

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Yinghuochong YHC-3Y
Movement Points: Tonnage: 35
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Advanced
Jumping: 8 Role: Scout
Engine Type: 210 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15
1	TAG	RA	—	[E]	—	5	9	15
1	Remote	HD	—	[E]	—	—	—	—

Sensors/Dispenser

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

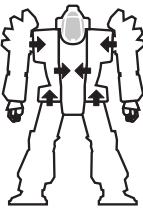
Ammo: (Remote Sensors/Dispenser) 30

BV: 1,548



CRITICAL TABLE

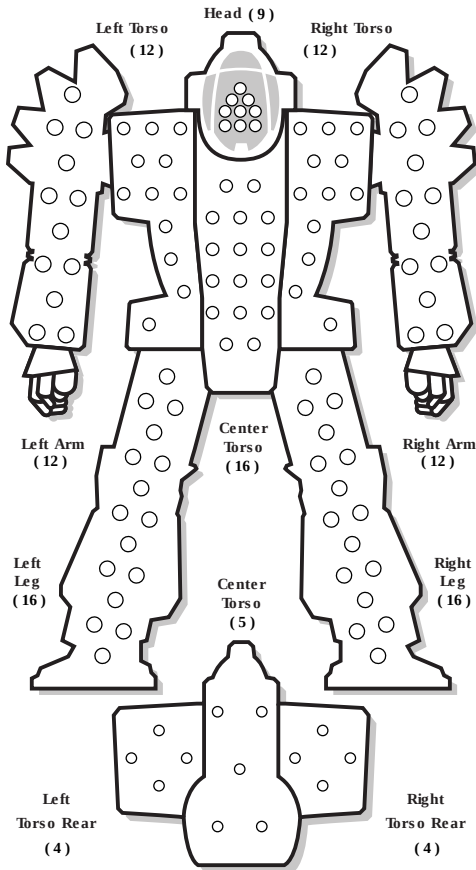
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Remote Sensors/Dispenser (30)		4. Hand Actuator
	5. TSEMP Cannon		5. Sensors		5. TAG
	6. TSEMP Cannon		6. Life Support		6. Light Ferro-Fibrous
Center Torso		Left Torso		Right Torso	
4-6	1. TSEMP Cannon	4-6	1. XL Fusion Engine	1-3	1. Light Ferro-Fibrous
	2. TSEMP Cannon		2. XL Fusion Engine		2. Light Ferro-Fibrous
	3. TSEMP Cannon		3. XL Fusion Engine		3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous		4. XL Gyro		4. Roll Again
	5. Light Ferro-Fibrous		5. XL Gyro		5. Roll Again
	6. Light Ferro-Fibrous		6. XL Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. XL Fusion Engine	1-3	1. XL Gyro	○○○	
	2. XL Fusion Engine		2. XL Gyro	Gyro Hits ○○○	
	3. XL Fusion Engine		3. XL Gyro	Sensor Hits ○○○	
	4. Double Heat Sink		4. XL Fusion Engine	Life Support ○	
	5. Double Heat Sink		5. XL Fusion Engine		
	6. Double Heat Sink		6. XL Fusion Engine		
Left Leg		Right Leg		Damage Transfer Diagram	
4-6	1. Improved Jump Jet	4-6	1. Hip		
	2. Improved Jump Jet		2. Upper Leg Actuator		
	3. Improved Jump Jet		3. Lower Leg Actuator		
	4. Improved Jump Jet		4. Foot Actuator		
	5. Improved Jump Jet		5. Improved Jump Jet		
	6. Improved Jump Jet		6. Improved Jump Jet		



Damage Transfer Diagram

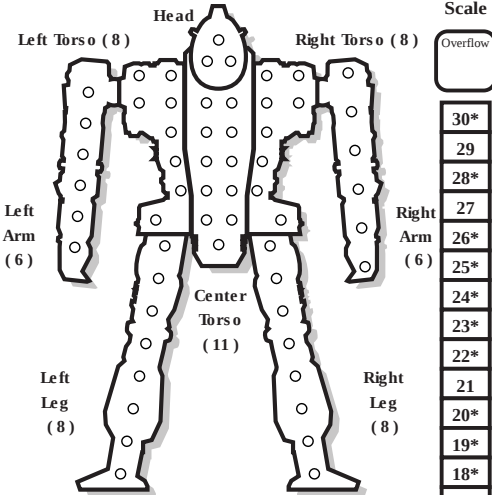
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○

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