

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stinger IIC

Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	RA	1	3	—	3	6	9
1	Improved Heavy Medium Laser	RA	7	10	—	3	6	9
1	Improved Heavy Medium Laser	LA	7	10	—	3	6	9

BV: 730

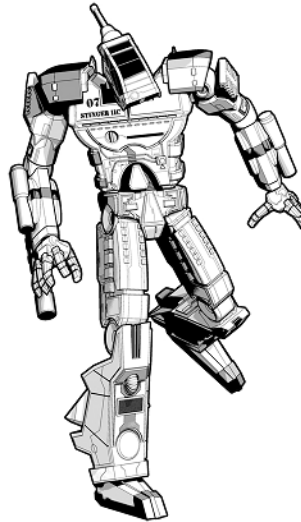


WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

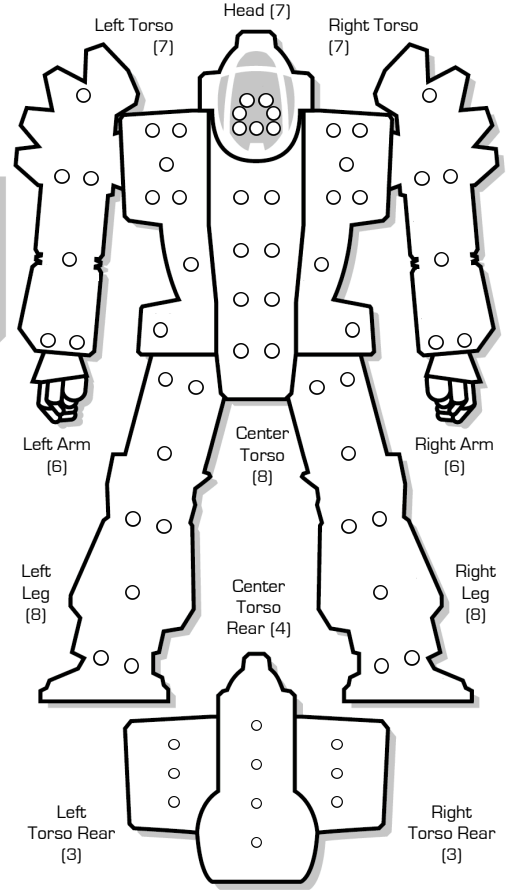
 Consciousness#



Armor Factor - 67

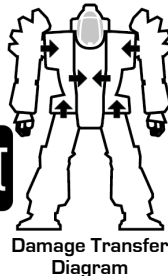
ARMOR DIAGRAM

Ferro-Fibrous

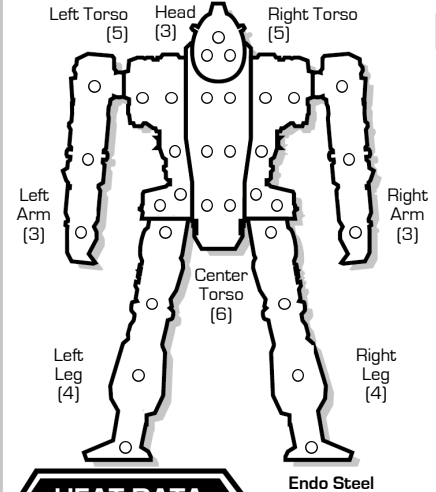


CRITICAL HIT TABLE

- | | | | |
|--|--|---|--|
| <p>Left Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Improved Heavy Medium Laser Improved Heavy Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Ammo (AP Gauss) 40 Ferro-Fibrous <p>4-6</p> | <p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Improved Heavy Medium Laser Improved Heavy Medium Laser <p>1-3</p> <ol style="list-style-type: none"> AP Gauss Rifle Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> | <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Endo Steel Endo Steel Ferro-Fibrous Roll Again Roll Again <p>4-6</p> |
|--|--|---|--|
- Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3**
- Jump Jet
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○