

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1-Dacia

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	6	12	18
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	—	6	12	18

Ammo: [RAC/2] 135

Quirks: Fast Reload, Bad Reputation (Inner Sphere)

BV: 1,023



WARRIOR DATA

Name: _____

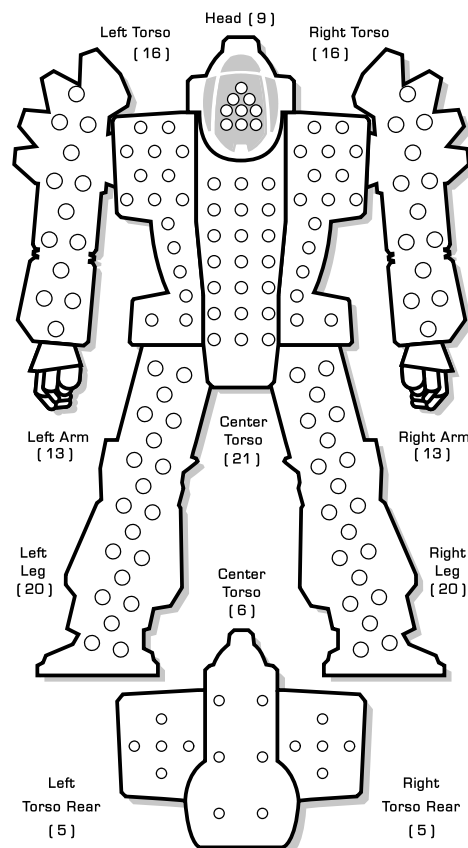
Gunnery Skill: _____ Piloting Skill: _____

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



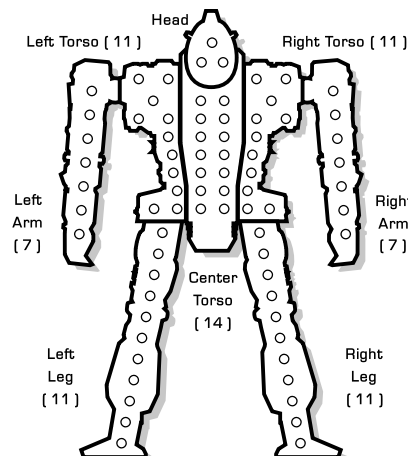
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
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5*
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- Ammo [RAC/2] 45
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ammo [RAC/2] 45
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Light Ferro-Fibrous

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [RAC/2] 45
- CASE
- Endo Steel

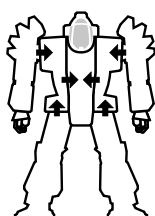
1-3

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1-XCom

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Ultra AC/2	LA	1	2/Sht [DB,R/C]	3	8	17	25
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	3	8	17	25
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: [Ultra AC/2] 45

Quirks: Bad Reputation [Inner Sphere]

BV: 1,320



WARRIOR DATA

Name: _____

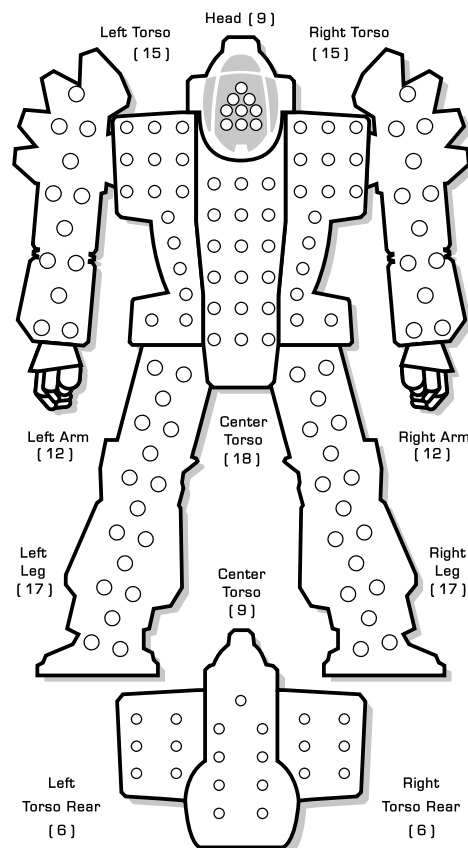
Gunnery Skill: _____ Piloting Skill: _____

