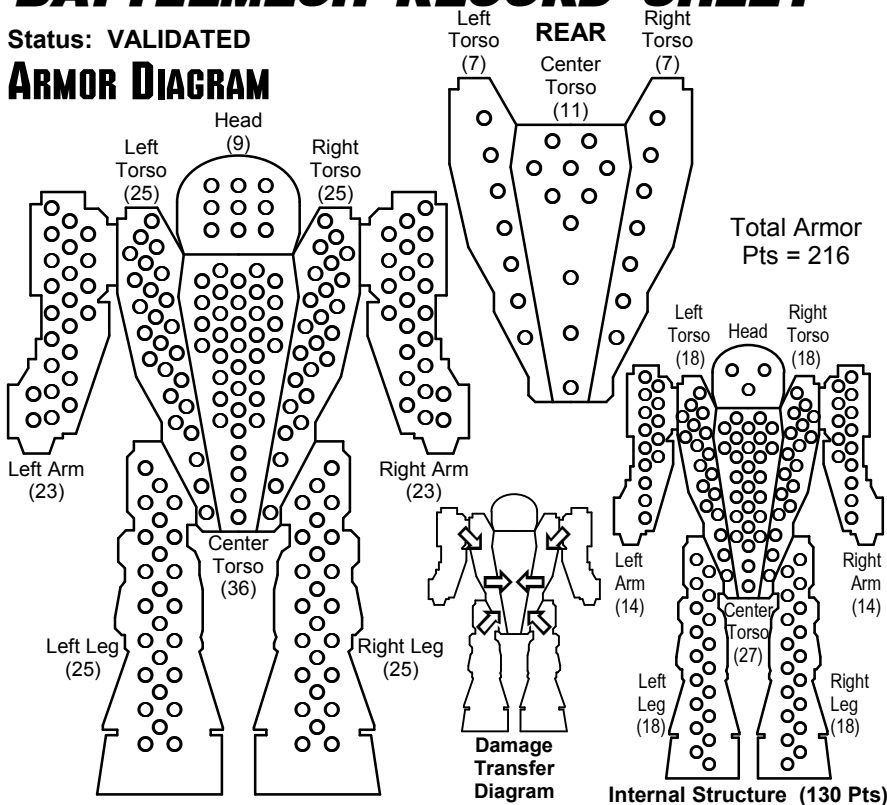


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stalker STK-3F**

Mass: **85 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	22
SRM 6	30	14

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (44)

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

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- 1-3 LRM 10
- LRM 10
- Medium Laser
- 1-3 Medium Laser
- 4-6 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

Head

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

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Single Heat Sink
- Single Heat Sink

Left Torso

- 1-3 Single Heat Sink
- Large Laser
- 1-3 Large Laser
- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- 1-3 LRM 10
- LRM 10
- Medium Laser
- 1-3 Medium Laser
- 4-6 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 Single Heat Sink
- Large Laser
- 1-3 Large Laser
- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Right Leg

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

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

Battle Value: **1,152**
 Weapon Value: **1,394 / 1,394**
 Cost, C-Bills: **7,463,825**

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	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	