

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack (Mortar)

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Advanced

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
2	'Mech Mortar 1	RA	1	2/Msl [M,C,S]	6	7	14	21
2	'Mech Mortar 1	LA	1	2/Msl [M,C,S]	6	7	14	21
1	Vehicular Grenade Launcher	LT	1	[AE,OS]	—	1	—	—
1	Vehicular Grenade Launcher	RT	1	[AE,OS]	—	1	—	—

Ammo: (Mortar AP 1) 24, (Mortar SC 1) 24, (Mortar SM 1) 48

BV: 899



WARRIOR DATA

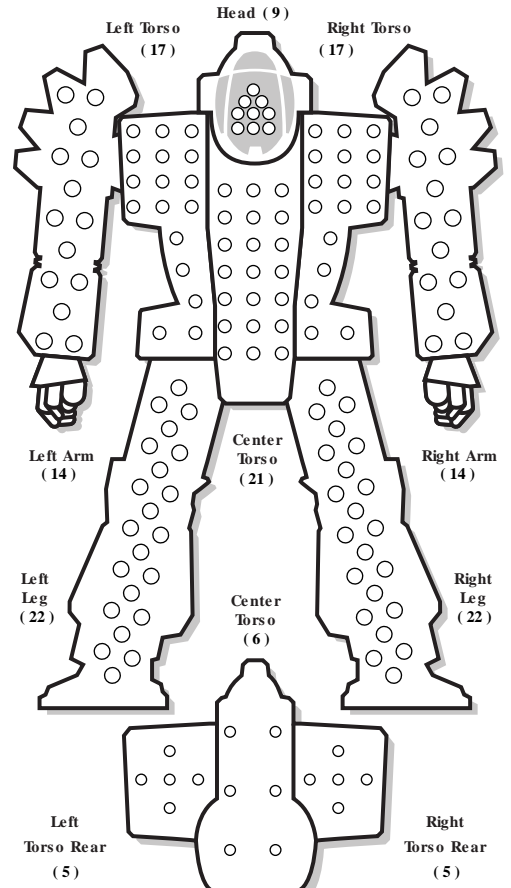
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 'Mech Mortar 1
- 'Mech Mortar 1
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Heat Sink
- Heat Sink

1-3

- Roll Again
- Ammo (Mortar SM 1) 24
- Ammo (Mortar AP 1) 24
- Roll Again
- Roll Again
- Vehicular Grenade Launcher

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- 'Mech Mortar 1
- 'Mech Mortar 1
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Heat Sink
- Heat Sink

1-3

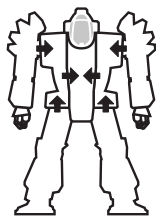
- Roll Again
- Ammo (Mortar SM 1) 24
- Ammo (Mortar SC 1) 24
- Roll Again
- Roll Again
- Vehicular Grenade Launcher

4-6

Right Leg

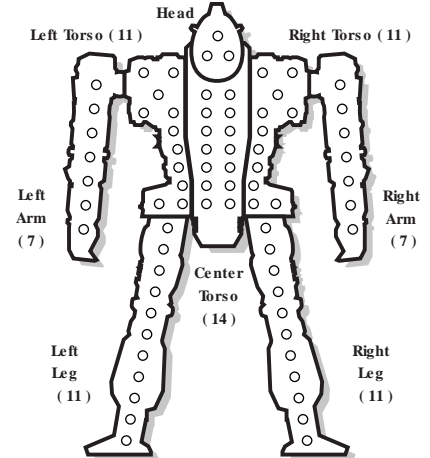
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects
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 Sinks: 11

