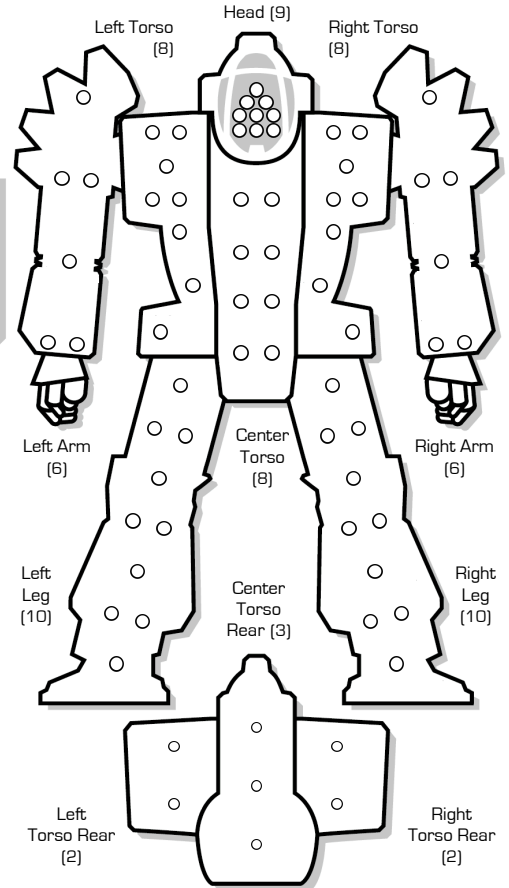


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 72

ARMOR DIAGRAM



'MECH DATA

Type: Commando COM-9S

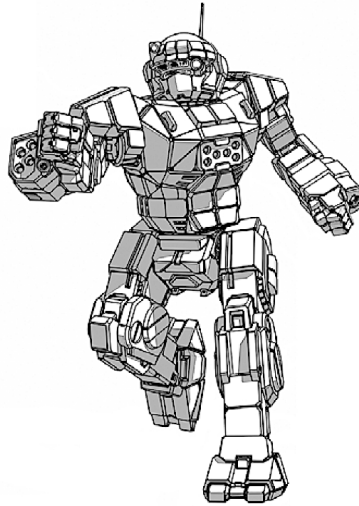
Movement Points: **Walking:** 7 **Running:** 11 [14] **Jumping:** 0
Tonnage: 25 **Tech Base:** Inner Sphere **Rules Level:** Standard **Role:** Striker

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
1	MML 3	RT	2	2/Sht	—	3	6	9
				1/Sht	6	7	14	21
1	MML 3	LT	2	2/Sht	—	3	6	9
				1/Sht	6	7	14	21
2	SRM 2 (I-OS)	RA	2	2/Msl	—	3	6	9
1	Light PPC	LA	5		3	6	12	18

BV: 719



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Center Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 2 (I-OS)
- SRM 2 (I-OS)

Center Torso

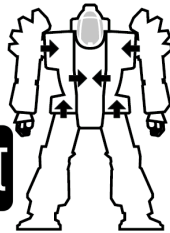
- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MML 3
- MML 3
- Ammo (MML 3/LRM) 40
- Ammo (MML 3/SRM) 33
- CASE II
- Endo Steel

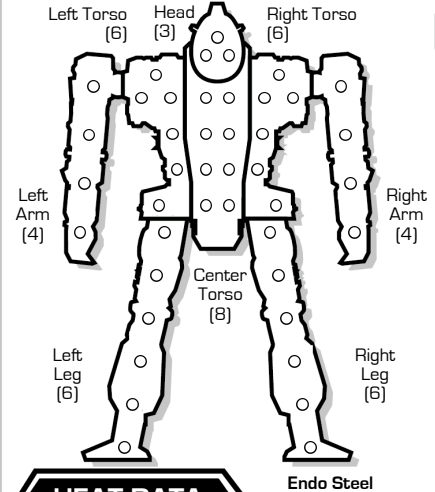
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



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	○

Heat Scale

Heat Level	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	
5*	
4	
3	
2	
1	
0	