

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Stinger LAM STG-A10

Tonnage: 30

Movement Points:

BattleMech

Walking: 6

Running: 9

Jumping: 6

Engine Type: 180 Fusion

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Scout

AirMech

Fighter

Safe Thrust: 6

Max Thrust: 9

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	LA	1	3 [DE]	—	1	2	3
2	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

BattleMech

Gunnery Skill: _____

Aerospace

Gunnery Skill: _____

Piloting Skill: _____

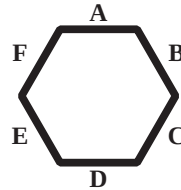
Piloting Skill: _____

Hits Taken

Consciousness #

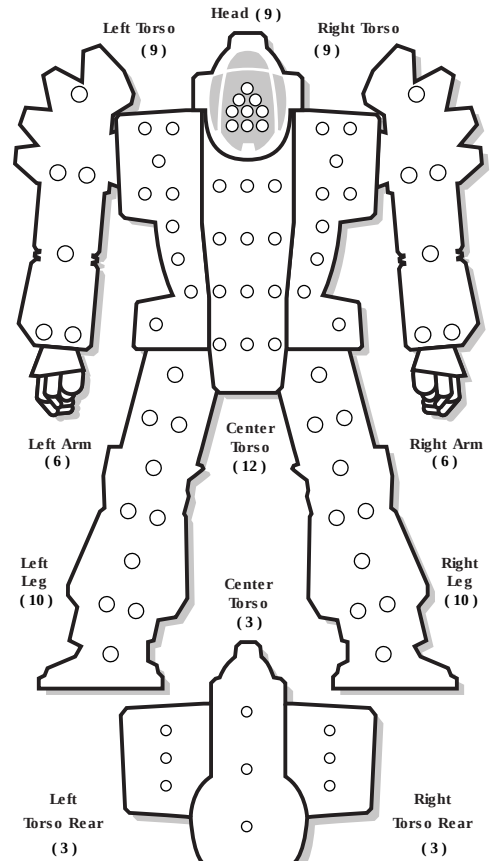
1	2	3	4	5	6
3	5	7	10	11	Dead

Advanced
Movement
Compass



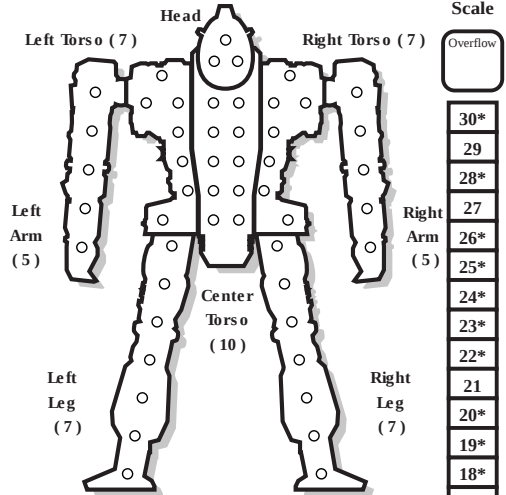
ARMOR DIAGRAM

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet

1-3

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Roll Again



Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	/Rand. Movement 10+
23	+4 Modifier to Fire
22	Ammo Exp, avoid on 6+
20	Shutdown, avoid on 8+
19	-4 Movement Points
18	/Rand. Movement 8+
17	Ammo Exp, avoid on 4+
16	Shutdown, avoid on 6+
15	+3 Modifier to Fire
14	-3 Movement Points
13	/Rand. Movement 7+
12	Shutdown, avoid on 4+
11	+2 Modifier to Fire
10	-2 Movement Points
9	/Rand. Movement 6+
8	+1 Modifier to Fire
7	-1 Movement Points
6	/Rand. Movement 5+

Heat Sinks:
11
(AirMech +3)

