# ATTLETECH

#### **BATTLEMECH RECORD SHEET**

#### 'MECH DATA

#### Type: Commando COM-2D

Movement Points:		Tonnage:	25
Walking:	6	Tech Base:	Inner Sphere
Running:	9	Rules Level:	Introductory
Jumping:	0	Role:	Striker

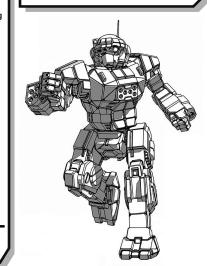
Weapons & Equipment Inventory (hexes)								
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl	_	3	6	9
1	SRM 4	RA	3	[M,C,S] 2/Msl	_	3	6	9
1	Medium Laser	LA	3	[M,C,S] 5 [DE]	_	3	6	9

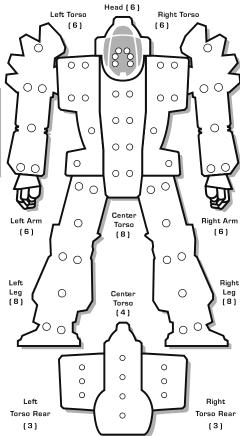
Ammo: (SRM 4) 25, (SRM 6) 15

**BV**: 541

## WARRIOR DATA

Name:							
Gunnery Skill:	Piloting Skill:						
Hits Taken	1	2	3	4	5	6	
Consciousness #	3	5	7	10	11	Dead	





ARMOR DIAGRAM

### **CRITICAL HIT TABLE**

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3 4. Hand Actuator
- - 5. Medium Laser
  - 6. Roll Again
  - 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
- 1-3 3. Ammo (SRM 6) 15 4. Roll Again
  - - 5. Roll Again
    - 6. Roll Again
    - 1. Roll Again
  - 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Left Leg

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

#### Head

- 3. 4.

- 1. Fusion Engine

- - 5. Gyro

  - 1. Gyro 2. Fusion Engine
- 4-6

  - 6.LSRM 6

#### Engine Hits 000 Gyro Hits OO Sensor Hits OO Life Support O



- 1. Life Support
- 2. Sensors Cockpit
- Roll Again
- 5. Sensors
- Life Support

#### Center Torso

- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
  - - 6. Gyro
  - 3. Fusion Engine
  - 4. Fusion Engine
  - 5. SRM 6

Damage Transfer

Diagram



## 4-6

- Lower Leg Actuator
- Foot Actuator
- 5. Roll Again 6. Roll Again

#### Right Arm

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

## Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (SRM 4) 25 1-3
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - Roll Again 2.
  - Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator

## INTERNAL STRUCTURE DIAGRAM

Heat

9

8\*

7

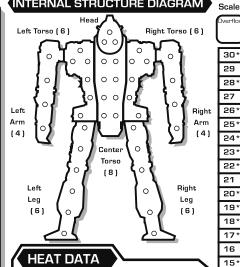
6

5\*

4

3

2



#### Heat Sinks 14\* Heat Level\* Effects 13\* 30 Shutdown 12 28 Ammo Exp. avoid on 8+ 0000000000 26 Shutdown, avoid on 10+ 11 25 -5 Movement Points 10\* 24 +4 Modifer to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifer to Fire -3 Movement Points 15 Shutdown, avoid on 4+ 14

+2 Modifer to Fire

+1 Modifer to Fire

-2 Movement Points

-1 Movement Points

13

10

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