

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Stinger LAM Mk I STG-A1

Tonnage: 30 Tech Base: Inner Sphere
Movement Points: Rules Level: Experimental
BattleMech Role: Scout
Walking: 6 AirMech Fighter
Running: 9 Walking: 2 Cruising: 18 Safe Thrust: 6
Jumping: 6 Running: 3 Flanking: 27 Max Thrust: 9
Engine Type: 180 Fusion

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LA	2	3 [P, AI]	—	1	2	3
1	Small Pulse Laser	RA	2	3 [P, AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6

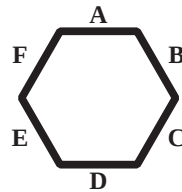
WARRIOR DATA

Name: _____

BattleMech
Gunnery Skill: _____ Piloting Skill: _____
Aerospace
Gunnery Skill: _____ Piloting Skill: _____

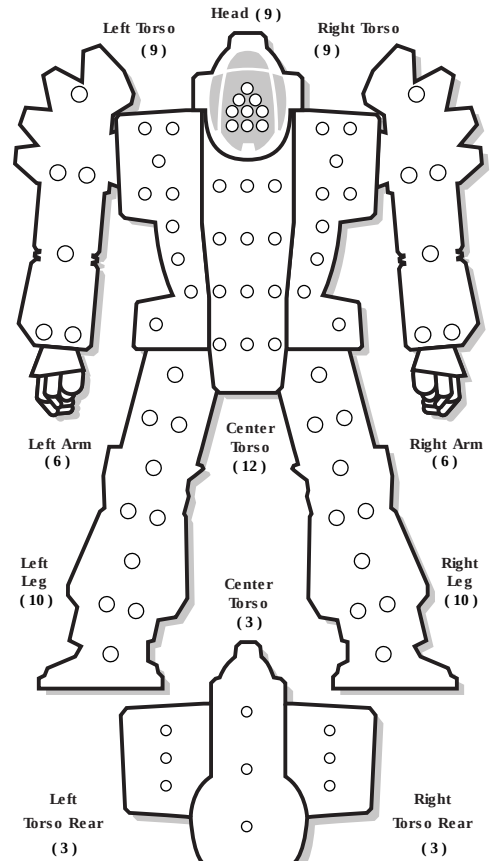
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



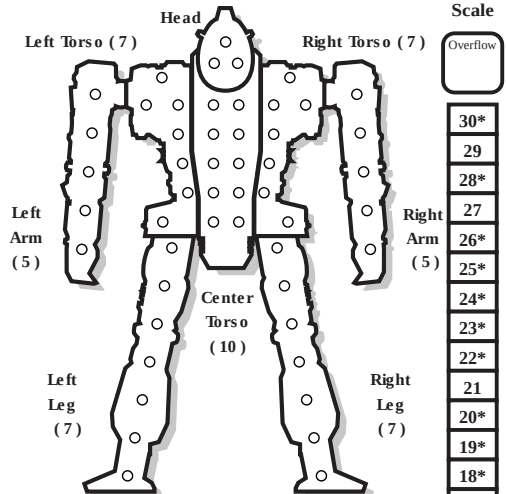
ARMOR DIAGRAM

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 Pulse Laser
- Roll Again

1-3

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

4-6

Left Torso

- Landing Gear
- Avionics
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- 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

Avionics Hits ○○○○
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Landing Gear ○
Life Support ○
Structural Integrity ○○○○○○
○○○○○○○

CATALYST
game labs

Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Roll Again

1-3

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

4-6

Right Torso

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

1-3

- Jump Jet
- Jump Jet
- Medium Pulse Laser
- 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	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	+4 Modifier to Fire
18	Ammo Exp, avoid on 4+
17	Shutdown, avoid on 6+
15	-3 Movement Points
14	+3 Modifier to Fire
13	Ammo Exp, avoid on 4+
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks:
10 (20)
(AirMech +3)