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



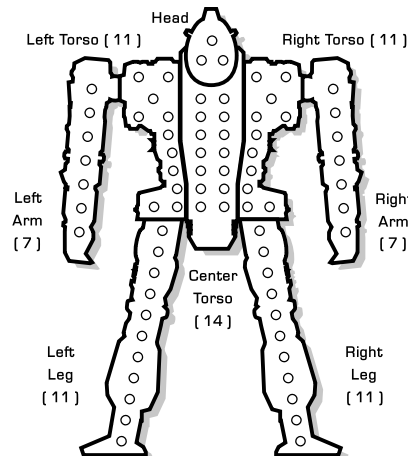
ARMOR DIAGRAM

Reflective



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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21
20*
19*
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10*
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8*
7
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5*
4
3
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

Center Torso

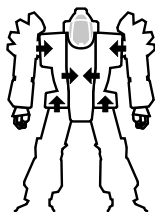
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [Ultra AC/2] 45
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-2-Shelbry

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 4] 25

Quirks: Bad Reputation [Inner Sphere]

BV: 1,256



WARRIOR DATA

Name: _____

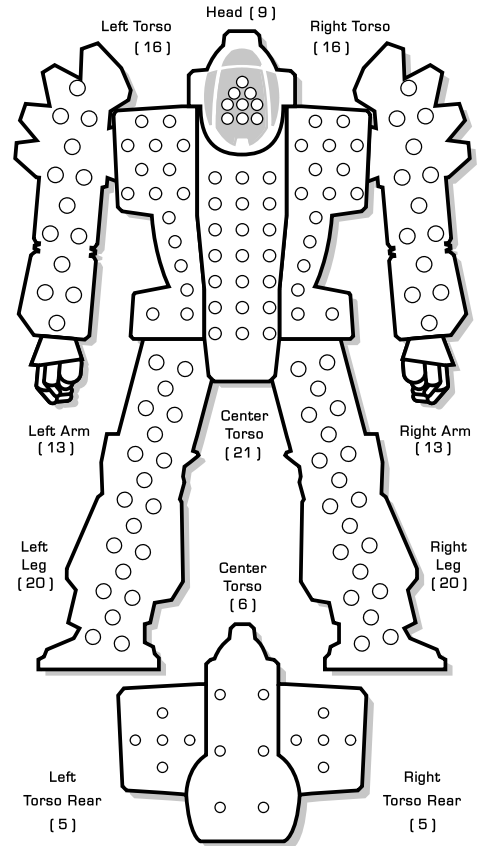
Gunnery Skill: _____ Piloting Skill: _____

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



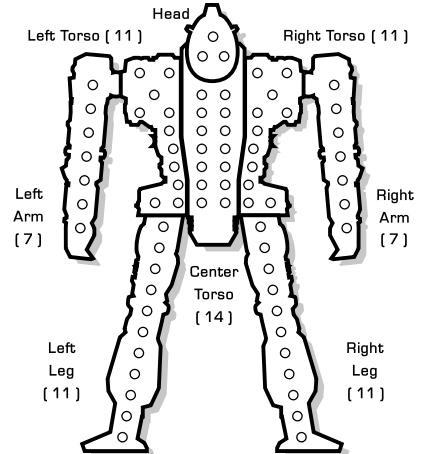
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
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11
10*
9
8*
7
6
5*
4
3
2
1
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

Head

- Life Support
- Sensors
- Cockpit
- Ammo [Streak SRM 4] 25
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

Center Torso

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

1-3

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

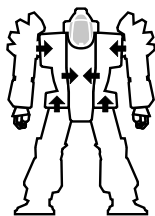
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Left Leg

- Streak SRM 4
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

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



Damage Transfer Diagram

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

- Streak SRM 4
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

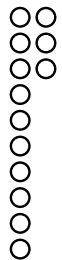
Right Leg

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

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

Double Heat Sinks: 13 (26)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-2rUPSET

Movement Points: Tonnage: 45
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 4 Role: Brawler
Engine Type: 180 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5

(hexes)

