

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Black Hawk (Standard)
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 (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12	
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12	
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25	
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25	

Ammo: (Streak SRM 4) 100

BV: 2,105



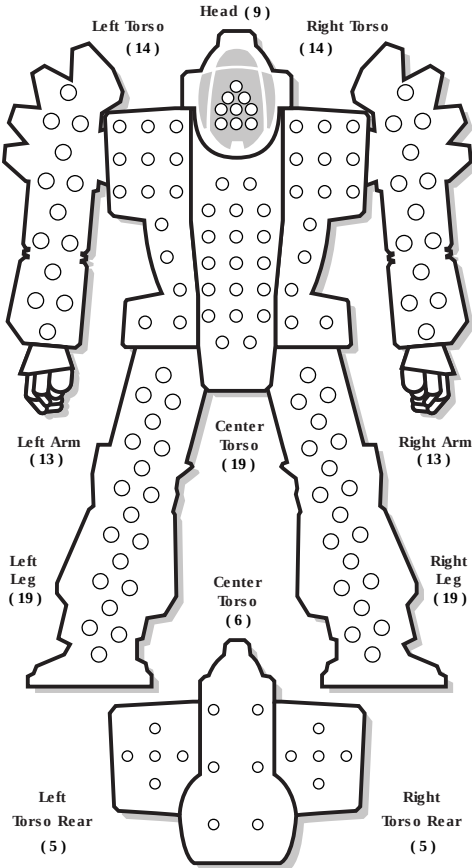
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

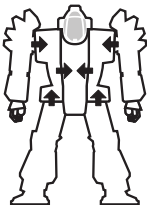


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 4
 - Streak SRM 4
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- ER Large Laser
 - Ammo (Streak SRM 4) 25
 - Ammo (Streak SRM 4) 25
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again
- 4-6**

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



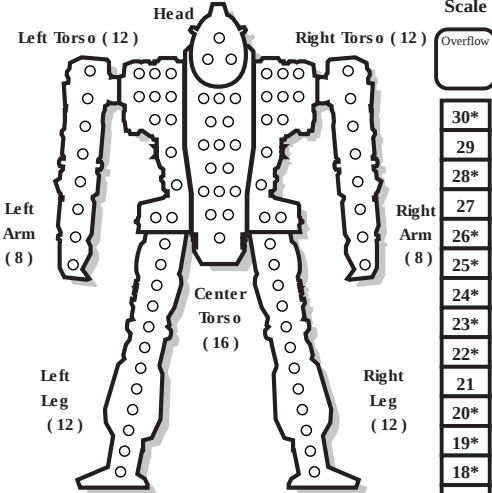
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 4
 - Streak SRM 4
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- ER Large Laser
 - Ammo (Streak SRM 4) 25
 - Ammo (Streak SRM 4) 25
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

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

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*
25*
24*
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22*
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20*
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16
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3
2
1
0