

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Commando COM-7S

Movement Points: **Tonnage:** 25
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 150 Light

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12	
2	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9	
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9	

Ammo: (SRM 4 Artemis) 25, (Streak SRM 2) 50

BV: 647



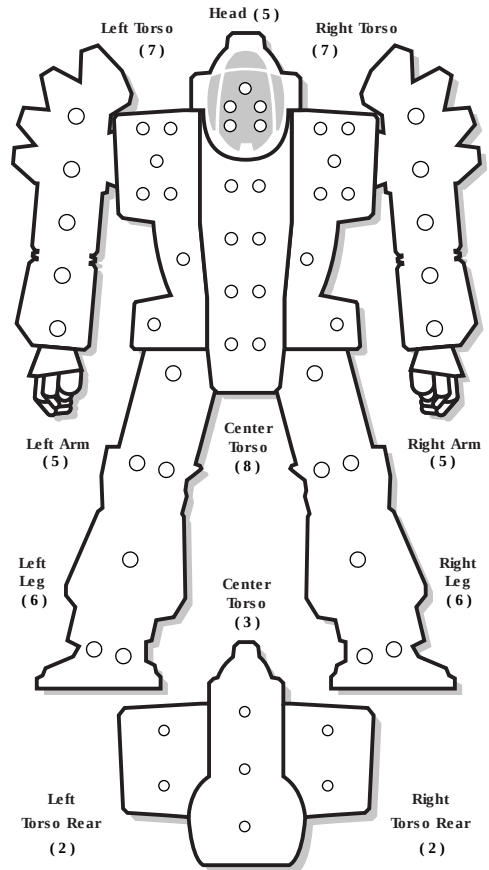
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

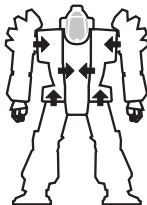
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

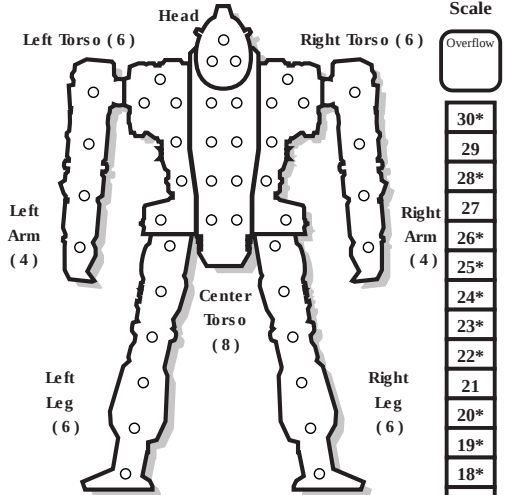
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Double Heat Sink	4-6	1. Light Fusion Engine	1-3	1. Light Fusion Engine
	2. Double Heat Sink		2. Light Fusion Engine		2. Light Fusion Engine
	3. Double Heat Sink		3. Light Fusion Engine		3. Ammo (SRM 4 Artemis) 25
	4. Double Heat Sink		4. Gyro		4. Ammo (Streak SRM 2) 50
	5. ER Medium Laser		5. Gyro		5. CASE
	6. ER Medium Laser		6. Artemis IV FCS		6. Endo Steel
Left Leg		Engine Hits		Right Leg	
4-6	1. Endo Steel	4-6	Gyro Hits	4-6	1. Endo Steel
	2. Endo Steel		Sensor Hits		2. Endo Steel
	3. Endo Steel		Life Support		3. Endo Steel
	4. Endo Steel				4. Endo Steel
	5. Endo Steel				5. Endo Steel
	6. Endo Steel				6. Endo Steel
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
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