

# BATTLETECH™

## BIOMODAL LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** Shadow Hawk LAM SHD-X1  
**Tonnage:** 55      **Tech Base:** Inner Sphere (Advanced)  
**Movement Points:**      **Role:** Sniper  
**BattleMech Mode**      **Fighter Mode**  
**Walking:** 5      **Safe Thrust:** 3  
**Running:** 8      **Max Thrust:** 5  
**Jumping:** 3

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	LRM 5	RT	2	1/Msl	6	7	14	21	3(L)
1	Autocannon/2	LT	1	2	4	8	16	24	2(L)
1	Medium Laser	RA	3	5	—	3	6	9	5(S)

Fuel: 80

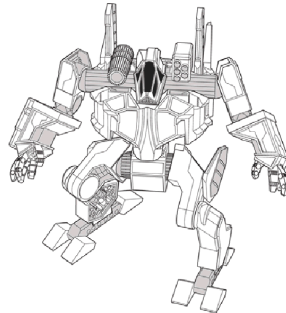
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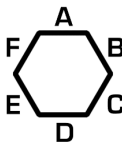
### WARRIOR DATA

**Name:** \_\_\_\_\_  
**BattleMech Gunnery Skill:** \_\_\_\_\_      **Piloting Skill:** \_\_\_\_\_  
**Aerospace Gunnery Skill:** \_\_\_\_\_      **Piloting Skill:** \_\_\_\_\_

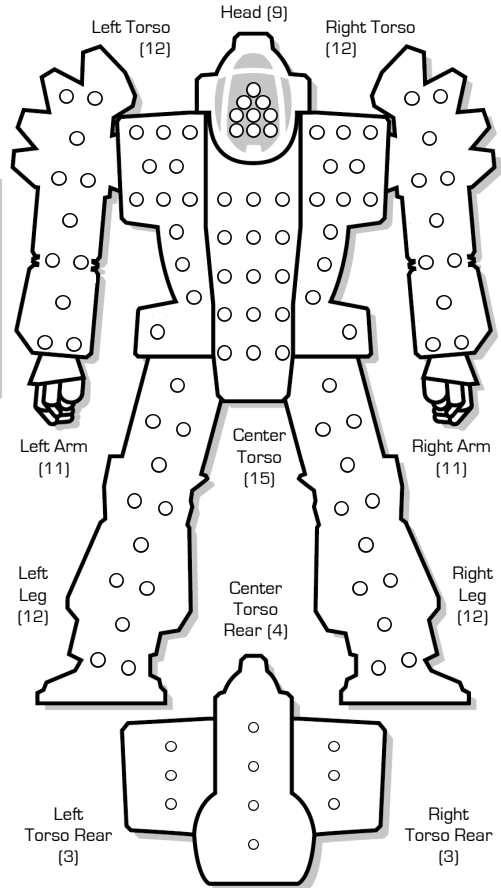
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced Movement Compass



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Hit Location	Roll	Effect		
<b>Left Arm</b>	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	<b>Left Torso</b>	1-3	1. Landing Gear 2. Avionics 3. Jump Jet 4. Autocannon/2 5. Ammo (AC/2) 45 6. Roll Again	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		<b>Left Leg</b>	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>			1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	<b>Right Torso</b>		1-3	1. Landing Gear 2. Avionics 3. Jump Jet 4. LRM 5 5. Ammo (LRM 5) 24 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
		<b>Right Leg</b>	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

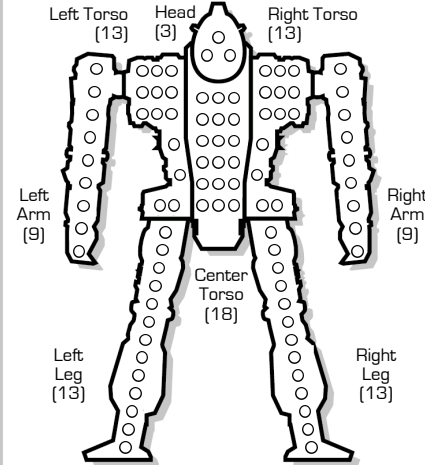
**Avionics** ○○○  
**Engine Hits** ○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Landing Gear** ○  
**Life Support** ○

**Structural Integrity**  
○○○○○○○○○○  
○○○○○○○○○○

**CATALYST**  
game labs

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points /Rand. Movement 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points /Rand. Movement 8+	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points /Rand. Movement 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points /Rand. Movement 6+	○
8	+1 Modifier to Fire	○
5	-1 Movement Points /Rand. Movement 5+	○

### Heat Scale

Heat Level	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	○