Quirks: Improved Targeting (Medium), Bad Reputation (Inner Sphere)

BV: 1,166



WARRIOR DATA

Name: _____

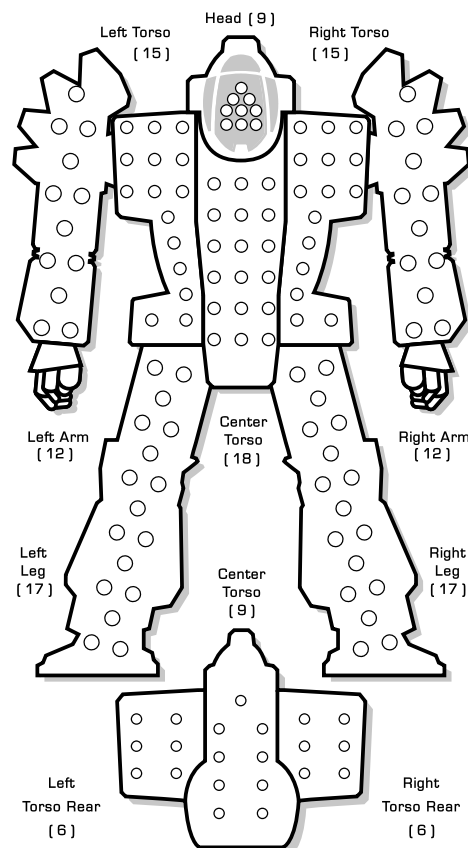
Gunnery Skill: _____ Piloting Skill: _____

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



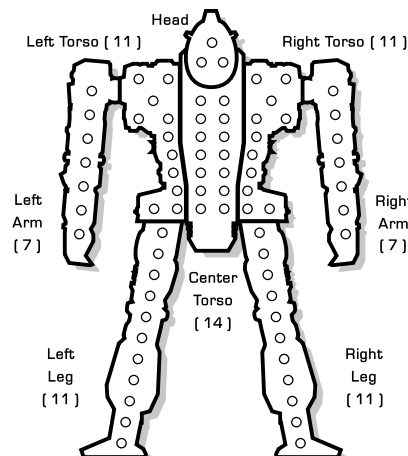
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
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5*
4
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- ER Small Laser
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

4-6

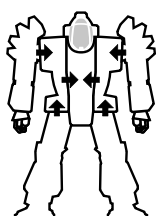
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- ER Small Laser
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-4-TVR

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	LA	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—

Ammo: [LAC/5] 80

Quirks: Bad Reputation (Inner Sphere)

BV: 1,124

WARRIOR DATA

Name: _____

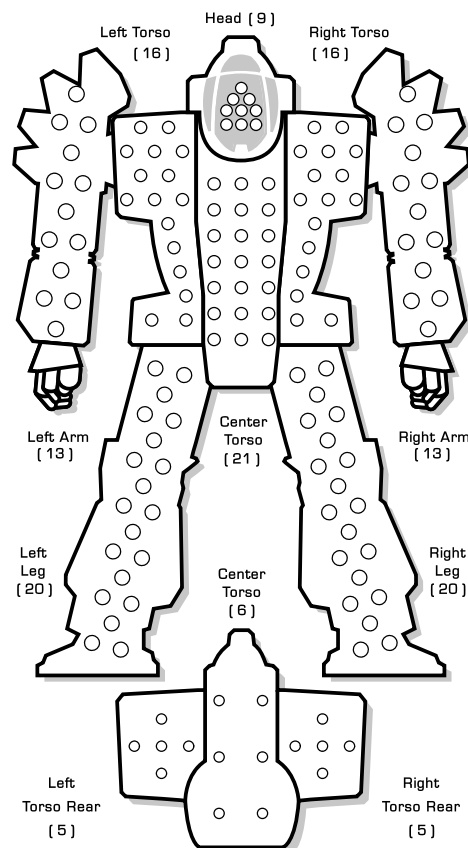
Gunnery Skill: _____ Piloting Skill: _____

