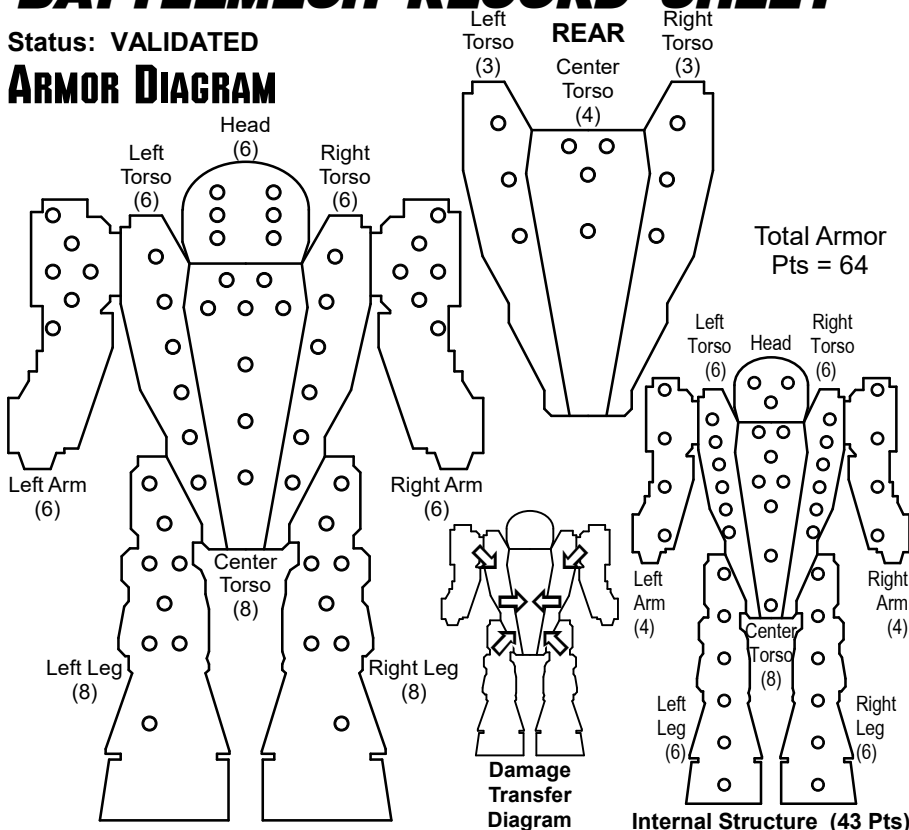


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-2D**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

SRM 6	15	16
SRM 4	25	11

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6
- 4-6

Left Torso

- Single Heat Sink
 - Single Heat Sink
 - Ammo (SRM 6) 15
 - _____
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Ammo (SRM 4) 25
 - _____
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Left Leg

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

Right Leg

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

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

Battle Value: **541**
 Weapon Value: **265 / 265**
 Cost, C-Bills: **1,891,250**

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

