BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-3C

Movement Points:
Walking: 5
Running: 8
Jumping: 5
Engine Type: 250 Fusion

Tonnage: 50
Tech Base: Inner Sphere
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Small Laser (R)	HD	1	3 [DE]	—	1	2	3

Ammo: (SRM 4) 25

BV: 1,508

WARRIOR DATA

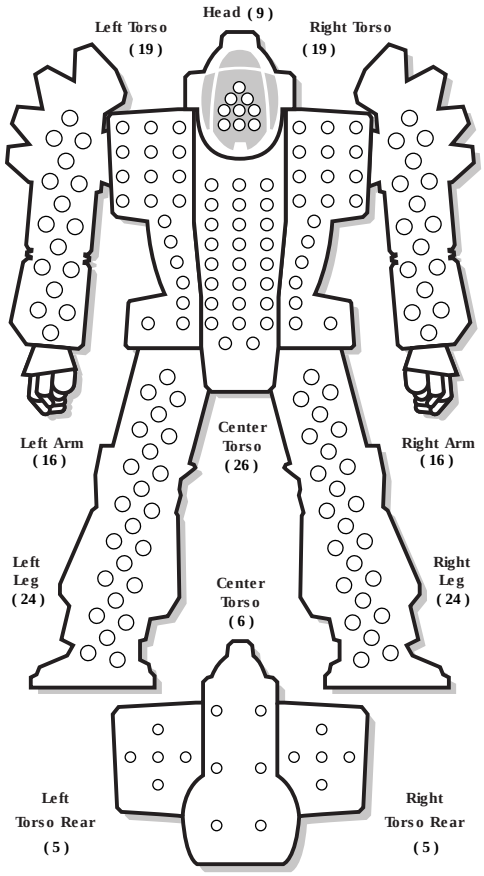
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

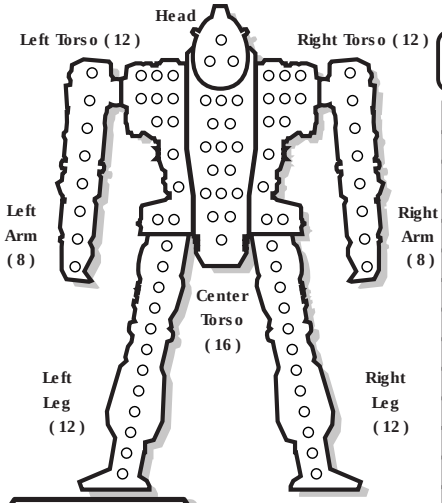
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. **Jump Jet**
2. **Jump Jet**
3. **SRM 4**
4. **Medium Laser**
5. **Medium Laser**
6. **Ammo (SRM 4) 25**

4-6
1. CASE
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Ferro-Fibrous

Head

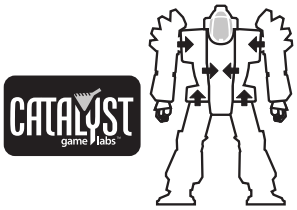
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. **Small Laser (R)**
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **Fusion Engine**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Fusion Engine**
5. **Jump Jet**
6. Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Large Laser**
4. **Large Laser**
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso

1-3
1. **Double Heat Sink**
2. **Double Heat Sink**
3. **Double Heat Sink**
4. **Jump Jet**
5. **Jump Jet**
6. **Large Laser**

4-6
1. **Large Laser**
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.