

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk-KU BHKU-O

Movement Points: Tonnage: 60
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Clan Invasion
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
3	Medium Laser	RA	3	5	-	3	6	9
2	Medium Pulse Laser	RA	4	6	-	2	4	6
3	Medium Laser	LA	3	5	-	3	6	9
2	Medium Pulse Laser	LA	4	6	-	2	4	6

Cost: 14,595,000

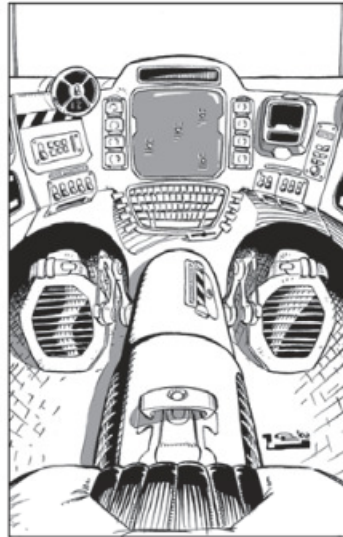
BV: 2,078

WARRIOR DATA

Name: Mekslayer (Player 3)

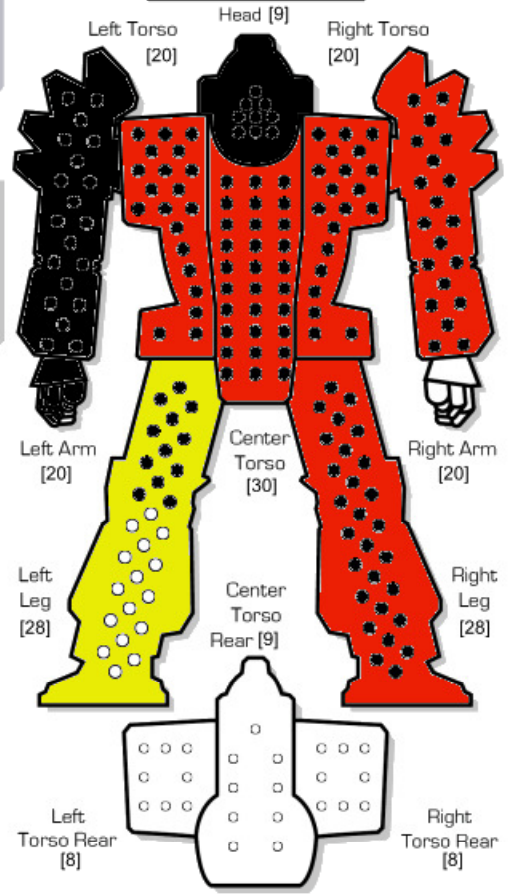
Gunnery Skill: 3 Piloting Skill: 5

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



Armor Factor = 200

ARMOR DIAGRAM



CRITICAL HIT TABLE

<p>Left Torso</p> <p>1-3 1. XL Engine 2. XL Engine 3. XL Engine</p> <p>4-6 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink</p> <p>1-3 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink</p> <p>4-6 4. Small Laser 5. Roll Again 6. Roll Again</p> <p>Left Leg</p> <p>1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet</p>	<p>Center Torso</p> <p>1-3 1. XL Engine 2. XL Engine 3. XL Engine</p> <p>4-6 4. Gyro 5. Gyro 6. Gyro</p>	<p>Right Arm</p> <p>1-3 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator</p> <p>4-6 4. Medium Pulse Laser 5. Medium Pulse Laser 6. Medium Laser</p> <p>Right Torso</p> <p>1-3 1. Medium Laser 2. Medium Laser</p> <p>4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Right Leg</p> <p>1-3 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator</p> <p>4-6 4. Foot Actuator 5. Jump Jet 6. Jump Jet</p>
--	---	---

Engine Hits ●●●

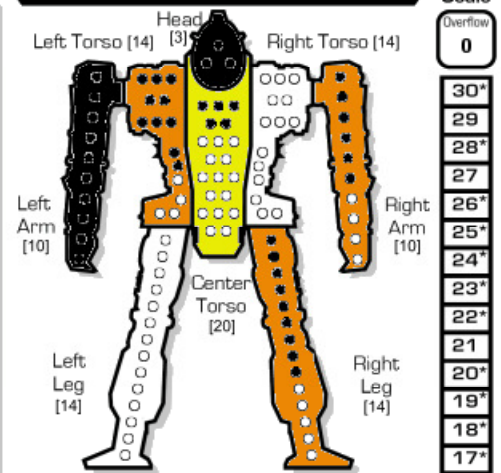
Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 [30]
30	Shutdown	Double
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	0
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	