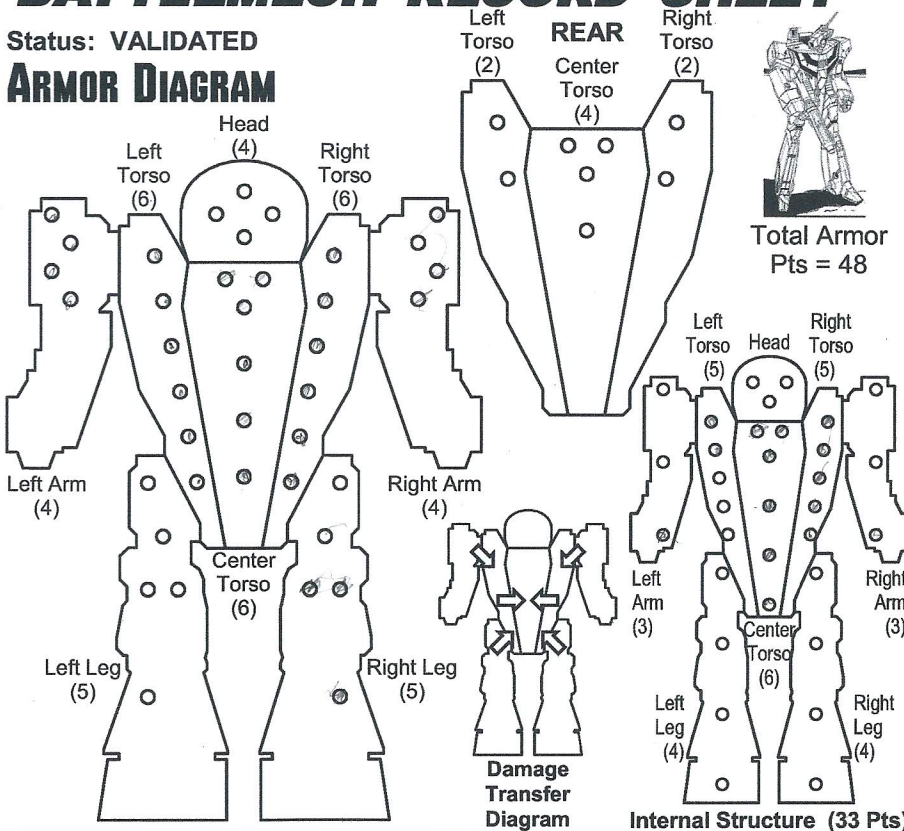


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 48

Internal Structure (33 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 4, Hand Actuator
- 5, Machine Gun
- 6,

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

- #### Left Torso
- 1, Jump Jet
  - 2, Jump Jet
  - 3, Jump Jet
  - 4, Single Heat Sink
  - 5, Single Heat Sink
  - 6, Single Heat Sink

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

#### Left Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5,
- 6,

#### Head

- 1, Life Support
- 2, Sensors
- 3, Cockpit
- 4,
- 5, Sensors
- 6, Life Support

#### Center Torso

- 1, Fusion Engine
  - 2, Fusion Engine
  - 3, Fusion Engine
  - 4, Gyro
  - 5, Gyro
  - 6, Gyro
- 1, Gyro
  - 2, Fusion Engine
  - 3, Fusion Engine
  - 4, Fusion Engine
  - 5, Ammo (MG) 200
  - 6,

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

Battle Value: **320**  
Weapon Value: **75 / 75**  
Cost, C-Bills: **1 615 440**

#### Right Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 4, Hand Actuator
- 5, Medium Laser
- 6, Machine Gun

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

#### Right Torso

- 1, Jump Jet
- 2, Jump Jet
- 3, Jump Jet
- 4, Single Heat Sink
- 5, Single Heat Sink
- 6, Single Heat Sink

- 1,
- 2,
- 3,
- 4,
- 5,
- 6,

#### Right Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5,
- 6,

### 'MECH DATA *LOOT*

Type: **Stinger STG-3R**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

**Inner Sphere**

**Biped 'Mech**

**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: 3 Piloting Skill: 3

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

### 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  |                             |



*Dug 6/2*

*SK 7*