

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shen Yi SHY-3B

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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	ECM Suite	LA	—	[E]	—	—	—	6
(Guardian)								
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	MRM 20	LT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15

Ammo: (MRM 20) 48

BV: 1,507



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- MRM 20
- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- Stealth
- Stealth

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

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
- Ammo (MRM 20) 12
- Ammo (MRM 20) 12

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Stealth
- Stealth
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- MRM 20
- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- Stealth
- Stealth

4-6

Right Leg

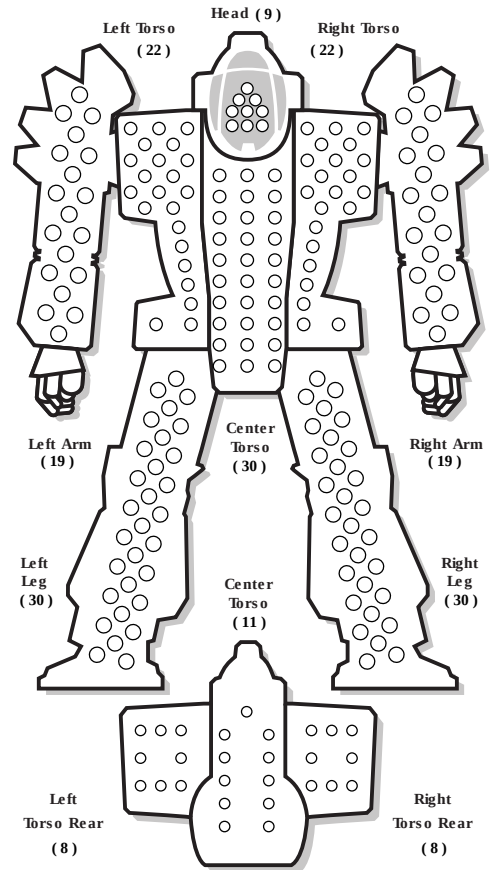
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



Damage Transfer Diagram

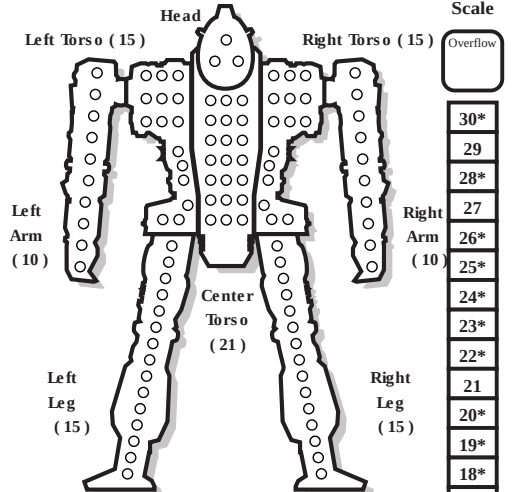
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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

30*
29
28*
27
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