

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-3C

Movement Points: Tonnage: 50
Walking: 5 Tech Base: Inner Sphere
Running: 8 Era: Clan Invasion
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H (R)	1	3	—	1	2	3
1	Large Laser	RT	8	8	—	5	10	15
2	Medium Laser	LT	3	5	—	3	6	9
1	SRM 4	LT	3	2/Msl	—	3	6	9
1	Large Laser	RA	8	8	—	5	10	15

Cost: 4,833,125

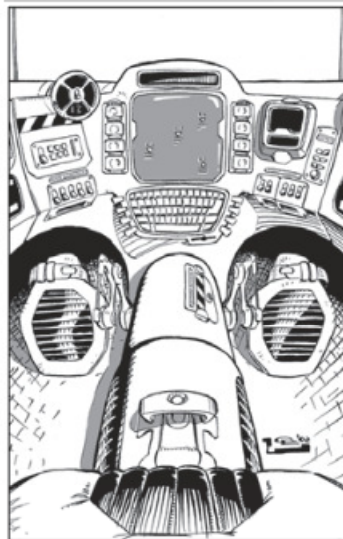
BV: 2,428

WARRIOR DATA

Name: PaWeasley (Player 9)

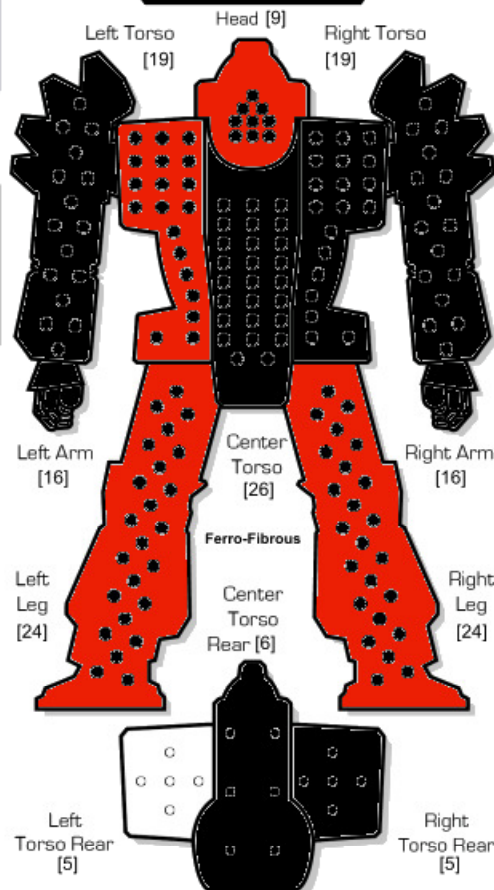
Gunnery Skill: 2 Piloting Skill: 4

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



Armor Factor = 169

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser (R)
5. Sensors
6. Life Support

Left Torso

1. Jump Jet
2. Jump Jet
3. SRM 4
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 4) 15

1. CASE
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

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

Left Leg

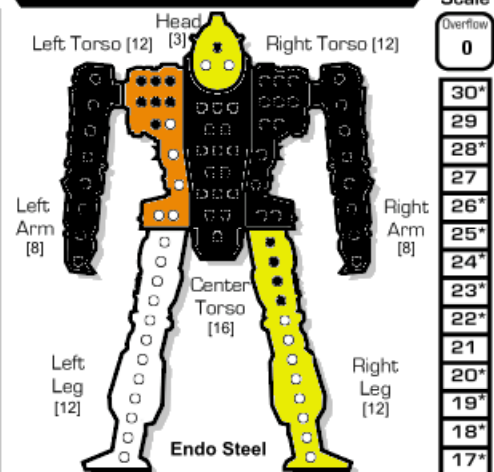
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous



Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

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
Overflow 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
0