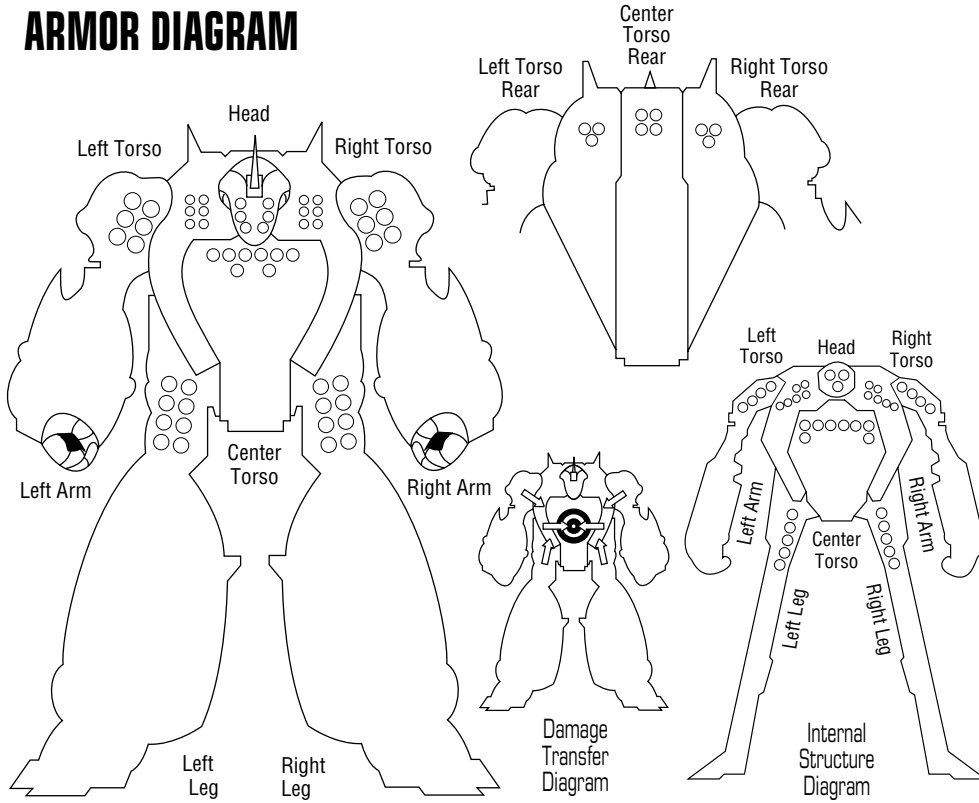


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### Mech Data

Type: COM-4H Commando  
 Movement Points: Walking: 6, Running: 9, Jumping: 0  
 Tonnage: 25  
 Technology Base: 3062  
 Inner Sphere

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 Rocket Launcher 15	RA	4	1	-	4	9	15
2 Medium Laser	LA	3	5	-	3	6	9
2 Rocket Launcher 15	RT	4	1	-	4	9	15
2 Rocket Launcher 15	LT	4	1	-	4	9	15

### Ammo Type

### Rounds

### Total Heat Sinks: 10

○○○○○○○○○○

Single

### Auto Eject

Operational

Disabled

### Warrior Data

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

1	2	3	4	5	6
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 Consciousness #: 

3	5	7	10	11	Dead
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### Critical Hit Table

#### Left Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. Medium Laser
  - 6. Medium Laser
- 1-3**
- 1. *Roll Again*
  - 2. *Roll Again*
- 4-6**
- 3. *Roll Again*
  - 4. *Roll Again*
  - 5. *Roll Again*
  - 6. *Roll Again*

#### Left Torso

- 1. Heat Sink
  - 2. Heat Sink
  - 3. Rocket Launcher 15
  - 4. Rocket Launcher 15
  - 5. Rocket Launcher 15
  - 6. Rocket Launcher 15
- 1-3**
- 3. *Roll Again*
  - 4. *Roll Again*
- 4-6**
- 5. *Roll Again*
  - 6. *Roll Again*

#### Left Leg

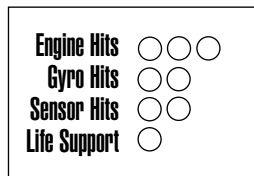
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. *Roll Again*
- 6. *Roll Again*

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. *Roll Again*
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. Engine
  - 2. Engine
  - 3. Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3**
- 3. *Roll Again*
  - 4. *Roll Again*
- 4-6**
- 5. *Roll Again*
  - 6. *Roll Again*



Cost: 1,923,750  
 Battle Value: 628

#### Right Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. Rocket Launcher 15
  - 6. Rocket Launcher 15
- 1-3**
- 5. *Roll Again*
  - 6. *Roll Again*
- 4-6**
- 1. Rocket Launcher 15
  - 2. Rocket Launcher 15
  - 3. *Roll Again*
  - 4. *Roll Again*
  - 5. *Roll Again*
  - 6. *Roll Again*

#### Right Torso

- 1. Heat Sink
  - 2. Heat Sink
  - 3. Rocket Launcher 15
  - 4. Rocket Launcher 15
  - 5. Rocket Launcher 15
  - 6. Rocket Launcher 15
- 1-3**
- 3. *Roll Again*
  - 4. *Roll Again*
- 4-6**
- 5. *Roll Again*
  - 6. *Roll Again*

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. *Roll Again*
- 6. *Roll Again*

### Heat Scale

30	Heat Overflow
29	Shutdown
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	
19	-4 Movement Points
18	Ammo Explosion, avoid on 4+
17	Shutdown, avoid on 6+
16	+3 Modifier to Fire
15	
14	-3 Movement Points
13	Shutdown, avoid on 4+
12	+2 Modifier to fire
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points