Atlas AS7-D

Assault Battlemech 100t

Cost	200
Shutdown	30
AP	54
Speed	4

Weapons	DMG	
AC20		RT
LRM(20)		LT
SRM(6)		LT
M Laser		LA
M Laser		RA
M Laser		CT(R)
M Laser		CT(R)

Ammo	Used	
SRM (6) 4		LT
AC20 4		LT
LRM(20) 4		RT

Heat	

Mod.

AP

		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Close Range	Physical	VII	Punch	8	10	2		24	58
		VII	Push	10	10	2		24	64
		VII	Kick	14	11	2		48	58
	Missile	V	SRM (6) High	4	6	4		32	58
	Autocannon	I	AC(20) Low	12	20	6		20	58
	Defense	VII	Wild Swing	2	9	3		24	58
		VIII	Run Away	16	10	4		36	60
		VIII	Duck	6	10	-2		30	62
		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Medium Range	Laser	III	Double M Laser High	44	10	6	4		58
		III	Double M Laser Low	20	10	6	12		58
	Missile	V	SRM (6) High	32	6	4	4		58
		V	SRM (6) Low	26	6	4	12		58
	Special	NO	Alpha Strike (AC,SRM,2M Laser)	18	24	22	12		58
			No	34			10		64
	Run	III	Run & M Laser High	22	5	4	16		64
		III	Run & M Laser Low	38	5	4	16		64
	Special	III	Cover & M Laser Low	46	5	3	4		58
		VIII	Cool off	28	10	-7	6		62
	Dodge	III	Dodge & M Laser High	42	5	4	6		58
		III	Dodge & M Laser Low	40	5	4	6		58
	Defense	VIII	Duck	30	10	-2	6		58
		VIII	Jump up	48	10	4	16		60
		VIII	Jump forward	24	10	5	2		64
		VIII	Jump back	36	10	5	16		60
		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Long Range	Laser		No	56			10	18	
	Missile	V	LRM(20) High	50	12	6	8	44	
		V	LRM(20) Low	54	12	6	8	20	
	Movement	VIII	Charge	52	12	4	8	24	
		VIII	Sidestep	58	10	2	6	30	
		VIII	Run forward	64	10	4	2	24	
		VIII	Run back	60	10	4	16	36	
	Special	VIII	Cool off	62	10	-7	6	28	