

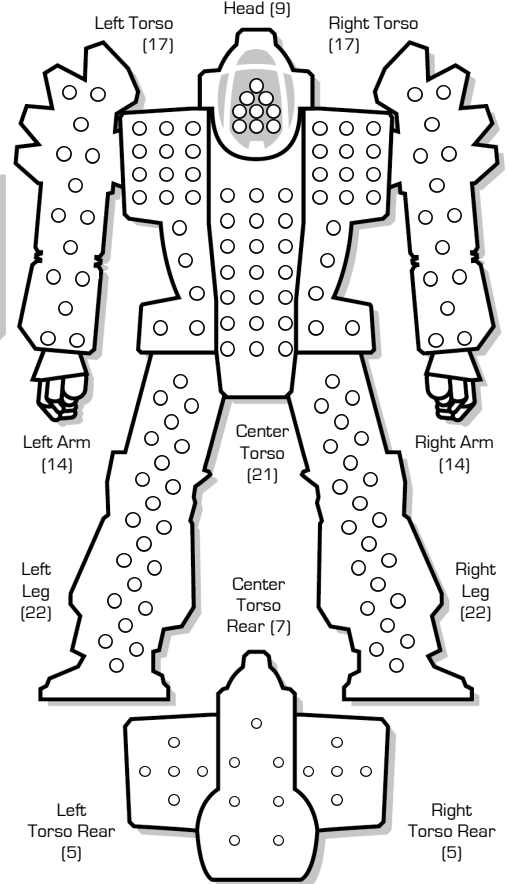
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 153

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Shadow Hawk IIC 7

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 8
Tonnage: 45 **Tech Base:** Clan **Rules Level:** Standard **Role:** Striker

WARRIOR DATA

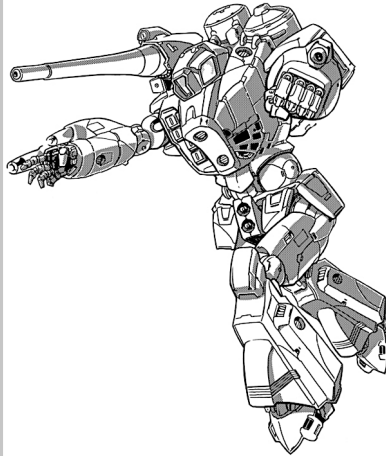
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	2/Msl	4	5	10	15
1	Cargo, Liquid (1 ton)	RT	0	—	—	—	—	—
1	ER Large Laser	RT	12	10	—	8	15	25
1	Cargo, Liquid (1 ton)	LT	0	—	—	—	—	—
1	ER Medium Laser	RA	5	7	—	5	10	15
1	Medium Pulse Laser	RA	4	7	—	4	8	12



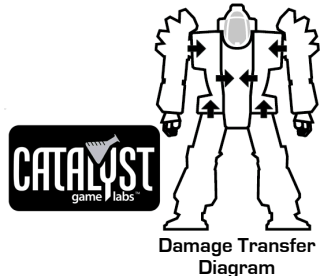
BV: 1,999



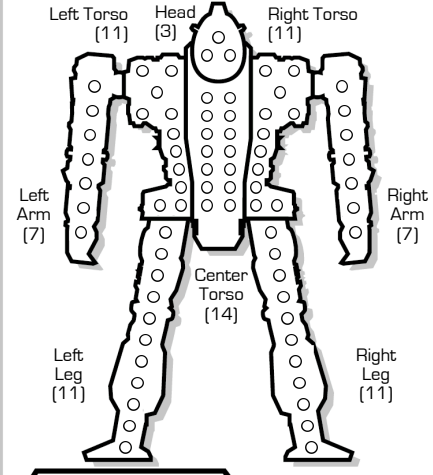
CRITICAL HIT TABLE

Part	Hit Location	Effects
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Lower Arm Actuator	
	4. Hand Actuator	
	5. Double Heat Sink	
	6. Double Heat Sink	
Center Torso	1. Endo Steel	
	2. Endo Steel	
	3. Endo Steel	
	4. Ferro-Fibrous	
	5. Ferro-Fibrous	
	6. Ferro-Fibrous	
Left Torso (CASE)	1. XL Engine	
	2. XL Engine	
	3. Improved Jump Jet	
	4. Improved Jump Jet	
	5. Improved Jump Jet	
	6. Improved Jump Jet	
Right Torso	1. XL Engine	
	2. XL Engine	
	3. Improved Jump Jet	
	4. Improved Jump Jet	
	5. Improved Jump Jet	
	6. Improved Jump Jet	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Improved Jump Jet	
	6. Improved Jump Jet	
Right Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Improved Jump Jet	
	6. Improved Jump Jet	

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



INTERNAL STRUCTURE DIAGRAM



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	○

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	