BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stalker STK-7C3BS

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Juggernaut
Engine Type:	255 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	LA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	MML 5	RA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	C3 Boosted Slave	LT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Small VSP Laser	HD	3	5/4/3 [P,V]	—	2	4	6

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 1,712

WARRIOR DATA

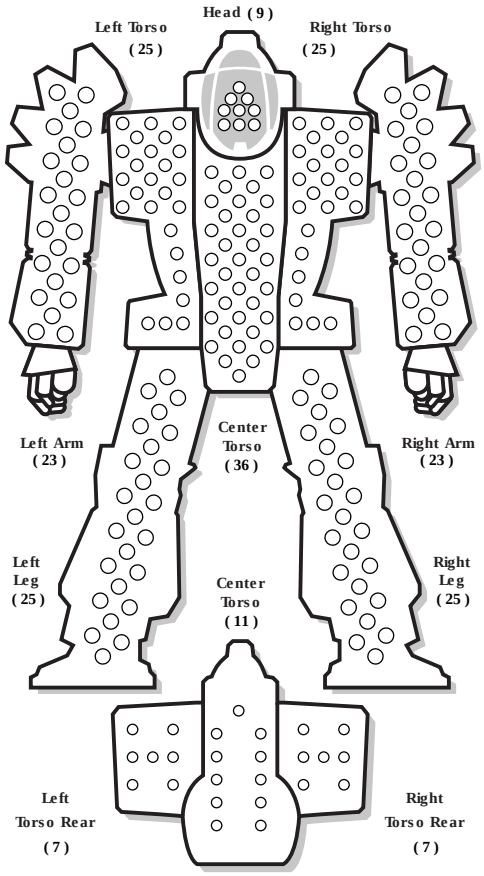
Name: _____

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

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

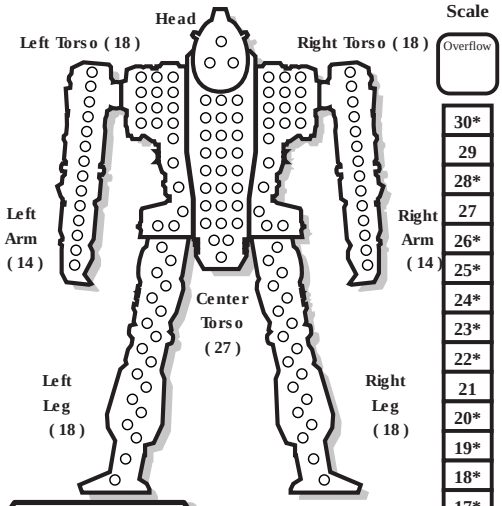
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. MML 5
4. MML 5
5. MML 5
6. Medium Pulse Laser

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. C3 Boosted Slave
5. C3 Boosted Slave
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small VSP Laser
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. MML 5
4. MML 5
5. MML 5
6. Medium Pulse Laser

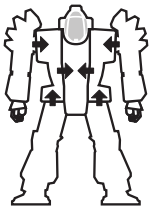
Right Torso (CASE II)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. CASE II

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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