

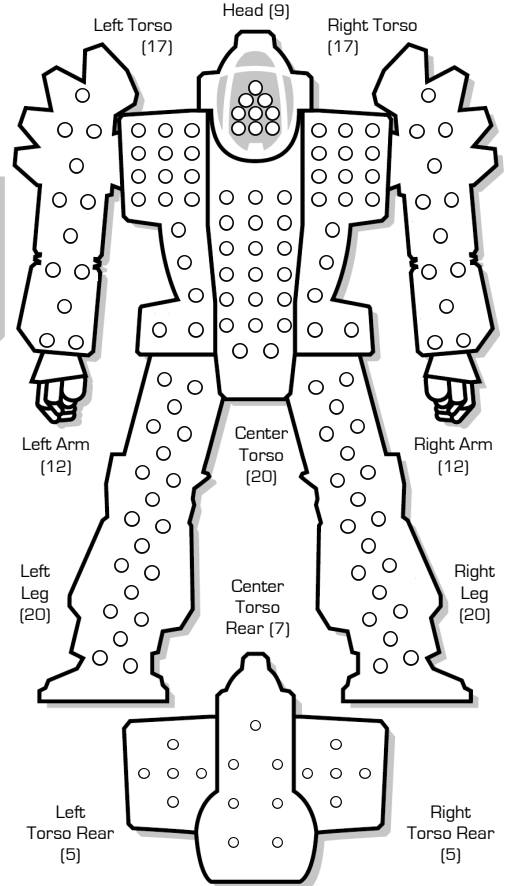
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 144

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Shadow Hawk IIC 10

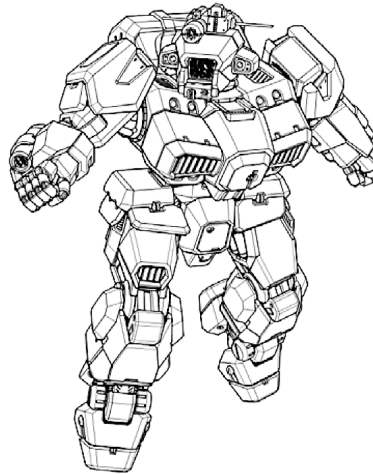
Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Striker

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	Small Pulse Laser	H	2	3	—	2	4	6
1	ER Small Laser	CT	2	5	—	2	4	6
1	Ultra AC/10	LT	3	10/Sht	—	6	12	18
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Medium Pulse Laser	LA	4	7	—	4	8	12

BV: 1,760

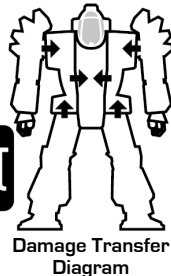


CRITICAL HIT TABLE

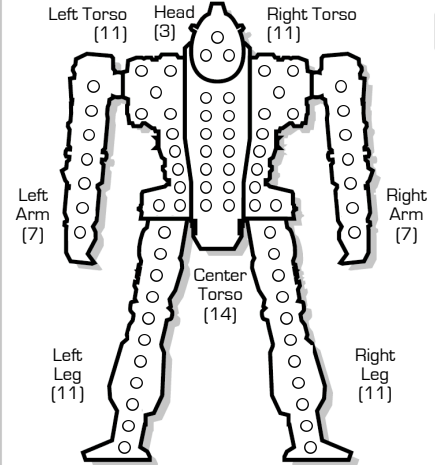
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- Center Torso**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- 1-3
- Left Torso (CASE)**
- XL Engine
 - XL Engine
 - Jump Jet
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - Ammo (Ultra AC/10) 10
 - Ammo (Ultra AC/10) 10
 - Ammo (Ultra AC/10) 10
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Small Pulse Laser
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- XL Engine
 - XL Engine
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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	○

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	