

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stealth STH-5X

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 7

Engine Type: 315 XL

Tonnage: 45

Tech Base: Mixed

Rules Level: Experimental

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	ER Flamer (IS)	LA	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer (IS)	RA	4	2 [DE,H,AI]	—	3	5	7
3	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5
1	ECM Suite	RT	—	[E]	—	—	—	6

Ammo: (Streak SRM 6) 15

BV: 2,155



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Flamer
- Chameleon Light Polarization Shield

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- MASC
- MASC
- Chameleon Light Polarization Shield

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Chameleon Light Polarization Shield
- Ferro-Fibrous

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Flamer
- Chameleon Light Polarization Shield

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]
- Ammo (Streak SRM 6) 15
- Active Probe [Clan]
- ECM Suite [Clan]
- Chameleon Light Polarization Shield

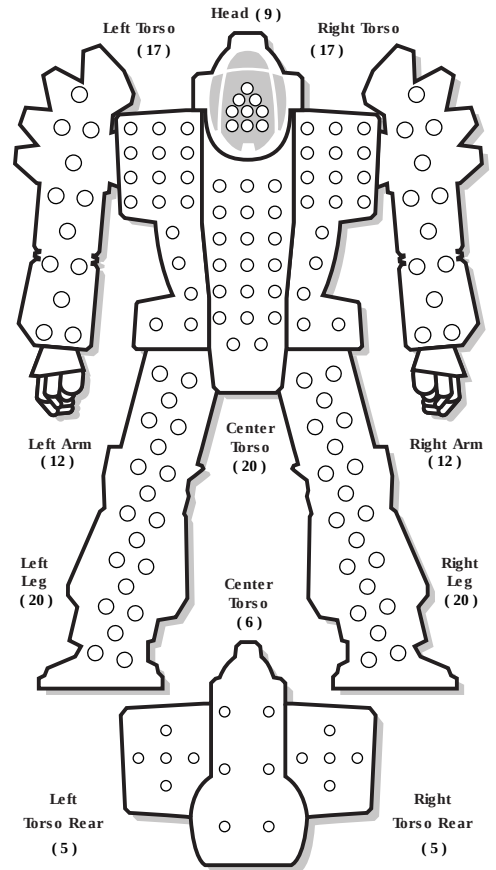
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Chameleon Light Polarization Shield
- Ferro-Fibrous

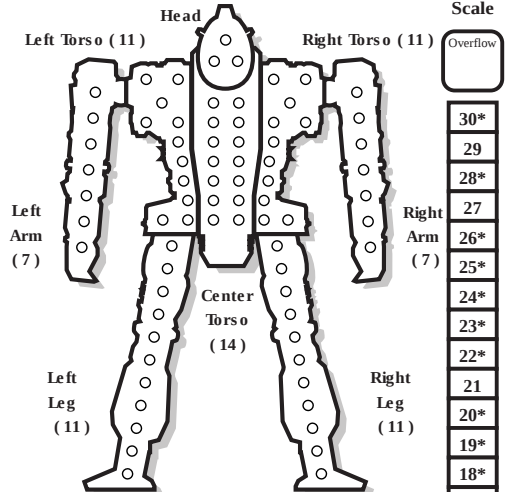
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

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

Double Heat Sinks:
10 (20)



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