

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Hawk (Standard) 2

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	LA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	RA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25

Ammo: (ATM 6) 20, (ATM 6 ER) 10, (ATM 6 HE) 10

BV: 2,083



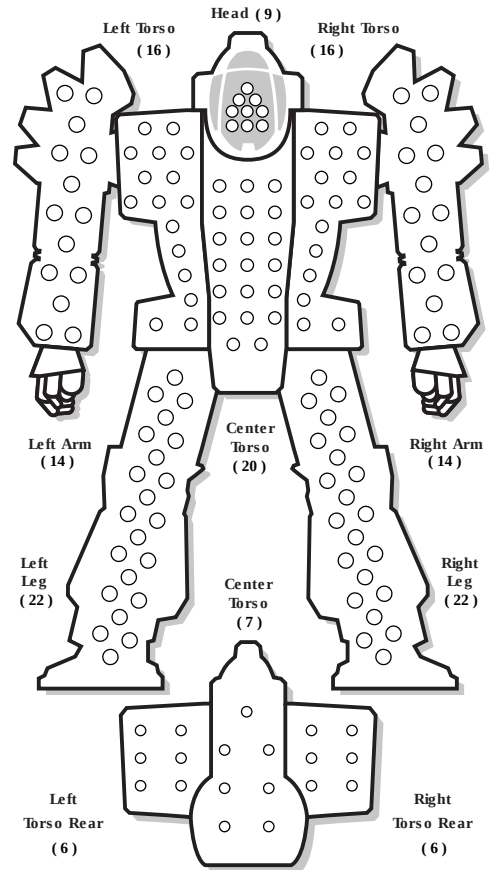
WARRIOR DATA

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

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

ARMOR DIAGRAM

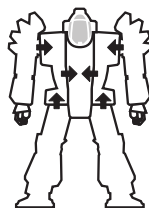
Standard Armor



CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm (CASE)	
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. Hand Actuator		4. Endo Steel		4. Hand Actuator
	5. ATM 6		5. Sensors		5. ATM 6
	6. ATM 6		6. Life Support		6. ATM 6
Center Torso		Left Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. Double Heat Sink		3. Double Heat Sink
	4. Gyro		4. Double Heat Sink		4. Double Heat Sink
	5. Gyro		5. Double Heat Sink		5. Double Heat Sink
	6. Gyro		6. Double Heat Sink		6. Double Heat Sink
4-6	1. Gyro	4-6	1. ER Large Laser	4-6	1. ER Large Laser
	2. XL Fusion Engine		2. Endo Steel		2. Endo Steel
	3. XL Fusion Engine		3. Endo Steel		3. Endo Steel
	4. XL Fusion Engine		4. Endo Steel		4. Endo Steel
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		

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

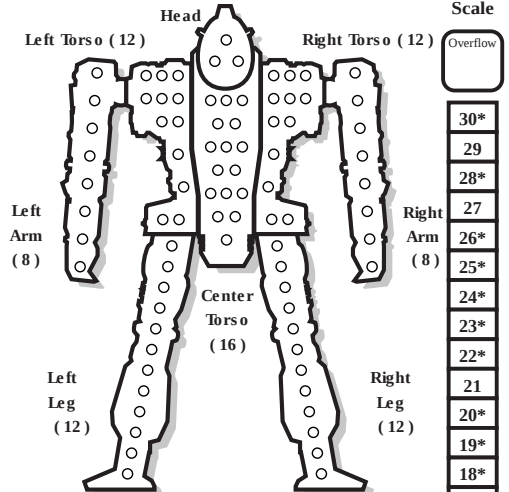


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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