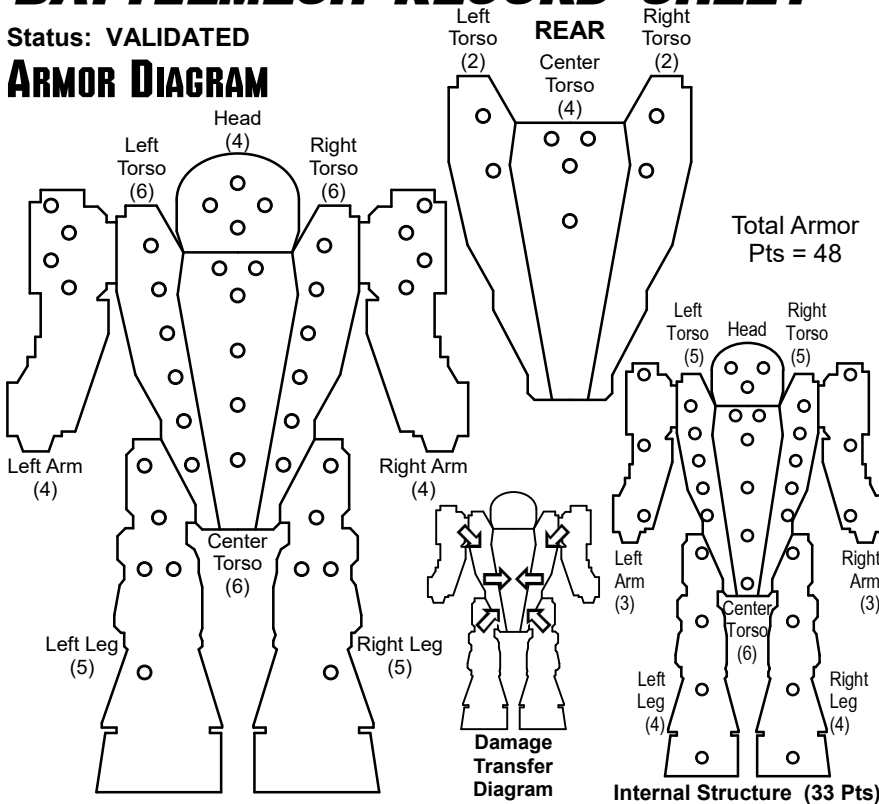


BATTLETECH®

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 BV2: 4

Total Heat Sinks: **10 Single**

oooooooooooo

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

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

| | | | | | | |
|-----------------|---|---|---|----|----|------|
| 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 Point |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- Ammo (MG) 200
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Battle Value: **359**

Weapon Value: **75 / 75**

Cost, C-Bills: **1,615,440**