

# BATTLETECH™

## BIOMODAL LAND-AIR BATTLEMECH RECORD SHEET

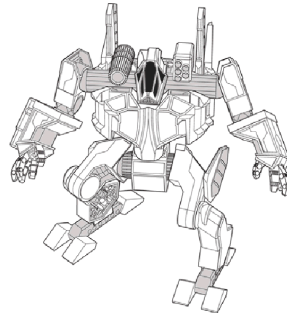
### LAM DATA

**Type:** Shadow Hawk LAM SHD-X2  
**Tonnage:** 55      **Tech Base:** Inner Sphere (Advanced)  
**Movement Points:**      **Role:** Sniper  
**BattleMech Mode**      **Fighter Mode**  
**Walking:** 4      **Safe Thrust:** 4  
**Running:** 6      **Max Thrust:** 6  
**Jumping:** 4

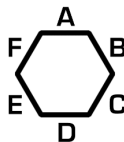
### WARRIOR DATA

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

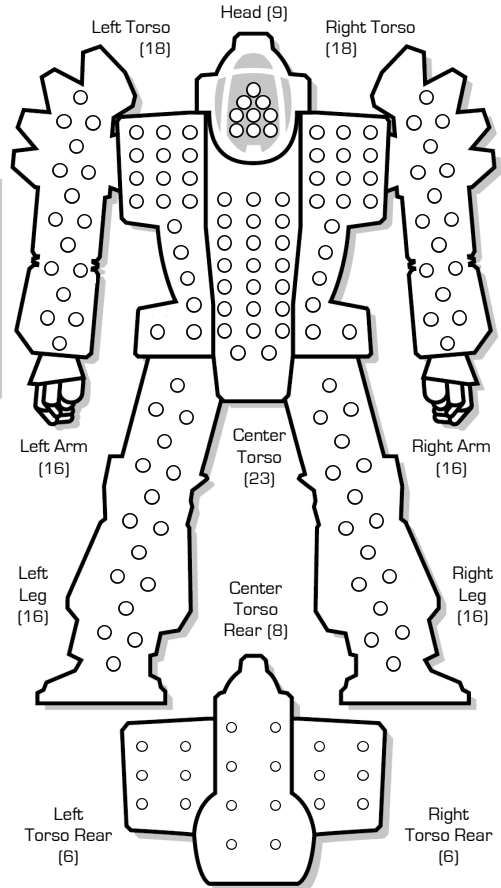
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced Movement Compass



### ARMOR DIAGRAM



### 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	ER Large Laser	LT	12	8	—	7	14	19	8 (L)
4	LAM Bomb Bay [High Explosive]	LT	0	10	—	—	—	—	— (*)
1	Medium Laser	RA	3	5	—	3	6	9	5 (S)

Fuel: 80

BV: 1,060



### CRITICAL HIT TABLE

- |   |  |  |   |
|---|--|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Landing Gear</li> <li>Avionics</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Bomb Bay (Ammo 1) [High Explosive]</li> <li>Bomb Bay (Ammo 1) [High Explosive]</li> <li>Bomb Bay (Ammo 1) [High Explosive]</li> <li>Bomb Bay (Ammo 1) [High Explosive]</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Avionics</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Landing Gear</li> <li>Roll Again</li> </ol> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Landing Gear</li> <li>Avionics</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>LRM 5</li> <li>Ammo (LRM 5) 24</li> </ol> | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> |
|---|--|--|---|

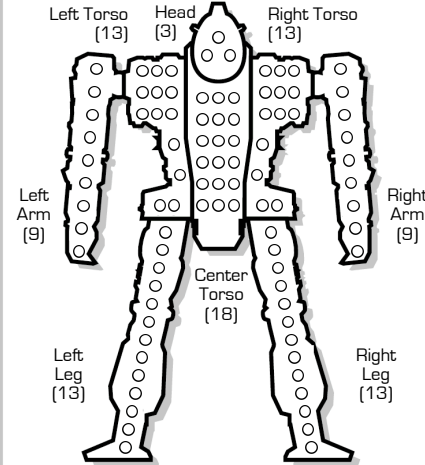
**Avionics** ○○○○  
**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Landing Gear** ○  
**Life Support** ○

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

**CATALYST**  
 game labs

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double
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

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