

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk IIC B

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

WARRIOR DATA

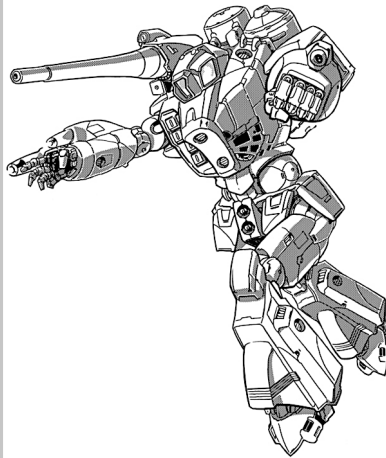
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	ECM Suite	H	0	—	—	—	—	6
1	ER Large Laser	RT	12	10	—	8	15	25
1	LRM 10	LT	4	1/Msl	—	7	14	21
1	Heavy Medium Laser	RA	7	10	—	3	6	9
1	Micro Pulse Laser	RA	1	3	—	1	2	3
1	Heavy Medium Laser	LA	7	10	—	3	6	9
1	Micro Pulse Laser	LA	1	3	—	1	2	3



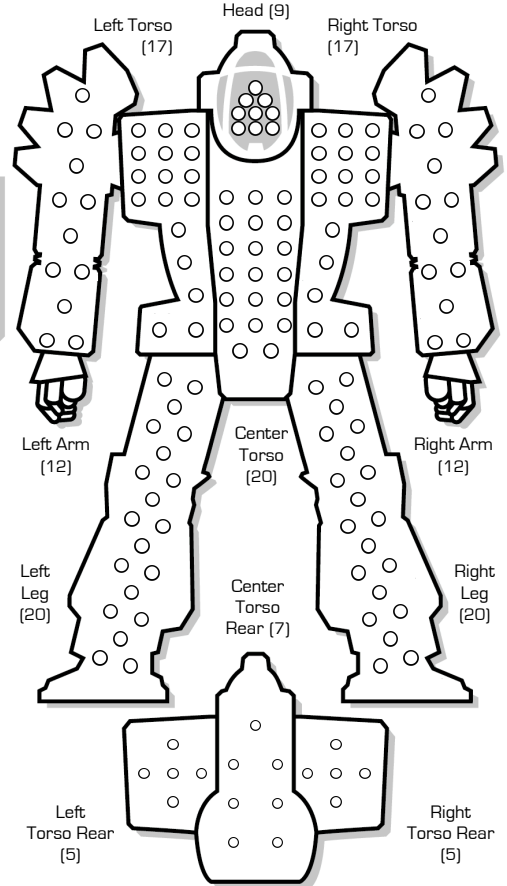
BV: 1,940



Armor Factor - 144

ARMOR DIAGRAM

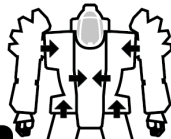
Ferro-Fibrous



CRITICAL HIT TABLE

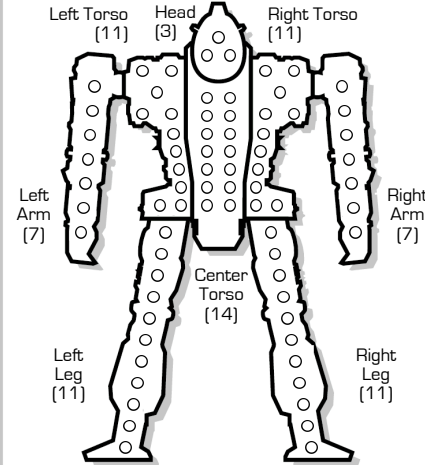
Part	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heavy Medium Laser 6. Heavy Medium Laser	1. Micro Pulse Laser 2. Endo Steel 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Left Torso (CASE)	1. XL Engine 2. XL Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet	1. Improved Jump Jet 2. Improved Jump Jet 3. LRM 10 4. Ammo (LRM 10) 12 5. Ammo (LRM 10) 12 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Improved Jump Jet 6. Improved Jump Jet	
Head	1. Life Support 2. Sensors 3. Cockpit 4. ECM Suite 5. Sensors 6. Life Support	
Center Torso	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Improved Jump Jet 6. Improved Jump Jet
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heavy Medium Laser 6. Heavy Medium Laser	1. Micro Pulse Laser 2. Endo Steel 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Torso	1. XL Engine 2. XL Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet	1. Improved Jump Jet 2. Improved Jump Jet 3. ER Large Laser 4. Endo Steel 5. Endo Steel 6. Ferro-Fibrous
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 ○



Damage Transfer Diagram

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	