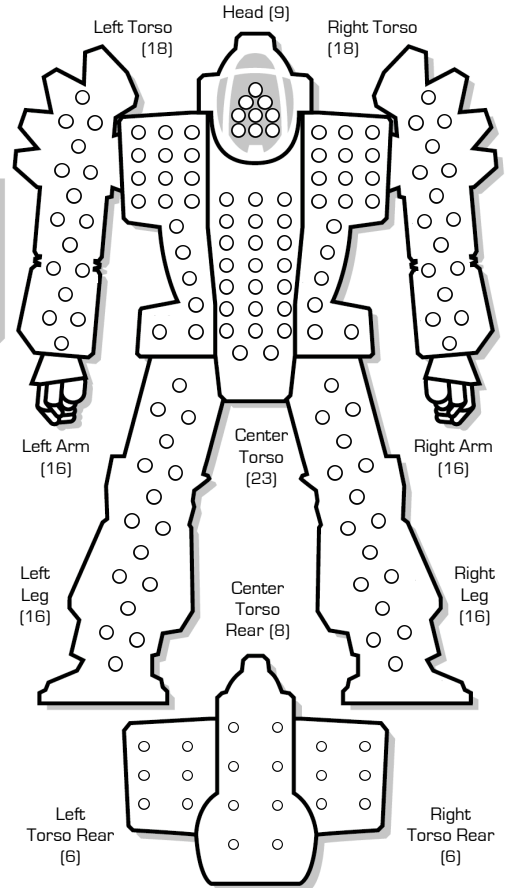


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 152

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk C

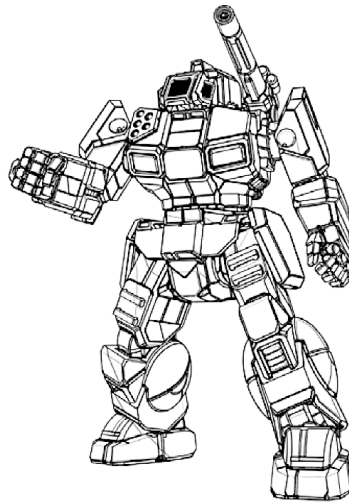
Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Mixed
 Running: 8 **Rules Level:** Experimental
 Jumping: 5 **Role:** Skirmisher

WARRIOR DATA

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

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

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2 (C)	H	2	2/Msl	-	4	8	12
1	LRM 5 (C)	RT	2	1/Msl	-	7	14	21
1	LB 5-X AC (C)	LT	1	5	3	8	15	24
1	ER Medium Laser (C)	RA	5	7	-	5	10	15

BV: 1,348



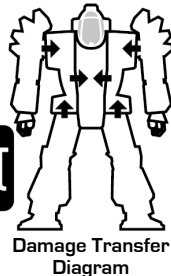
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- Jump Jet
 - Jump Jet
 - LB 5-X AC (C)
 - LB 5-X AC (C)
 - LB 5-X AC (C)
 - LB 5-X AC (C)
- 1-3
- Ammo (LB 5-X) 20 (C)
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Streak SRM 2 (C)
 - Sensors
 - Life Support
- Center Torso (CASE)**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Ammo (Streak SRM 2) 50 (C)
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser (C)
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso (CASE)**
- Heat Sink
 - Heat Sink
 - Jump Jet
 - Jump Jet
 - LRM 5 (C)
 - Ammo (LRM 5) 24 (C)
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

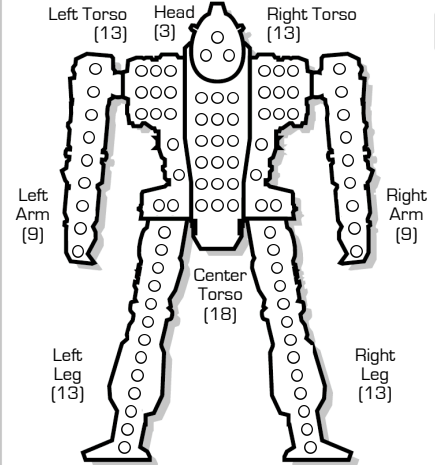
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
13		13
30	Shutdown	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	○○○

Heat Scale

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	