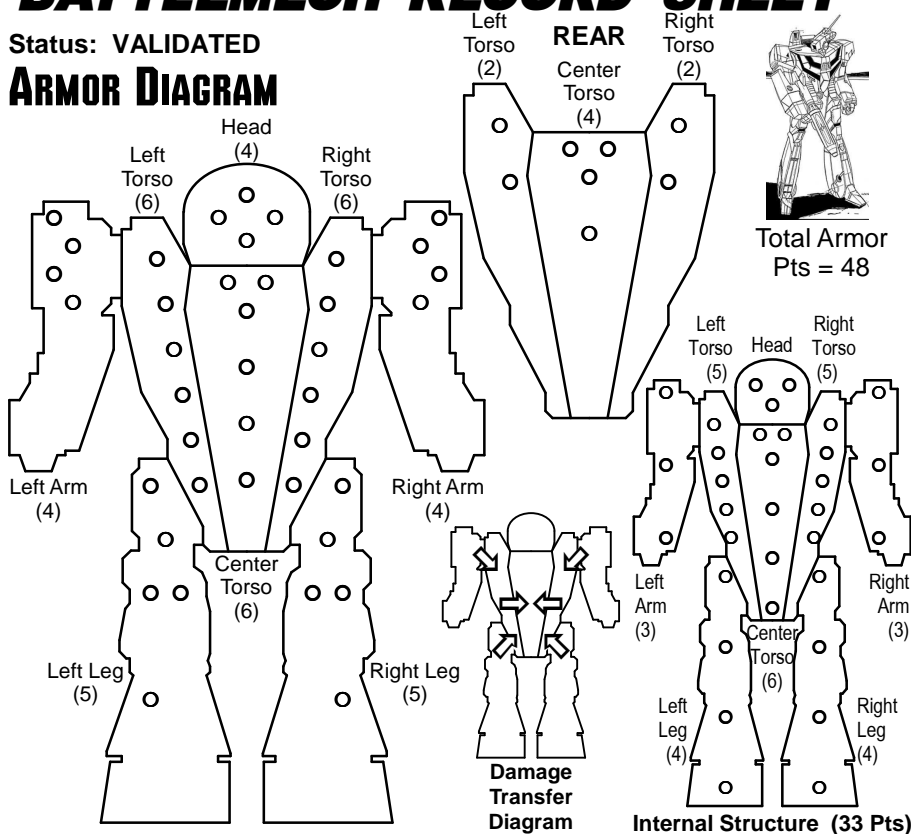


BATTLETECH®

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

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, 4-6 1, 2, 3, 4, 5, 6, 1-3 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, 4-6 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 1-3 1, Gyro 2, Fusion Engine 3, Fusion Engine 4, Gyro 5, Gyro 6, Gyro 4-6 1, Gyro 2, Fusion Engine 3, Fusion Engine 4, Fusion Engine 5, Ammo (MG) 200 6,	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, 4-6 1, 2, 3, 4, 5, 6, 1-3 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, 4-6 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, 6,
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Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○

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

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	