

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Toyama TYM-1C

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
2	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	C3i	LT	—	[E]	—	—	—	—
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21

Ammo: (Gauss) 16, (LRM 20 Artemis) 12

BV: 1,687



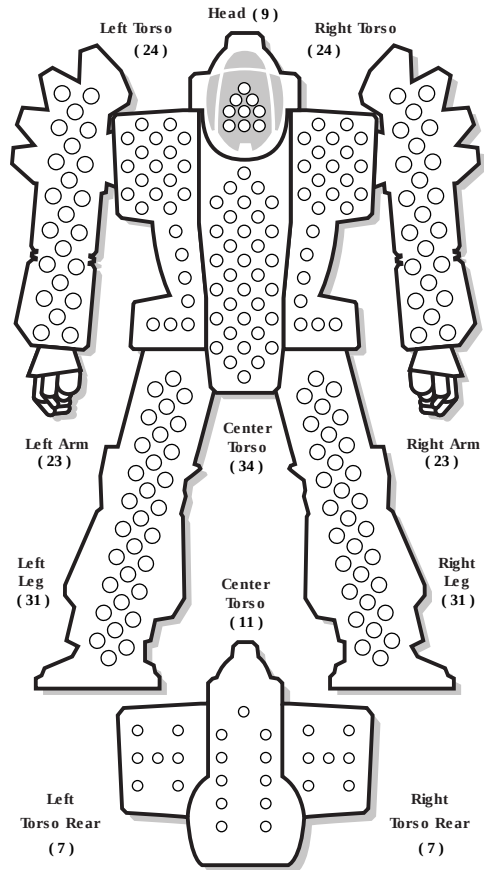
WARRIOR DATA

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

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

ARMOR DIAGRAM

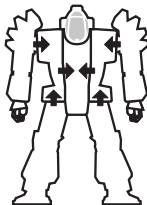
Standard Armor



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. Gauss Rifle		3. Cockpit		3. Medium VSP Laser
	4. Gauss Rifle		4. Endo Steel		4. Medium VSP Laser
	5. Gauss Rifle		5. Sensors		5. Medium VSP Laser
	6. Gauss Rifle		6. Life Support		6. Medium VSP Laser
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Gauss Rifle	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Gauss Rifle		2. XL Fusion Engine		2. XL Fusion Engine
	3. Gauss Rifle		3. XL Fusion Engine		3. XL Fusion Engine
	4. Endo Steel		4. XL Gyro		4. LRM 20
	5. Endo Steel		5. XL Gyro		5. LRM 20
	6. Endo Steel		6. XL Gyro		6. LRM 20
Left Leg		Engine Hits		Right Leg	
1-3	1. XL Fusion Engine	4-6	1. XL Gyro	1-3	1. Hip
	2. XL Fusion Engine		2. XL Gyro		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Gyro		3. Lower Leg Actuator
	4. Ammo (Gauss) 8		4. XL Fusion Engine		4. Foot Actuator
	5. Ammo (Gauss) 8		5. XL Fusion Engine		5. Endo Steel
	6. C3i		6. XL Fusion Engine		6. Endo Steel
Left Leg		Gyro Hits		Right Leg	
4-6	1. C3i	4-6	1. LRM 20	1-3	1. Hip
	2. Endo Steel		2. LRM 20		2. Upper Leg Actuator
	3. Roll Again		3. Artemis IV FCS		3. Lower Leg Actuator
	4. Roll Again		4. Ammo (LRM 20 Artemis) 6		4. Foot Actuator
	5. Roll Again		5. Ammo (LRM 20 Artemis) 6		5. Endo Steel
	6. Roll Again		6. CASE		6. Endo Steel

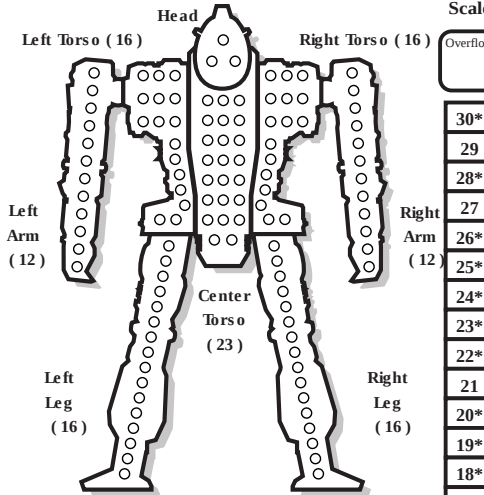
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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