

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-4C

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 5

Engine Type: 250 Fusion

Tonnage: 50

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	SRM 4 (I-OS) (IS)	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Coolant Pod	LT	—	[PE,OS,X]	—	—	—	—
1	Imp. Heavy Large Laser	RT	18	16 [DE,X]	—	5	10	15
1	ER Small Laser (C) (R)	HD	2	5 [DE]	—	2	4	6

BV: 2,218



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser [Clan]

1-3

- ER Medium Laser [Clan]
- SRM 4 (I-OS)
- Coolant Pod
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser [Clan] (R)
- Sensors
- Life Support

1-3

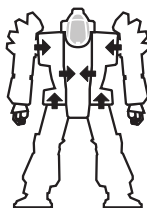
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Imp. Heavy Large Laser [Clan]
- Imp. Heavy Large Laser [Clan]
- Imp. Heavy Large Laser [Clan]
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Imp. Heavy Large Laser [Clan]

1-3

- Imp. Heavy Large Laser [Clan]
- Imp. Heavy Large Laser [Clan]
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

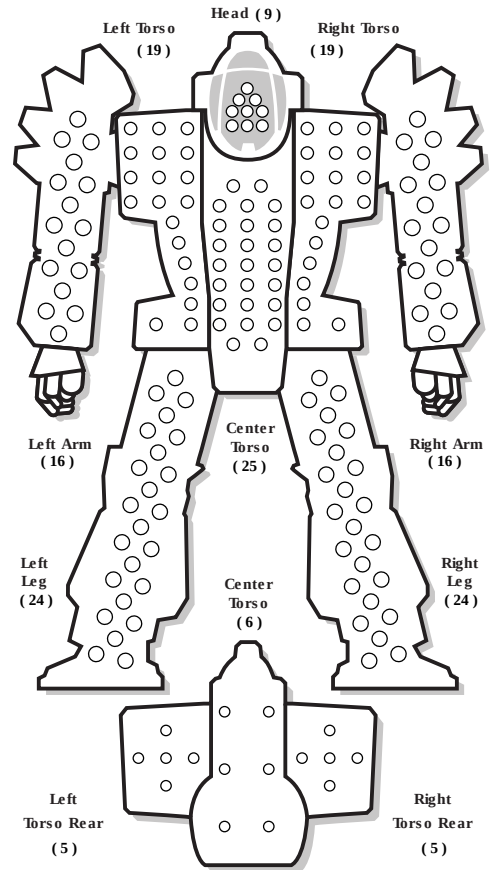
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

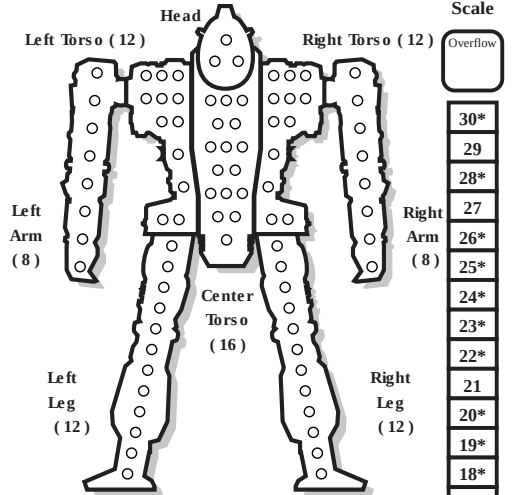
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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21
20*
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16
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