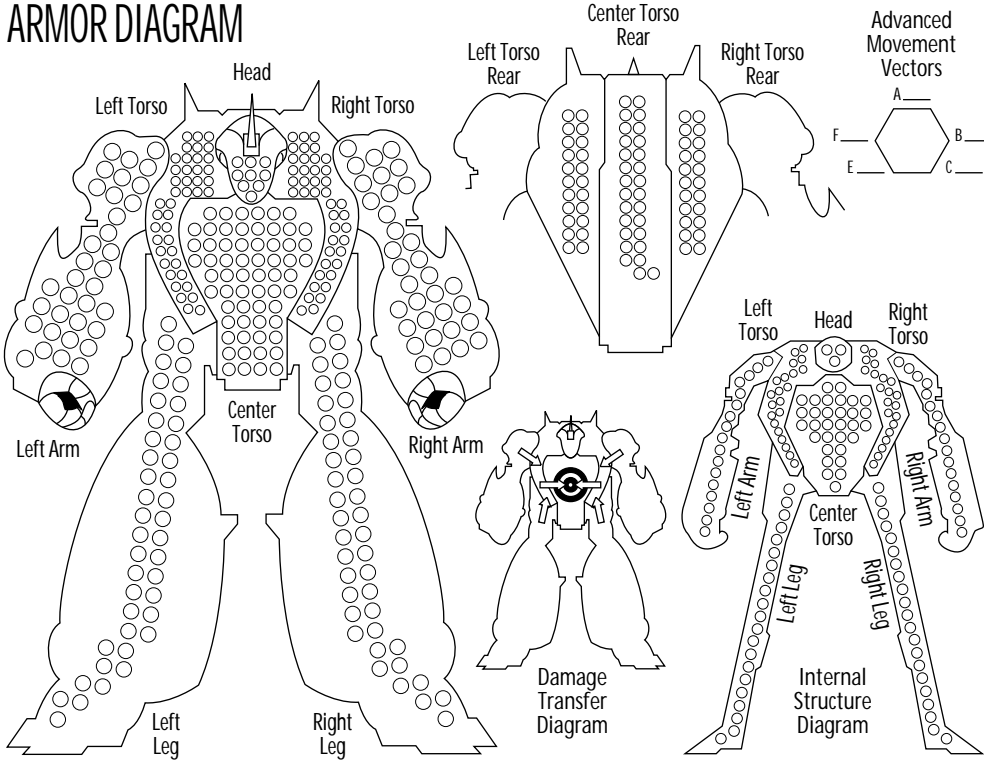


# AEROTECH 2<sup>®</sup>

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### Mech Data

Type: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
 Affiliation: \_\_\_\_\_ Technology Base: \_\_\_\_\_  
 Thrust: \_\_\_\_\_  Clan  
 Inner Sphere

### Weapons and Equipment Inventory

Type	Loc.	Heat	Dam.

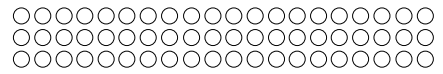
### Ammo

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Heat Sinks: \_\_\_\_\_ (\_\_\_\_)  Single  Double



### Pilot Data:

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

4-6

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Left Torso

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

1-3

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

4-6

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- \_\_\_\_\_
- \_\_\_\_\_

#### Head

- Life Support
- Sensors
- Cockpit
- \_\_\_\_\_
- Sensors
- Life Support

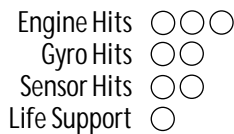
#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- \_\_\_\_\_
- \_\_\_\_\_

4-6



Battle Value: \_\_\_\_\_  
 Cost, C-Bills: \_\_\_\_\_

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

4-6

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Right Torso

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

1-3

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

4-6

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- \_\_\_\_\_
- \_\_\_\_\_

#### Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					

### Heat Overflow

\_\_\_\_\_

### Heat Scale

30	Shutdown
29	
28	
27	Ammo Explosion, avoid on 8+
26	Pilot Damage, avoid on 9+
25	Shutdown, avoid on 10+
24	Random Movement, avoid on 10+
23	+4 Modifier to Fire
22	Ammo Explosion, avoid on 6+
21	Shutdown, avoid on 8+
20	Pilot Damage, avoid on 6+
19	Ammo Explosion, avoid on 8+
18	Random Movement, avoid on 4+
17	Shutdown, avoid on 6+
16	+3 Modifier to Fire
15	
14	Random Movement, avoid on 7+
13	Shutdown, avoid on 4+
12	+2 Modifier to Fire
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

