

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Stealth STH-1D (Anna)

Movement Points: **Tonnage:** 45
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 [14] **Rules Level:** Standard
Jumping: 7 **Role:** Striker
Engine Type: 315 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe	RT	—	[E]	—	—	—	4

(Beagle)

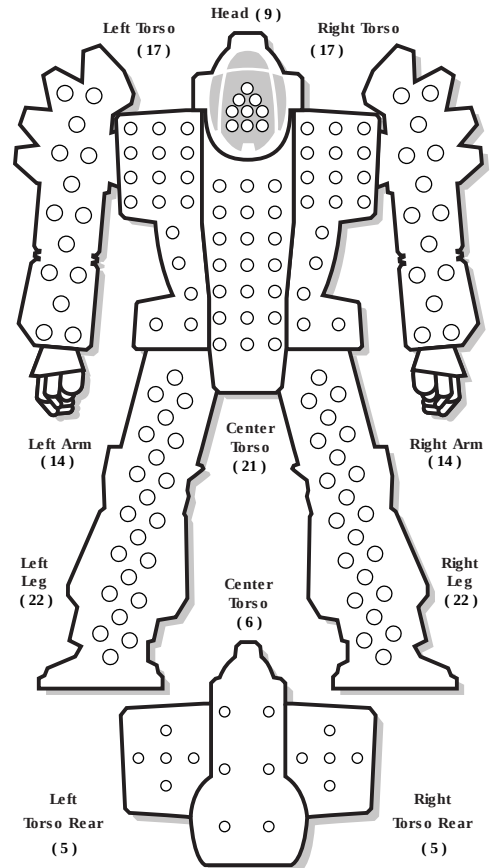
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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

ARMOR DIAGRAM

Standard Armor

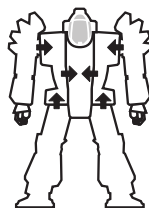


BV: 1,540

CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Center Torso		Right Torso		Left Torso	
4-6	1. Endo Steel	4-6	1. Endo Steel	1-3	1. XL Fusion Engine
	2. Endo Steel		2. Endo Steel		2. XL Fusion Engine
	3. Roll Again		3. Roll Again		3. XL Fusion Engine
	4. Roll Again		4. Roll Again		4. Jump Jet
	5. Roll Again		5. Roll Again		5. Jump Jet
	6. Roll Again		6. Roll Again		6. Jump Jet
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Jump Jet		4. Jump Jet		4. Foot Actuator
	5. Jump Jet		5. Jump Jet		5. Endo Steel
	6. Jump Jet		6. Jump Jet		6. Endo Steel
Left Leg		Right Leg		Engine Hits	
4-6	1. Medium Pulse Laser	4-6	1. Medium Pulse Laser	4-6	1. Medium Pulse Laser
	2. Medium Laser		2. Medium Laser		2. Medium Laser
	3. Medium Laser		3. Medium Laser		3. Medium Laser
	4. MASC		4. Active Probe (Beagle)		4. Active Probe (Beagle)
	5. MASC		5. Active Probe (Beagle)		5. Active Probe (Beagle)
	6. Roll Again		6. Endo Steel		6. Endo Steel

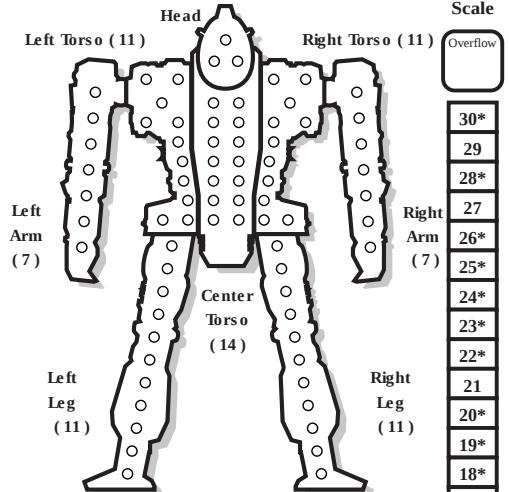
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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	○

Heat Scale

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	○