

CLASSIC BATTLETECH

'MECH RECORD SHEET 4/4

MECH DATA

Type: **COM-2D COMMANDO**

Movement Points: Tonnage: 25

Walking: 6 Tech Base: Inner Sphere

Running: 9 2463

Jumping: 0

Weapons & Equipment Inventory (hexes)

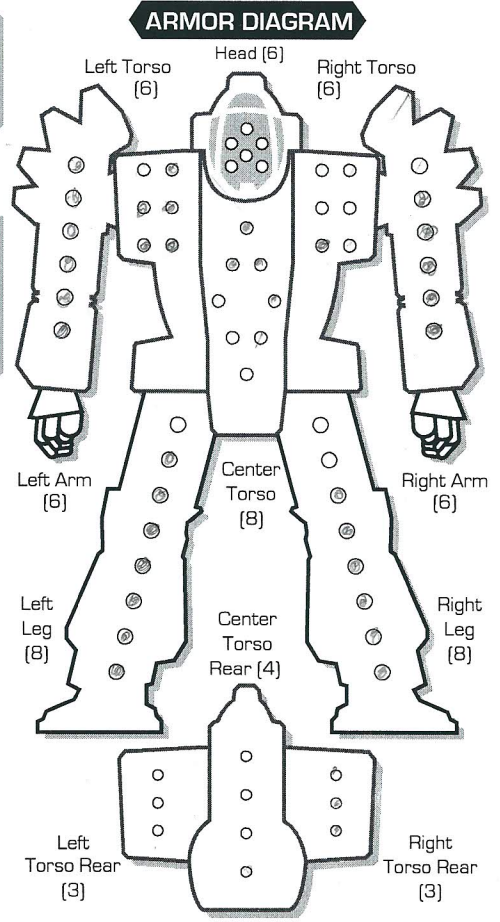
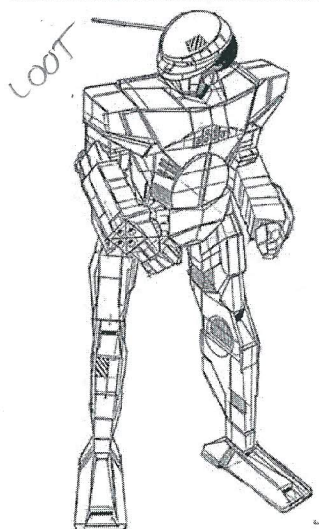
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl	-	3	6	9
1	SRM 4	RA	3	2/Msl	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

WARRIOR DATA

Name: _____

Gunnery Skill: 6 Piloting Skill: 3

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <h4>Center Torso</h4> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Engine Engine Engine SRM 6 SRM 6 <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 4 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Ammo (SRM 4) 25 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
--	---	--	---

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

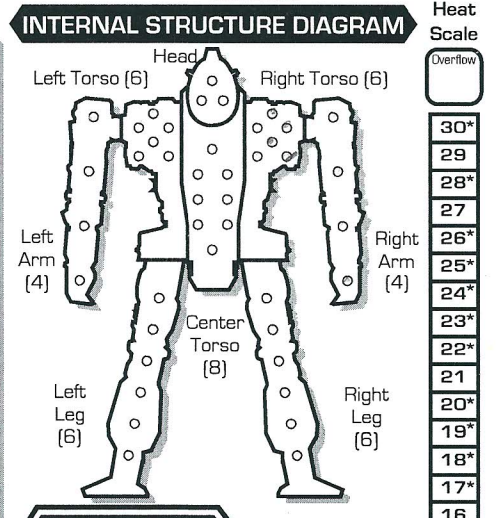
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	Single ○
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	○

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