

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Yurei S-YR-1LAM

Tonnage: 40

Movement Points:

BattleMech

Walking: 5

Running: 8

Jumping: 5

Engine Type: 200 Fusion

Tech Base: Mixed

Rules Level: Experimental

Role: Skirmisher

AirMech Fighter

Walking: 2 Cruising: 15 Safe Thrust: 5

Running: 3 Flanking: 23 Max Thrust: 8

WARRIOR DATA

Name: _____

BattleMech

Gunnery Skill: _____ Piloting Skill: _____

Aerospace

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

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

Weapons & Equipment Inventory

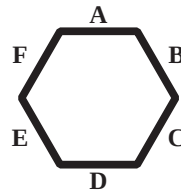
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
	(C)							
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25
1	Bomb Bay	RT	—	[E]	—	—	—	—

BV: 2,106

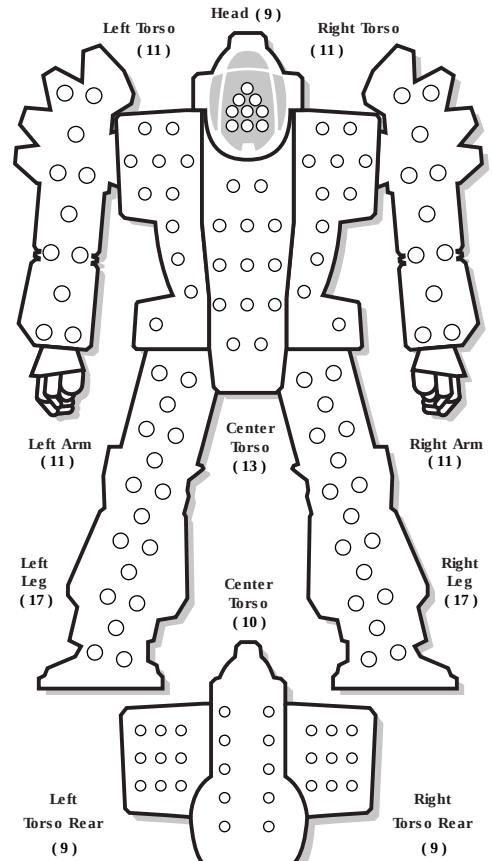


Advanced
Movement
Compass



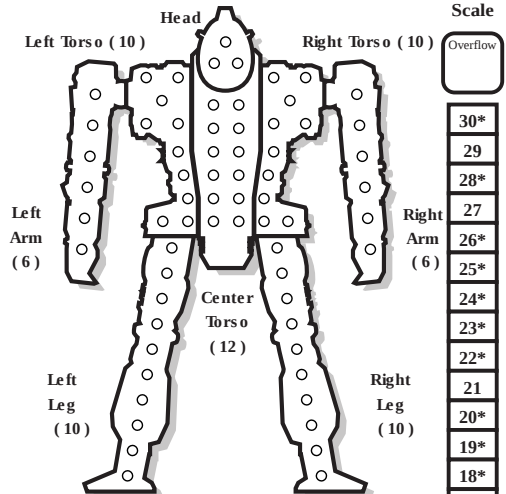
ARMOR DIAGRAM

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
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

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

4-6

Left Torso

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

1-3

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Avionics
- Sensors
- Roll Again

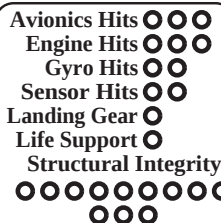
1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet



Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser [Clan]
- Roll Again

1-3

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

4-6

Right Torso (CASE II)

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

1-3

- Double Heat Sink
- Bomb Bay
- CASE II [Clan]
- 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	/Rand. Movement 10+
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
20	/Rand. Movement 8+
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
15	/Rand. Movement 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
10	/Rand. Movement 6+
8	+1 Modifier to Fire
5	-1 Movement Points
	/Rand. Movement 5+

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

