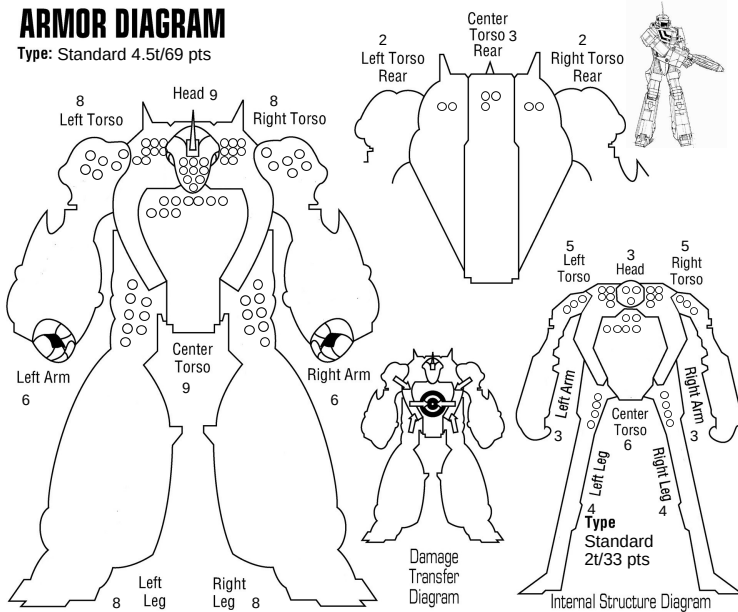


BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Type: Standard 4.5U/69 pts



Left Arm

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

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Single Heat Sink
 - LRM 5
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Critical Hit Table

Head

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

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 5 Ammo(24) Standard
 - Roll Again
- 4-6



Battle Value **418**
Cost 1'643'440
Battle Value2 **516**

Right Arm

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

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Single Heat Sink
 - Large Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Mech Data

Stinger STG-3G-Jacob Tonnage: **20**
Movement Points: Technology Base:
Walking: **5** Inner Sphere / 2581
Running: **8** Biped BattleMech
Jumping: Level 4, Experimental design

Weapons Inventory

Type	Location	Heat	Damage	Min. Short	Med.	Long
1 LRM 5	LT	2	1/Msl	6	7	14 21
1 Large Laser	RT	8	8	5	10	15

LRM 5 Standard Ammo: 24

Total Heat Sinks: 10 Single
4 Singles in engine Weapon heat:10
○○○○○○○○○○

LRM Status ☐ Standard ☐ Hot-Loaded

Auto Eject ☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-8 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21	-4 Movement Points	46	Shutdown, avoid on 20+
20	Ammo Explosion, avoid on 4+	45	AMMO EXPLOSION
19	Shutdown, avoid on 6+	44	System Failure, avoid on 10+
18	+3 Modifier to Fire	43	-8 Movement Points
17	-3 Movement Points	42	Shutdown, avoid on 18+
16	Ammo Explosion, avoid on 4+	41	+6 Modifier to Fire
15	Shutdown, avoid on 6+	40	Ammo Explosion, avoid on 12
14	+2 Modifier to fire	39	Pilot Damage, avoid on 10+
13	-2 Movement Points	38	Shutdown, avoid on 16+
12	+1 Modifier to Fire	37	-7 Movement Points
11	-1 Movement Points	36	System Failure, avoid on 8+
10	-1 Movement Points	35	Ammo Explosion, avoid on 10+
09	-1 Movement Points	34	Shutdown, avoid on 14+
08	-1 Movement Points	33	+5 Modifier to Fire
07	-1 Movement Points	32	Pilot Damage, avoid on 8+
06	-1 Movement Points	31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04	-1 Movement Points	29	Ammo Explosion, avoid on 8+
03	-1 Movement Points	28	Shutdown, avoid on 10+
02	-1 Movement Points	27	
01	-1 Movement Points	26	
00	-1 Movement Points		

HIT LOCATIONS

	Left	Front (Rear)	Right
2	LT	CT	RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH

	Left	Front (Rear)	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK

	Left	Front (Rear)	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIER

ALL ATTACKS	Modifier
Attacker	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Target	Modifier
Movement	
0-2	0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6
Jumped/Airborne	+1
Prone	-2 adj +1 other
Immobile	-4
Skidding	+2
Battle Armor unit	+1
Light Wood	+1/interv. & target
Heavy Wood	+2/interv. & target
Partial Cover	+1
In Depth 1 water (partial)	+1
WEAPON ATTACKS	Modifier
Sensor Hit	+2
Shoulder (no arm act.)	+4 to arm mounted
Arm actuators	+1 to arm mounted
Secondary target	+1(forward) +2(rear)
Large support or landed Small Craft	-1
Indirect LRM Attack	+1
PHYSICAL ATTACKS	Modifier
Attacker	
Charging	+0*
Clubbing	-1
DFA	+0*
Punching	+0
Kicking	-2
Pushing	-1
Target	Modifier
Infantry	+3 (kick & DFA)
Large sup. or landed Small Craft	-2

Round	Move	Hex	Heat
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

CRITICAL HITS

2D6	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit
10-11	Roll 2 Critical Hits
12	Head/Limb Blown Off Roll 3 Critical Hits

FACING AFTER FALL

D6	New Facing	Hit Location
1	Same direction	Front
2	1 Hex Right	Right Side
3	2 Hex Right	Right Side
4	Opposite direction	Rear
5	2 Hex Left	Left Side
6	1 Hex Left	Left Side

CLUSTER HITS

	2	3	4	5	6	8	9	10	12	15	20	30	40
2	1	1	1	1	2	3	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	3	4	5	6	10	12
4	1	1	2	2	3	4	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	5	5	6	8	9	12	18	24
7	1	2	3	3	4	5	5	6	8	9	12	18	24
8	2	2	3	3	4	5	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	8	9	10	12	15	20	30	40
12	2	3	4	5	6	8	9	10	12	15	20	30	40

PILOTING MODIFIER

DAMAGE TO MECH	
20 damage points	+1
Reactor shuts down	+3
Leg/Foot act. destroyed	+1
Hip Actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Auto.fall
Leg destroyed	Auto.fall/+5
ATTACKS	
Kicked	+0
Pushed	+0
Charged or DFA'd	+2
UNIT ACTIONS	
Missed kick	+0
Enter Depth 1	-1
Enter Depth 2	0
Enter Depth 3+	+1
Enter Rubble	+0