

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Yao Lien YOL-4C

Movement Points: 55

Tonnage: 55

Walking: 5

Tech Base: Inner Sphere

Running: 8

Rules Level: Standard

Jumping: 7

Role: Striker

Engine Type: 275 Fusion

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	C3 Computer (Slave)	RT	—	[E]	—	—	—	—
1	ECM Suite	HD	—	[E]	—	—	—	6

(Guardian)

BV: 1,586

WARRIOR DATA

Name: _____

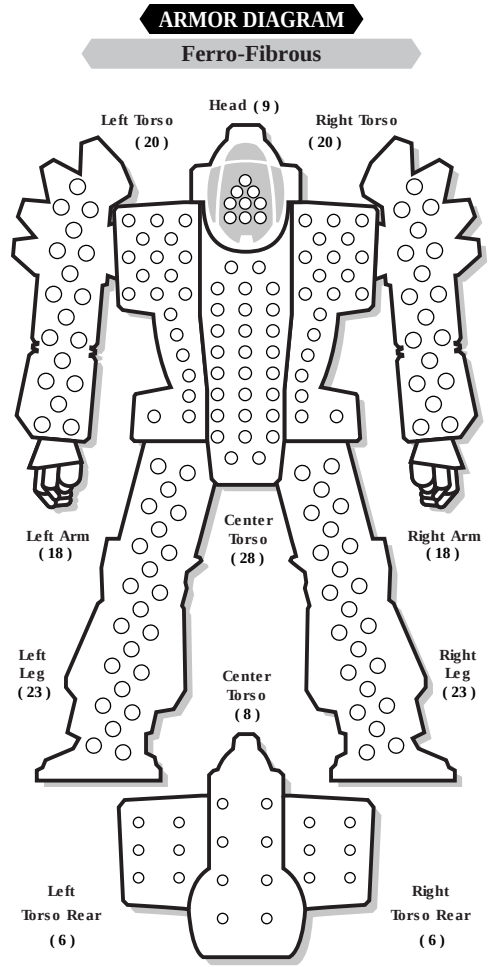
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
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CRITICAL TABLE

Left Arm

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Endo Steel

6. Endo Steel

Head

1-3

1. Life Support

2. Sensors

3. Small Cockpit

4. Sensors

5. ECM Suite (Guardian)

6. ECM Suite (Guardian)

Center Torso

1-3

1. Fusion Engine

2. Fusion Engine

3. Fusion Engine

4. Gyro

5. Gyro

6. Gyro

Right Arm

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Snub-Nose PPC

5. Snub-Nose PPC

6. Snub-Nose PPC

Left Torso

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4. Improved Jump Jet

5. Improved Jump Jet

6. Improved Jump Jet

Right Torso

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4. Improved Jump Jet

5. Improved Jump Jet

6. Improved Jump Jet

Left Leg

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Ferro-Fibrous

Right Leg

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Ferro-Fibrous

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

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: 10 (20)

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