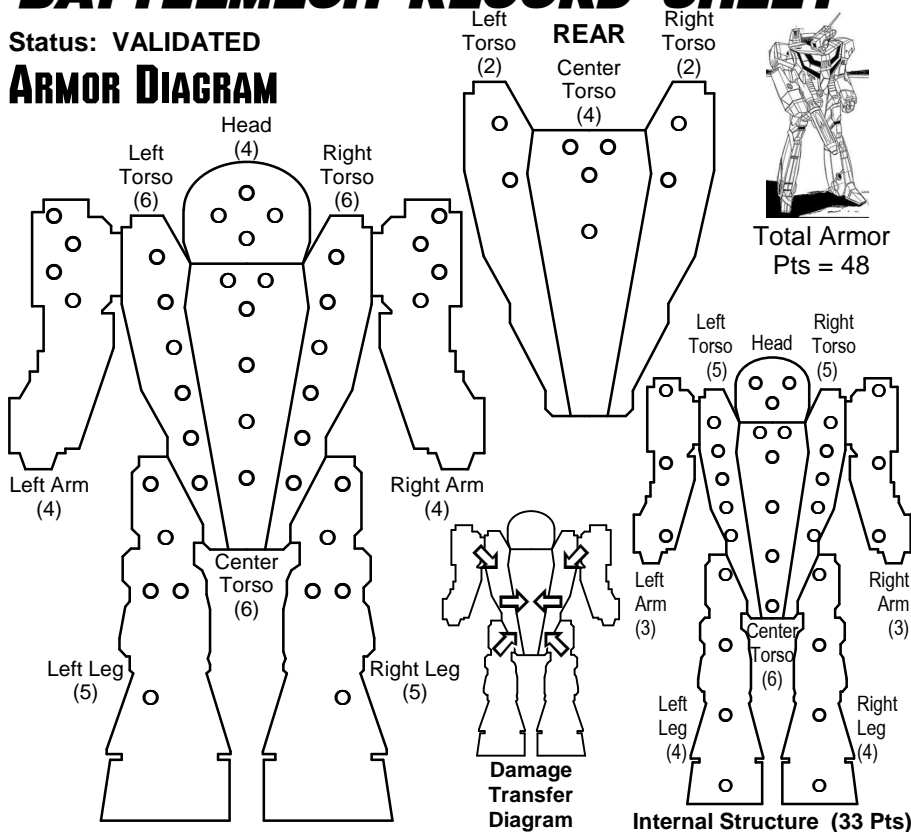


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stinger STG-3R**
 Mass: **20 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 200 BV: 2

Total Heat Sinks: **10 Single**
 ○○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (3)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ul style="list-style-type: none"> 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Hand Actuator 5, Machine Gun 6, _____ <p>1-3</p> <ul style="list-style-type: none"> 1, _____ 2, _____ 3, _____ 4, _____ 5, _____ 6, _____ <h4>Left Torso</h4> <ul style="list-style-type: none"> 1, Jump Jet 2, Jump Jet 3, Jump Jet 4, Single Heat Sink 5, Single Heat Sink 6, Single Heat Sink <p>1-3</p> <ul style="list-style-type: none"> 1, _____ 2, _____ 3, _____ 4, _____ 5, _____ 6, _____ <h4>Left Leg</h4> <ul style="list-style-type: none"> 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, _____ 6, _____ 	<h4>Head</h4> <ul style="list-style-type: none"> 1, Life Support 2, Sensors 3, Cockpit 4, _____ 5, Sensors 6, Life Support <h4>Center Torso</h4> <ul style="list-style-type: none"> 1, Fusion Engine 2, Fusion Engine 3, Fusion Engine 4, Gyro 5, Gyro 6, Gyro <p>1-3</p> <ul style="list-style-type: none"> 1, Gyro 2, Fusion Engine 3, Fusion Engine 4, Fusion Engine 5, Ammo (MG) 200 6, _____ <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 320 Weapon Value: 75 / 75 Cost, C-Bills: 1 615 440</p>	<h4>Right Arm</h4> <ul style="list-style-type: none"> 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Hand Actuator 5, Medium Laser 6, Machine Gun <p>1-3</p> <ul style="list-style-type: none"> 1, _____ 2, _____ 3, _____ 4, _____ 5, _____ 6, _____ <h4>Right Torso</h4> <ul style="list-style-type: none"> 1, Jump Jet 2, Jump Jet 3, Jump Jet 4, Single Heat Sink 5, Single Heat Sink 6, Single Heat Sink <p>1-3</p> <ul style="list-style-type: none"> 1, _____ 2, _____ 3, _____ 4, _____ 5, _____ 6, _____ <h4>Right Leg</h4> <ul style="list-style-type: none"> 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, _____ 6, _____
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HEAT SCALE

30	Shutdown
29	
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	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	