

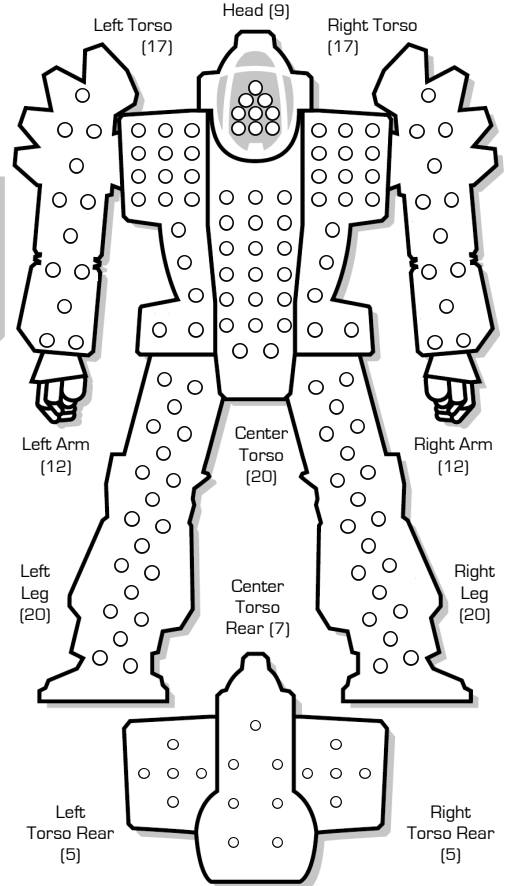
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 144

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Shadow Hawk IIC 2

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

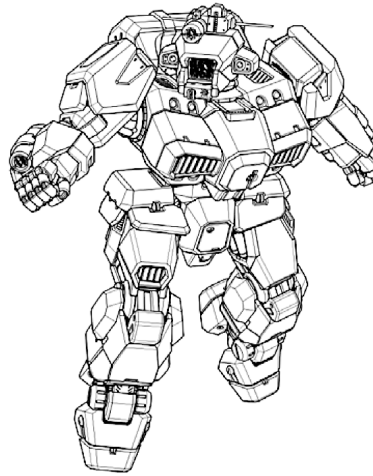
WARRIOR DATA

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

1	2	3	4	5	6
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Consciousness#

3	5	7	10	11	Dead
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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	ER Large Laser	RT	12	10	—	8	15	25
1	ER Large Laser	LT	12	10	—	8	15	25
1	Small Pulse Laser	RA	2	3	—	2	4	6
1	Small Pulse Laser	LA	2	3	—	2	4	6

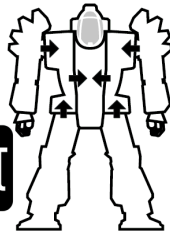
BV: 1,763



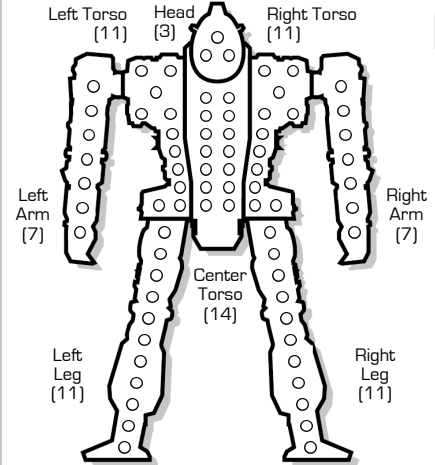
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Small Pulse Laser	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Small Pulse Laser	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Small Pulse Laser	6. Endo Steel
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. ER Large Laser	5. Endo Steel	6. Endo Steel
Right Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. ER Large Laser	5. Endo Steel	6. Endo Steel
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	○
29	Ammo Exp. avoid on 8+	○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	Shutdown, avoid on 6+	○
15*	-2 Movement Points	○
14*	+1 Modifier to Fire	○
13*	-1 Movement Points	○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

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	○