

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stalker STK-9F

Movement Points:

Walking: 3

Running: 4

Jumping: 0

Engine Type: 255 Light

Tonnage: 85

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

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	LRM 10 (C)	LA	4	1/Msl [M,C,S]	—	7	14	21
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 10 (C)	RA	4	1/Msl [M,C,S]	—	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Pulse Laser (C)	LT	10	10 [P]	—	6	14	20
1	SRM 6 (C)	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Targeting Computer (IS)	LT	—	[E]	—	—	—	—
1	Large Pulse Laser (C)	RT	10	10 [P]	—	6	14	20
1	SRM 6 (C)	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Light Active Probe	CT	—	[E]	—	—	—	3

Ammo: (LRM 10) 24, (SRM 6) 30

BV: 2,469



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10 [Clan]

1-3

- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]
- SRM 6 [Clan]
- Ammo (SRM 6) 15

1-3

- Ammo (LRM 10) 12
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- CASE II

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

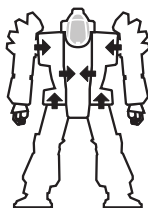
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Active Probe [Clan]
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10 [Clan]

1-3

- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser [Clan]

1-3

- Large Pulse Laser [Clan]
- SRM 6 [Clan]
- Ammo (SRM 6) 15
- Ammo (LRM 10) 12
- CASE II
- Endo Steel

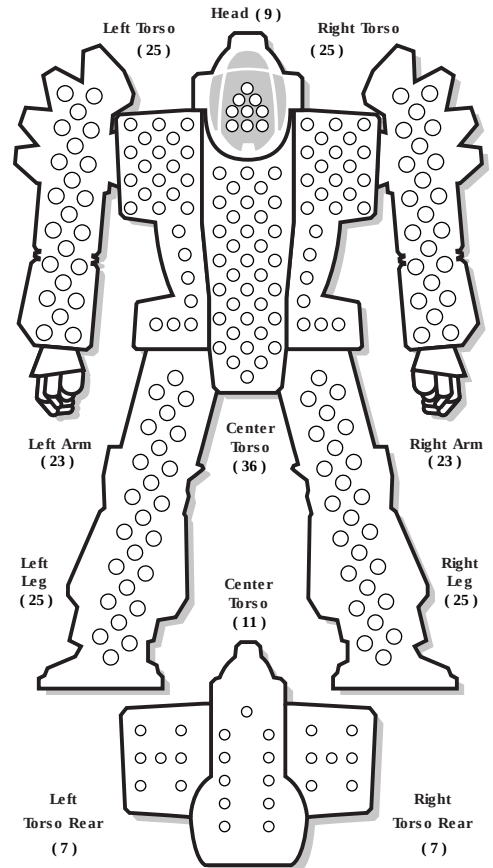
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

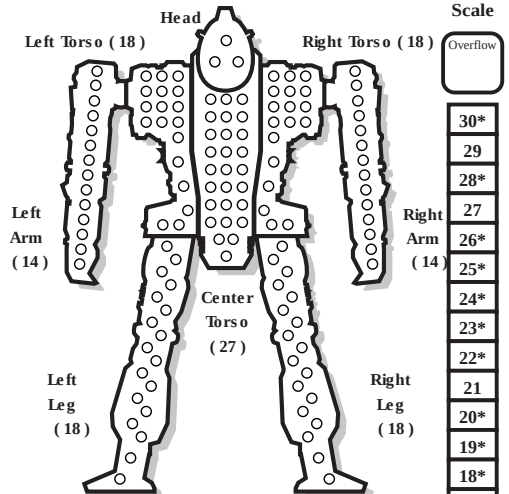
ARMOR DIAGRAM

Hardened



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○