

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Knight BL-10-KNT (Ross)
Movement Points: **Tonnage:** 75
Walking: 4 [5] **Tech Base:** Inner Sphere
Running: 6 [8] **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 300 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Hatchet	LA	—	15	—	—	—	—	
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5	
1	ER PPC	RA	15	10 [DE]	—	7	14	23	
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6	
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6	
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12	
1	Targeting Computer	LT	—	[E]	—	—	—	—	
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6	
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12	

BV: 2,103



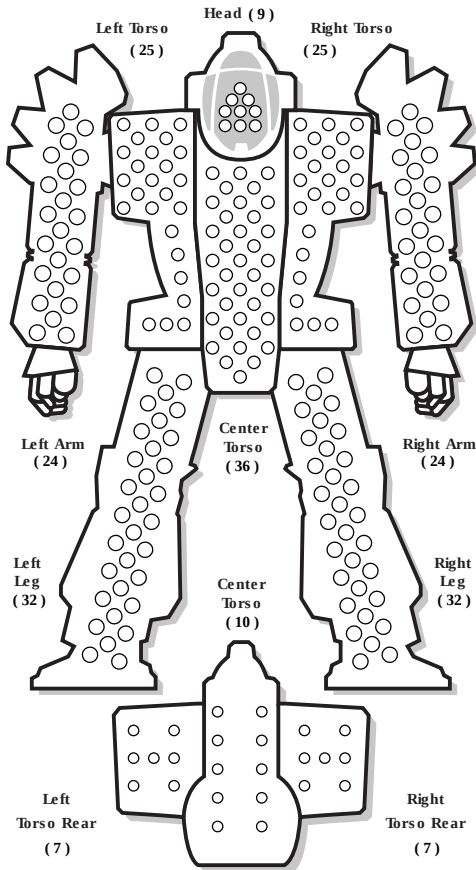
WARRIOR DATA

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

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

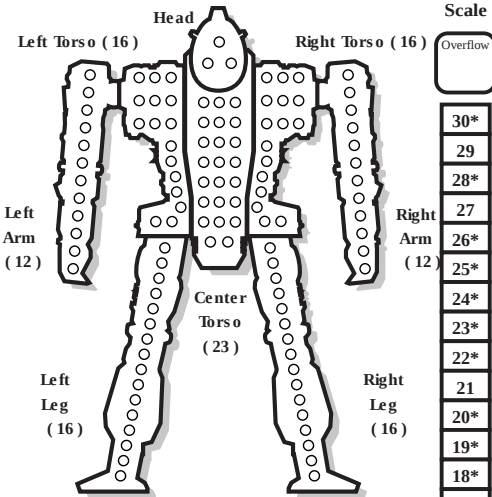
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



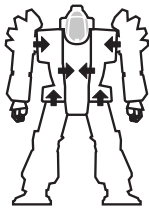
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Hatchet
 - Hatchet
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - ER Medium Laser
 - Targeting Computer
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Triple Strength Myomer
 - Ferro-Fibrous
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Triple Strength Myomer
 - Ferro-Fibrous

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Engine Hits**
- Gyro Hits**
- Sensor Hits**
- Life Support**

Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram



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