

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Mad Cat III X

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 55

Tech Base: Clan

Era: Jihad

WARRIOR DATA

Name: Stinger07 (Player 1)

Gunnery Skill: 3 Piloting Skill: 5

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

RULES LEVELS

Current: Advanced

Era Specific: Experimental

Year Specific: Experimental



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	RT	1	2	-	1	2	4
1	LRM 20 w/ Artemis V FCS	RT	6	1/Msl	-	7	14	21
2	ER Micro Laser	LT	1	2	-	1	2	4
1	LRM 20 w/ Artemis V FCS	LT	6	1/Msl	-	7	14	21
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

Cost: 13,133,925

BV: 2,679

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- Endo-Composite

- Endo-Composite
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

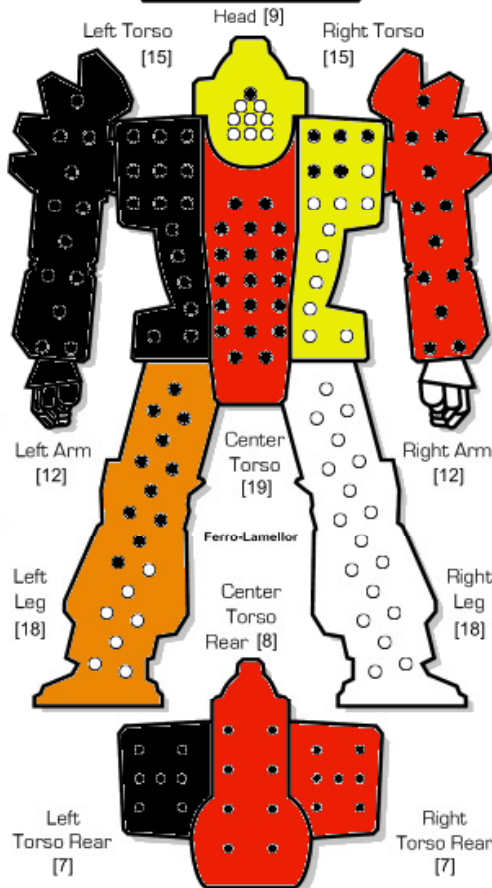
- Artemis V FCS
- Artemis V FCS
- ER Micro Laser
- ER Micro Laser
- Ammo (LRM 20 Artemis V) 0
- Ammo (LRM 20 Artemis V) 1

Right Leg

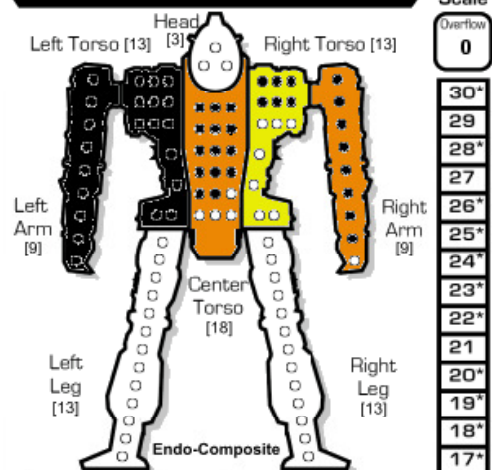
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor

Armor Factor = 140

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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	

Heat Scale

Overheat 0

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