

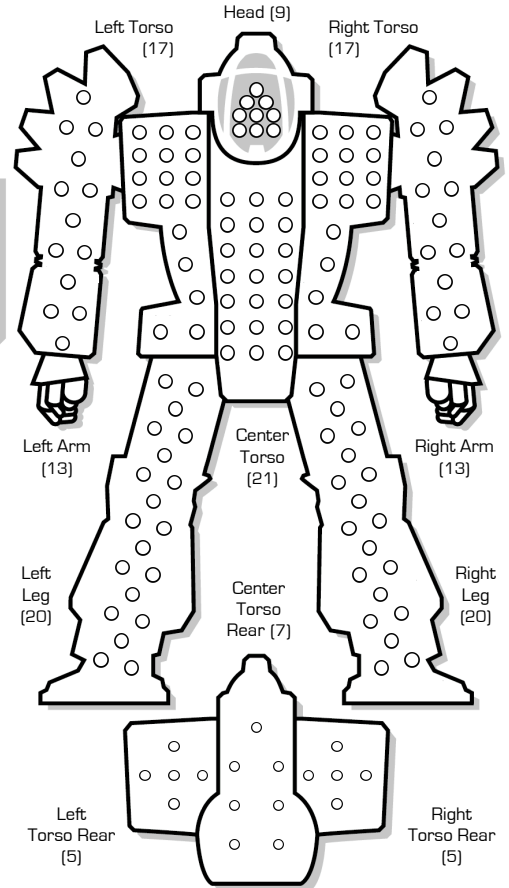
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 147

ARMOR DIAGRAM

Ferro-Lamellor



'MECH DATA

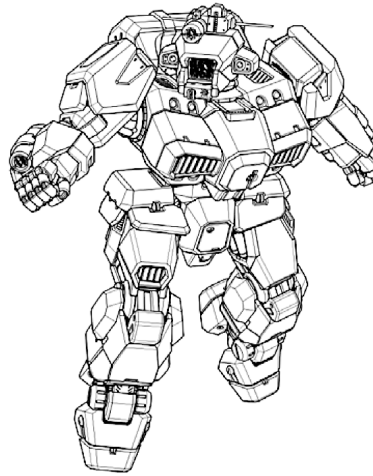
Type: Shadow Hawk IIC 11

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

WARRIOR DATA

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

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



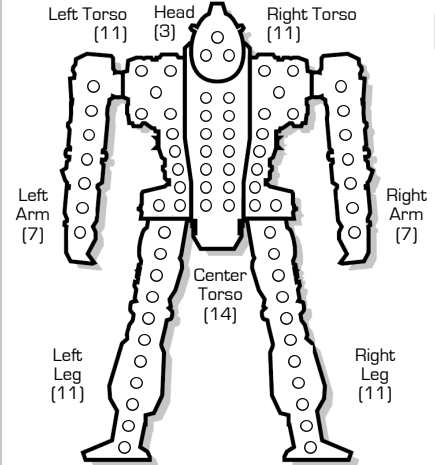
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	7	—	5	10	15
1	ER Small Laser	CT	2	5	—	2	4	6
1	Targeting Computer	CT	0	—	—	—	—	—
2	SRM 2	RT	2	2/Msl	—	3	6	9
2	SRM 2	LT	2	2/Msl	—	3	6	9
1	Improved Heavy Medium Laser	RA	7	10	—	3	6	9
1	Improved Heavy Medium Laser	LA	7	10	—	3	6	9

BV: 1,692



INTERNAL STRUCTURE DIAGRAM



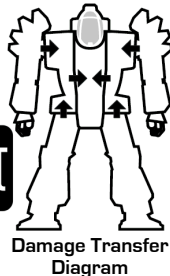
Heat Scale

Heat Level	Effects	Heat Sinks
30*		
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
5*		
4		
3		
2		
1		
0		

CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Improved Heavy Medium Laser 6. Improved Heavy Medium Laser	1. Ferro-Lamellor 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Improved Heavy Medium Laser 6. Improved Heavy Medium Laser	1. Endo Steel 2. Ferro-Lamellor 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. ER Medium Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. SRM 2 5. SRM 2 6. Ammo (SRM 2) 50	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. ER Small Laser 6. Targeting Computer
Right Torso (CASE)	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. SRM 2 5. SRM 2 6. Ammo (SRM 2) 50	1. Endo Steel 2. Endo Steel 3. Ferro-Lamellor 4. Ferro-Lamellor 5. Ferro-Lamellor 6. Ferro-Lamellor
Left Leg	1. Endo Steel 2. Endo Steel 3. Ferro-Lamellor 4. Ferro-Lamellor 5. Ferro-Lamellor 6. Ferro-Lamellor	
Right Leg	1. Endo Steel 2. Endo Steel 3. Ferro-Lamellor 4. Ferro-Lamellor 5. Ferro-Lamellor 6. Ferro-Lamellor	

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



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double ○
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	○