

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Black Knight BLK-NT-2Y
Movement Points: 75
Walking: 3
Running: 5
Jumping: 0
Engine Type: 300 XL
Tonnage: 75
Tech Base: Inner Sphere
Rules Level: Advanced
Role: Juggernaut

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	PPC	LA	10	10 [DE]	3	6	12	18	
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	
1	Shield (Medium)	RA	—	4	—	—	—	—	
1	Medium Laser	LT	3	5 [DE]	—	3	6	9	
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4	
1	Medium Laser	RT	3	5 [DE]	—	3	6	9	
1	Targeting Computer	RT	—	[E]	—	—	—	—	
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6	
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—	

BV: 1,847



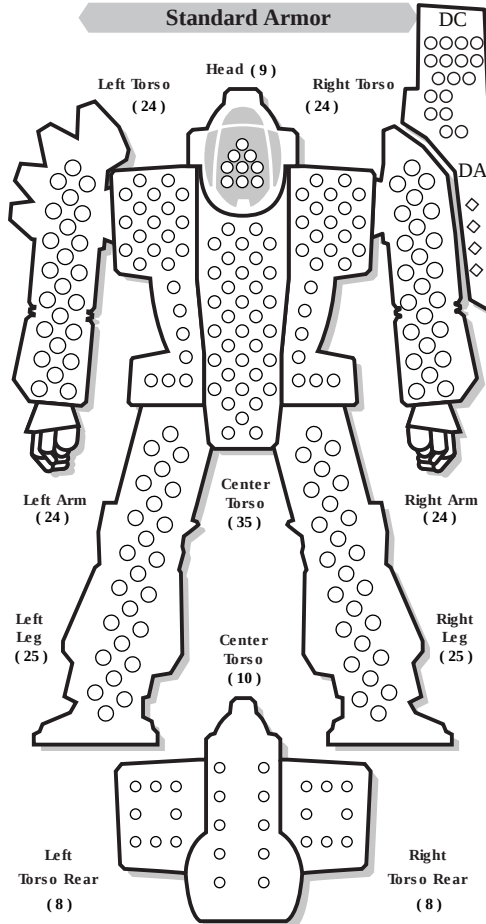
WARRIOR DATA

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

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

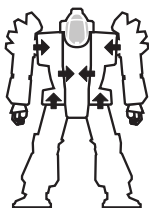
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

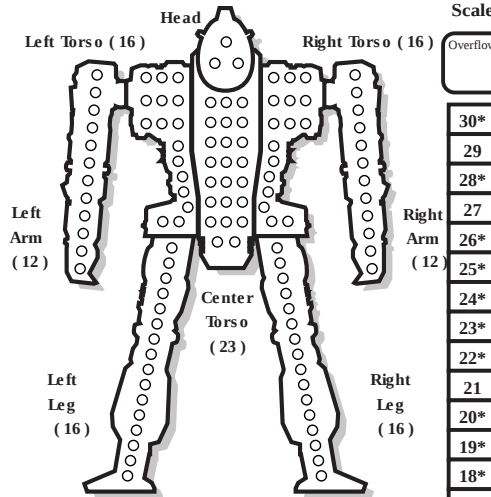
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. C3 Slave		4. Large Laser
	5. Double Heat Sink		5. Sensors		5. Large Laser
	6. Double Heat Sink		6. Life Support		6. Medium Laser
Center Torso		Left Torso		Right Torso	
4-6	1. PPC	4-6	1. XL Fusion Engine	4-6	1. Shield (Medium)
	2. PPC		2. XL Fusion Engine		2. Shield (Medium)
	3. PPC		3. XL Fusion Engine		3. Shield (Medium)
	4. Large Laser		4. Gyro		4. Shield (Medium)
	5. Large Laser		5. Gyro		5. Shield (Medium)
	6. Medium Laser		6. Endo-Composite		6. Endo-Composite
Left Torso		Right Torso		Center Torso	
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Double Heat Sink		4. XL Fusion Engine		4. Medium Laser
	5. Double Heat Sink		5. ECM Suite (Guardian)		5. Targeting Computer
	6. Double Heat Sink		6. ECM Suite (Guardian)		6. Targeting Computer
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	4-6	Engine Hits ○○○○
	2. Upper Leg Actuator		2. Upper Leg Actuator		Gyro Hits ○○○○
	3. Lower Leg Actuator		3. Lower Leg Actuator		Sensor Hits ○○○○
	4. Foot Actuator		4. Foot Actuator		Life Support ○
	5. Endo-Composite		5. Endo-Composite		
	6. Endo-Composite		6. Endo-Composite		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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