

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Knight BL-6-RR

Movement Points: **Tonnage:** 75
 Walking: 4 **Tech Base:** Mixed
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler
 Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	4
1	Small Laser	HD	1	3 [DE]	—	1	2	3

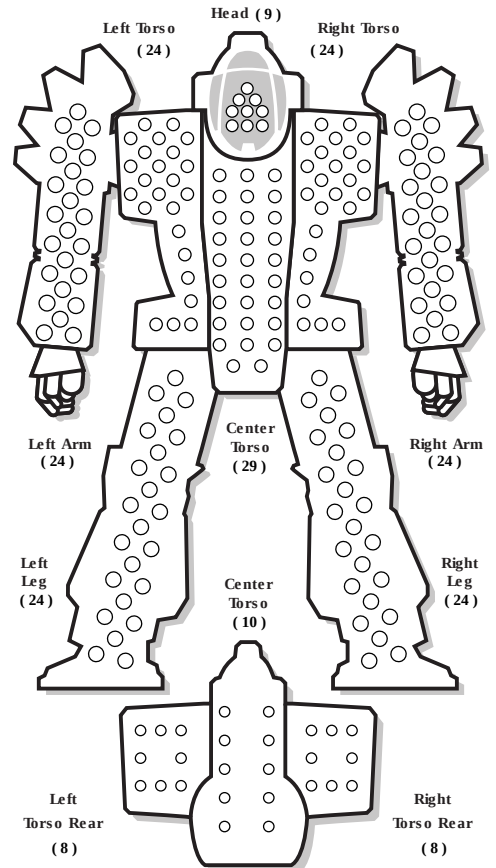
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor



BV: 1,954



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser [Clan]
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. ER Medium Laser [Clan]
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

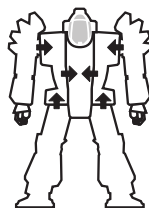
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Active Probe (Beagle)
6. Active Probe (Beagle)

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

Damage Tra
Diagram

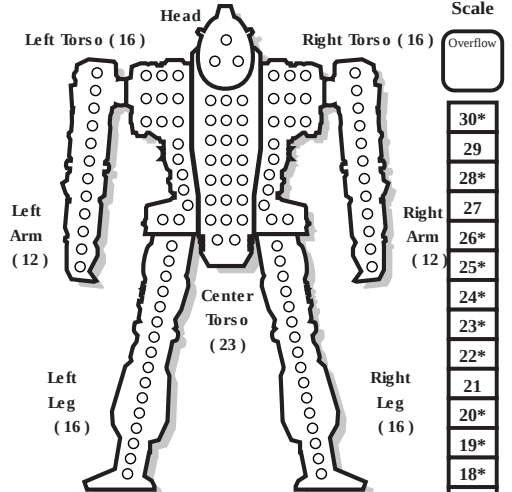
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	21
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