BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Yeoman YMN-6S

Movement Points:		**Tonnage:**	60
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat
Engine Type:	240 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
6	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 100

Quirks: No/Minimal Arms

BV: 1,272

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	4
2*	LT(C)	CT(C)	RT(C)	1
3	LL	RA	RL	2
4	LA	RA	RA	2
5	LA	RL	RA	2
6	LL	RT	RL	2
7	LT	CT	RT	3
8	CT	LT	CT	3
9	RT	LL	LT	3
10	RA	LA	LA	3
11	RL	LA	LL	4
12	HD	HD	HD	4

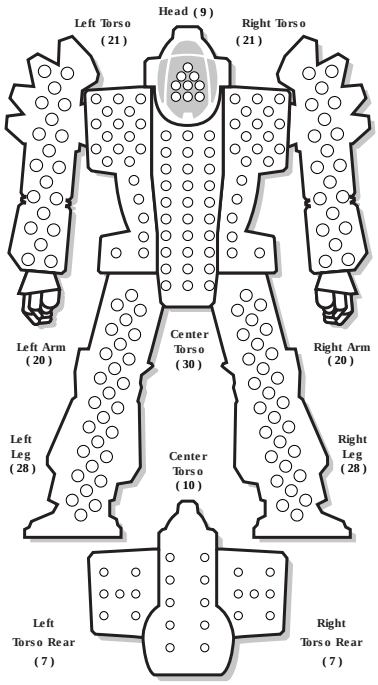
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch LS	Punch F/R	Punch RS	Kick LS	Kick F/R	Kick RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

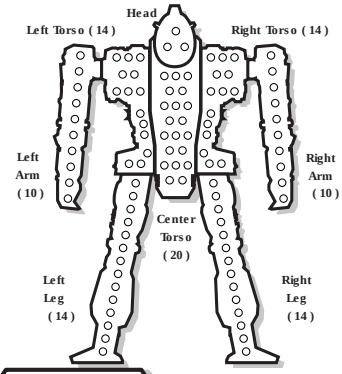
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

Left Torso

1-3	1. SRM 4
	2. SRM 4
	3. SRM 4
	4. SRM 4
	5. SRM 4
	6. SRM 4
4-6	1. Ammo (SRM 4) 25
	2. Ammo (SRM 4) 25
	3. Ammo (SRM 4) 25
	4. Ammo (SRM 4) 25
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

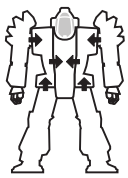
Head

1-3	1. Life Support
	2. Sensors
	3. Cockpit
	4. Ferro-Fibrous
	5. Sensors
	6. Life Support
4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Endo Steel
	6. Endo Steel

Center Torso

1-3	1. Fusion Engine
	2. Fusion Engine
	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

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



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Right Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. SRM 4
	5. SRM 4
	6. SRM 4
4-6	1. SRM 4
	2. SRM 4
	3. SRM 4
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*	Effects	
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

HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	3
Kick	-2	12
Push	-1	—
Charge	+0*	6/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	4
2	1
3	2
4	2
5	2
6	2
7	3
8	3
9	3
10	3
11	4
12	4

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										