

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

### MECH DATA

Type: Blackjack BJ-1DB

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

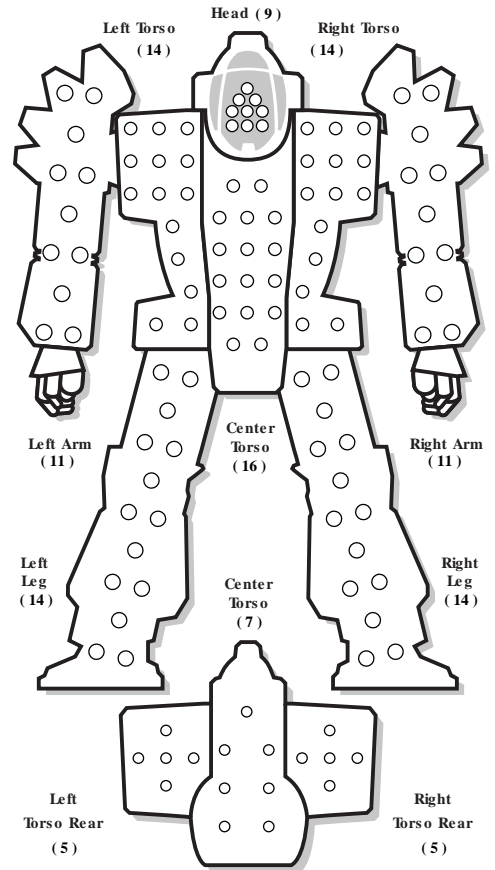
Total Heat (Dissipation): 22 (17)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



BV: 1,015



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

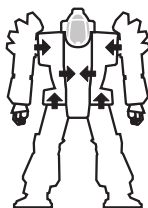
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

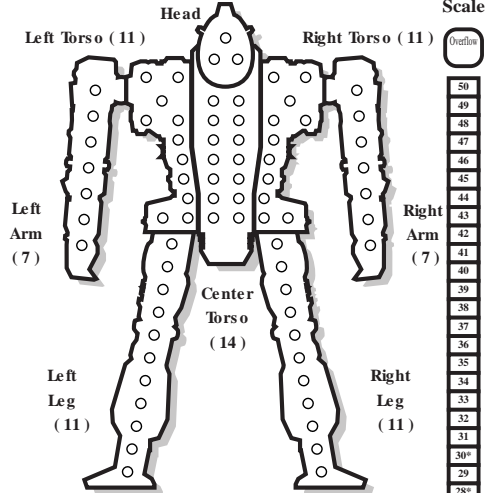
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

4-6



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	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
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### HEAT DATA

Heat Sinks: 17 ○○○○○○○○○○○○○○○○○

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	