

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Blackjack BJ-1

Movement Points: Tonnage: 45  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6  
 Jumping: 4 D/C-E-D-D

### 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	RA	3	5 [DE]	-	3	6	9
1	Autocannon/2	RA	1	2	4	8	16	24
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Autocannon/2	LA	1	2	4	8	16	24

Ammunition Type	Rounds
AC/2	45

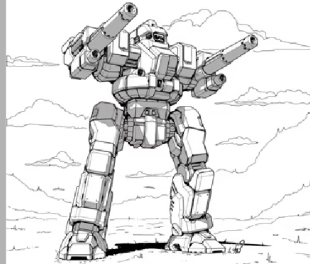
Cost: 3,145,775 C-Bills  
 +1,000 [ammo]

BV: 949  
 Weapon Heat [14]  
 Dissipation [11]

### WARRIOR DATA

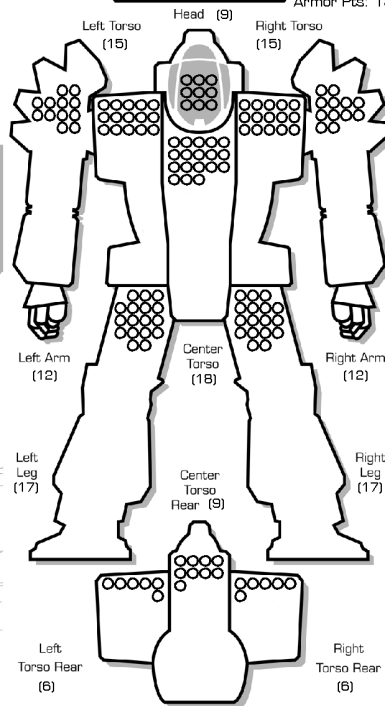
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM

Armor Pts: 136



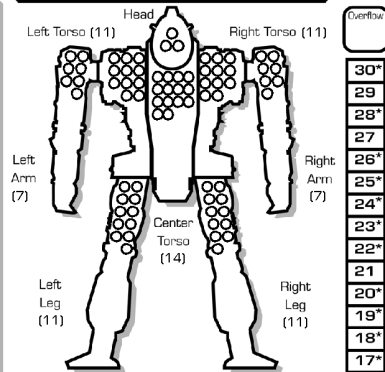
### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

### TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

### INTERNAL STRUCTURE DIAGRAM



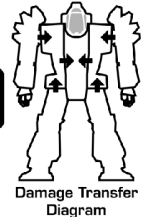
### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 Single
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	○

### CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Autocannon/2
	4-6	Medium Laser
	4-6	Roll Again
	4-6	Roll Again
Center Torso	1-3	Fusion Engine
	1-3	Fusion Engine
	1-3	Fusion Engine
	4-6	Gyro
	4-6	Gyro
	4-6	Gyro
Left Torso	1-3	Heat Sink
	1-3	Heat Sink
	1-3	Medium Laser
	4-6	Roll Again
	4-6	Roll Again
	4-6	Roll Again
Right Torso	1-3	Heat Sink
	1-3	Heat Sink
	1-3	Medium Laser
	4-6	Roll Again
	4-6	Roll Again
	4-6	Roll Again
Left Leg	1-3	Hip
	1-3	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	4-6	Jump Jet
	4-6	Jump Jet
Right Leg	1-3	Hip
	1-3	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	4-6	Jump Jet
	4-6	Jump Jet

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



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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

\* Add +4 to pick table