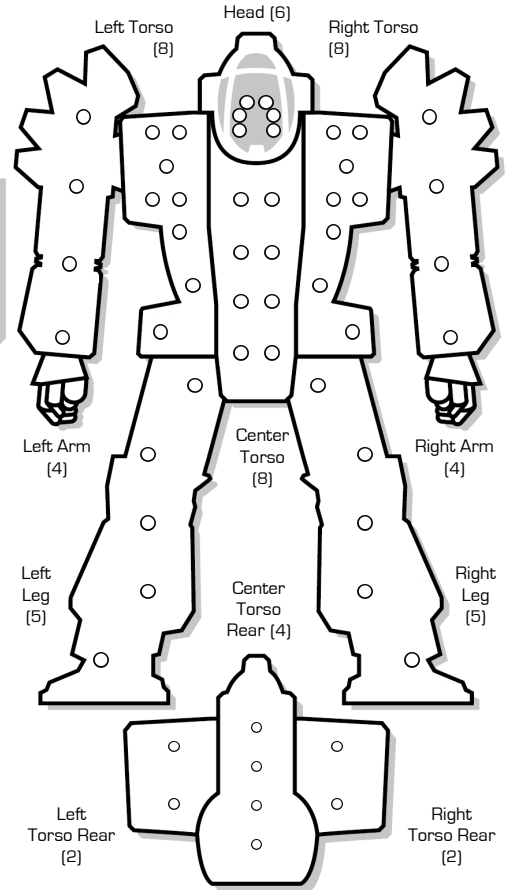


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 56

### ARMOR DIAGRAM



### 'MECH DATA

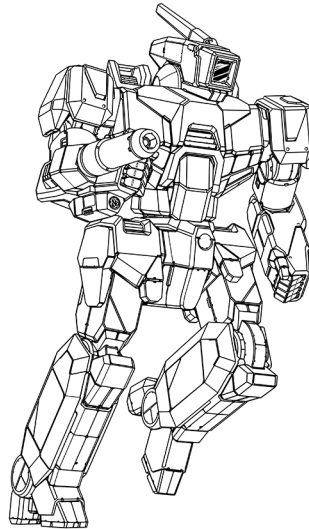
Type: Stinger STG-6R

Movement Points: **Tonnage:** 20  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Rules Level:** Standard  
 Jumping: 8 **Role:** Scout

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Heavy Machine Gun	RA	0	3	—	1	2	—
1	Heavy Machine Gun	LA	0	3	—	1	2	—

BV: 454

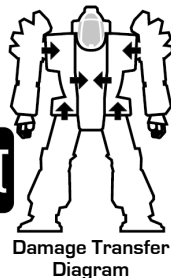


### CRITICAL HIT TABLE

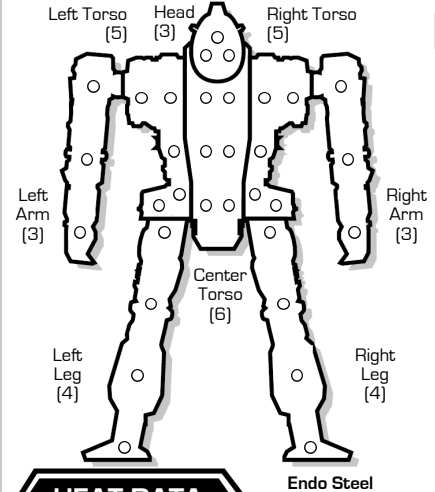
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Center Torso**
- Double Heat Sink
  - Heavy Machine Gun
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo Steel
  - Endo Steel
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Center Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo Steel
  - Endo Steel
- 4-6

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		Overflow
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		

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double
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	○