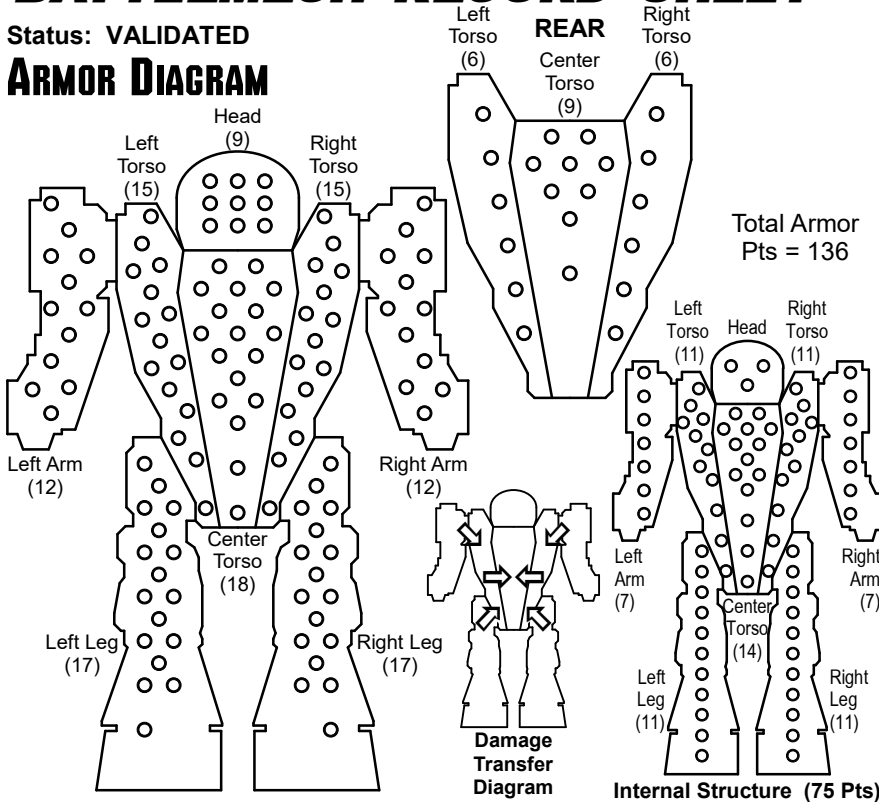


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (75 Pts)

### 'MECH DATA

Type: **Blackjack BJ-1**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**      **Inner Sphere**  
 Running: **6**      **Biped 'Mech**  
 Jumping: **4**      **Level 1 / 3025**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:      Rounds:      BV2:  
 Autocannon/2      45      11

### Total Heat Sinks: 11 Single

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Auto Eject:      Weapon Heat:  
 Operational     Disabled      **(14)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/2
5. Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/2
5. Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Ammo (AC/2) 45
6. Roll Again

#### Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Right Leg

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

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

Battle Value: **949**  
 Weapon Value: **588 / 588**  
 Cost, C-Bills: **3,153,750**

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

