

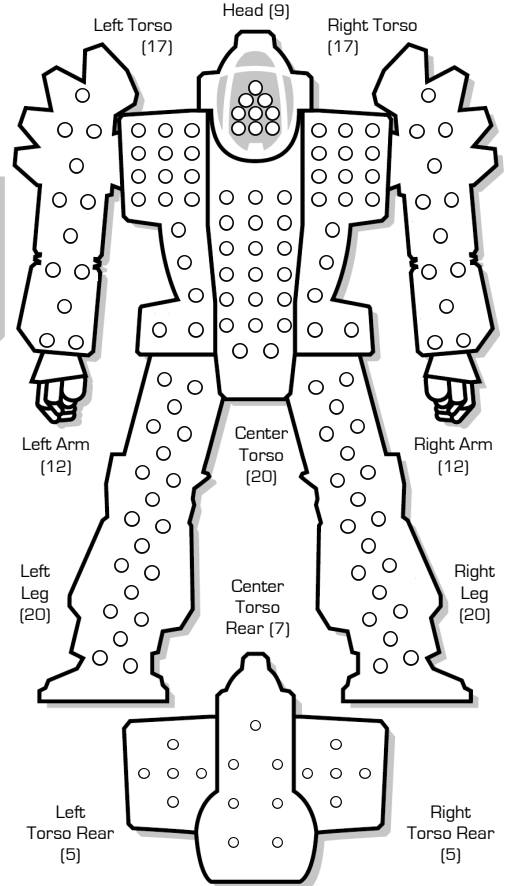
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 144

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Shadow Hawk IIC 6

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

WARRIOR DATA

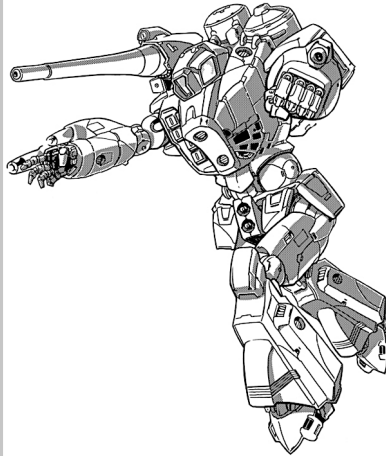
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	Hyper-Assault Gauss 20	LT	4	20**	2	8	16	24
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Medium Pulse Laser	LA	4	7	—	4	8	12



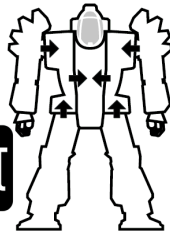
BV: 1,907



CRITICAL HIT TABLE

- | | | |
|---|---|--|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Medium Pulse Laser
6. Endo Steel | Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Medium Pulse Laser
6. Endo Steel |
| 1. Ferro-Fibrous
2. Ferro-Fibrous
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again | Center Torso
1. XL Engine
2. XL Engine
1-3 3. XL Engine
4. Gyro
5. Gyro
6. Gyro | 1. Endo Steel
2. Ferro-Fibrous
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again |
| Left Torso (CASE)
1. XL Engine
2. XL Engine
1-3 3. Jump Jet
4. Hyper-Assault Gauss 20
5. Hyper-Assault Gauss 20
6. Hyper-Assault Gauss 20 | Right Torso
1. XL Engine
2. XL Engine
1-3 3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel | Right Torso
1. XL Engine
2. XL Engine
1-3 3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel |

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

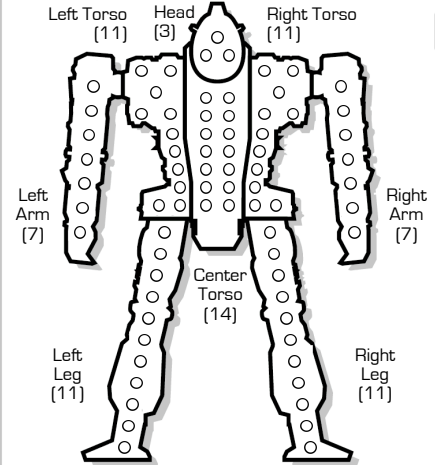


Damage Transfer Diagram

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

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

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