

BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 56

ARMOR DIAGRAM

Hardened

'MECH DATA

Type: Commando COM-7S2 (Freyr)

Movement Points: **Tonnage:** 25
 Walking: 6 **Tech Base:** Mixed
 Running: 8 **Rules Level:** Advanced
 Jumping: 6 **Role:** Striker

WARRIOR DATA

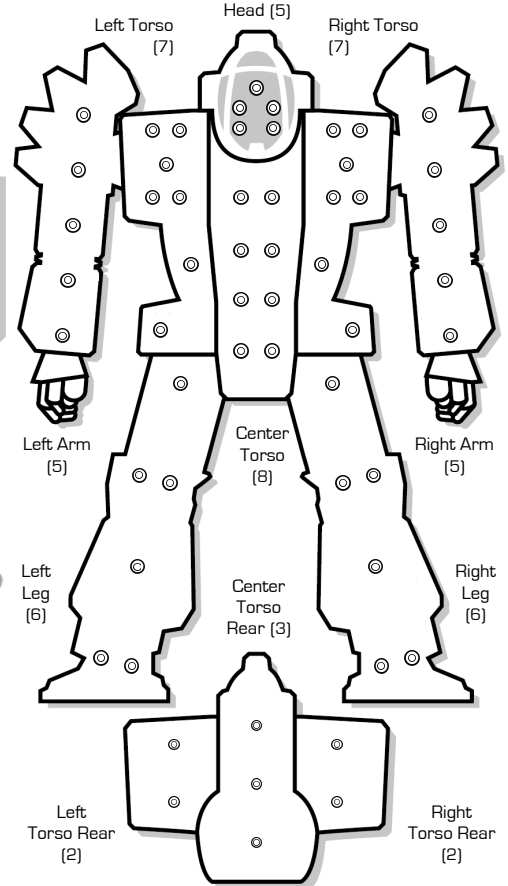
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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
2	Streak SRM 4 (C)	RA	3	2/Msl	—	4	8	12
2	ER Medium Laser (C)	LA	5	7	—	5	10	15



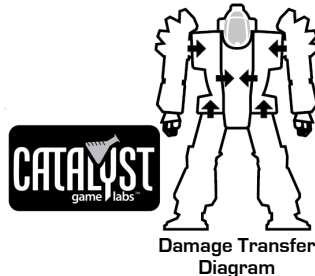
BV: 1,105



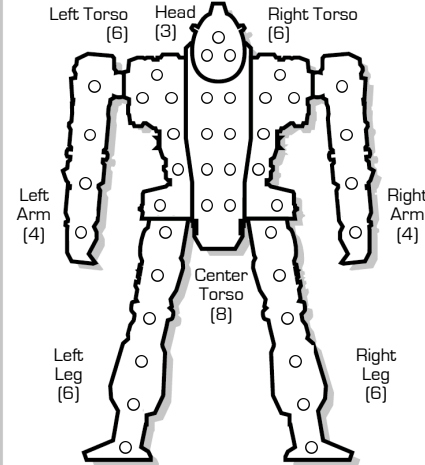
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. Roll Again	6. Roll Again
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Center Torso	1. Double Heat Sink	2. Streak SRM 4 (C)	3. Streak SRM 4 (C)	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Torso	1. XL Engine (C)	2. XL Engine (C)	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Jump Jet
Right Torso	1. XL Engine (C)	2. XL Engine (C)	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Jump Jet
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	10 [20]
29	Ammo Exp. avoid on 8+	Double ○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	Shutdown, avoid on 8+	○
15*	-2 Movement Points	○
14*	+1 Modifier to Fire	○
13*	-1 Movement Points	○
12		○
11		○
10*		○
9		○
8*		○
7		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double ○
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	○