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



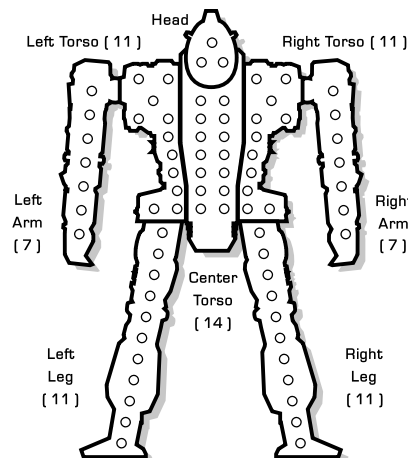
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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21
20*
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17*
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15*
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12
11
10*
9
8*
7
6
5*
4
3
2
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel

4-6

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- CASE

4-6

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel

4-6

- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

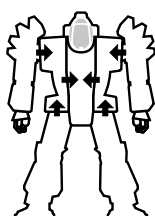
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- CASE

4-6

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-DRAGONBREATH

Movement Points: Tonnage: 45
Walking: 4 Tech Base: Mixed
Running: 6 Rules Level: Advanced
Jumping: 4 Role: Sniper
Engine Type: 180 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	Plasma Cannon	LT	7	[DE,H,AI]	—	6	12	18
1	Plasma Cannon	RT	7	[DE,H,AI]	—	6	12	18

Ammo: (Plasma Cannon) 20, (Plasma Rifle) 20
Quirks: Combat Computer, Bad Reputation (Inner Sphere)

BV: 1,891



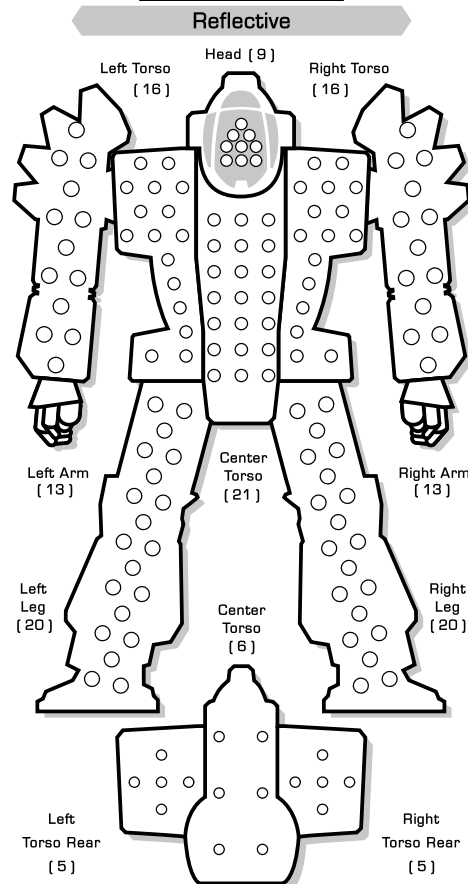
WARRIOR DATA

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

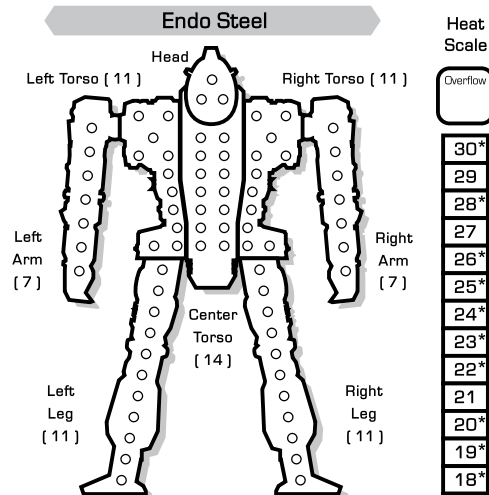
1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
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20*
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Reflective

1-3

- Reflective
- Reflective
- Reflective
- Reflective
- Reflective
- Reflective

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- Plasma Cannon [Clan]
- Ammo (Plasma Cannon) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

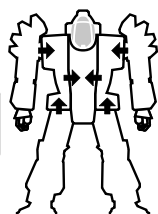
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- Plasma Cannon [Clan]
- Ammo (Plasma Cannon) 10
- Endo Steel
- Reflective
- Reflective
- Reflective

4-6

Right Leg

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

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

Double Heat Sinks: 11 (22)

