

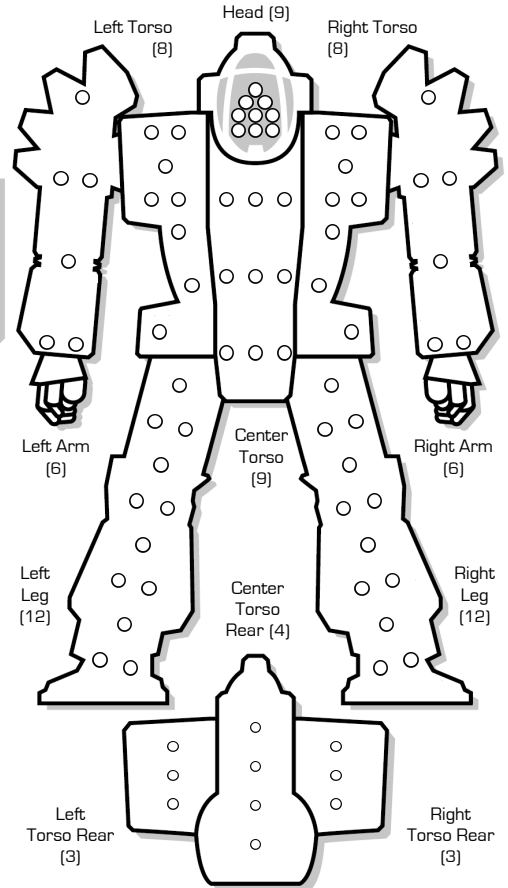
# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

Armor Factor - 80

### ARMOR DIAGRAM

Primitive



### 'MECH DATA

Type: Commando COM-1AK

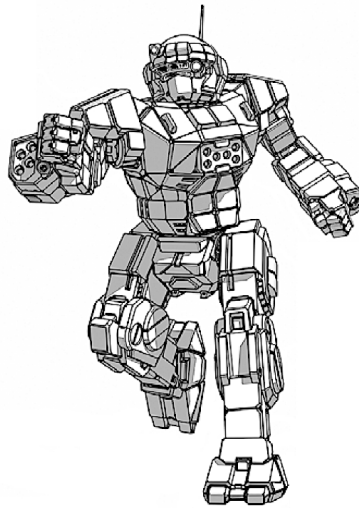
Movement Points: **Tonnage:** 25  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Advanced  
 Jumping: 0 **Role:** Scout

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

BV: 533



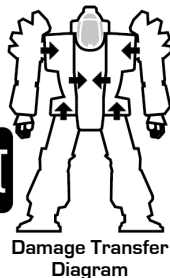
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Laser
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Heat Sink
  - Heat Sink
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Primitive Cockpit
  - Small Laser
  - Sensors
  - Life Support
- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
- 1-3
- Primitive Gyro
  - Primitive Gyro
  - Primitive Gyro
  - Primitive Gyro
  - Primitive Gyro
  - Primitive Gyro
- 4-6
- Primitive Gyro
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Roll Again
  - Roll Again

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Heat Sink
  - Heat Sink
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

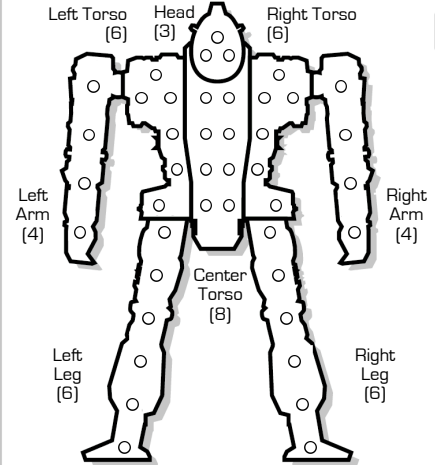
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



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

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		Overflow
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		

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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	○