

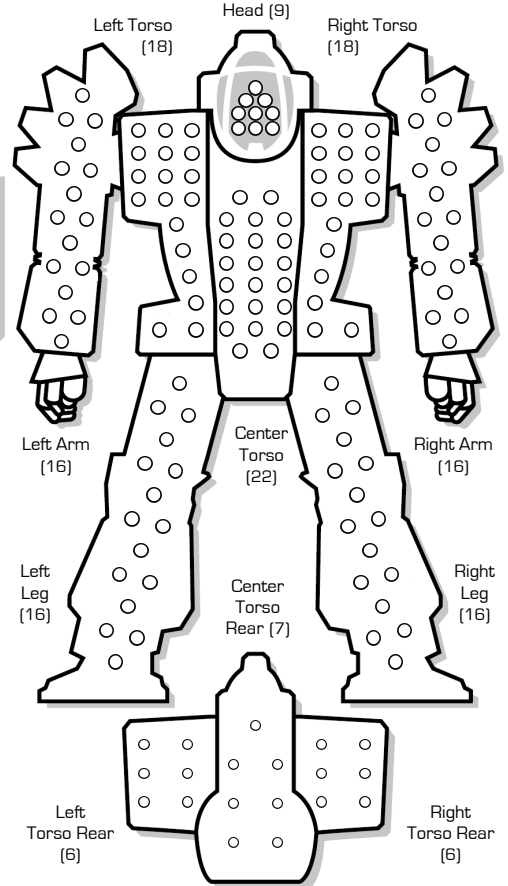
BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

Armor Factor - 150

ARMOR DIAGRAM

Primitive



'MECH DATA

Type: Shadow Hawk SHD-1R

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Experimental
 Jumping: 3 **Role:** Sniper

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	Autocannon/5	LT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9



BV: 851



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Jump Jet (Prototype)
 - Autocannon/5
 - Autocannon/5
 - Autocannon/5
 - Autocannon/5
 - Ammo (AC/5) 20
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

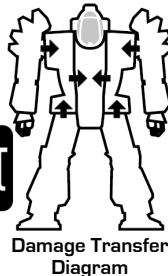
- Head**
- Life Support
 - Sensors
 - Primitive Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Gyro
 - Primitive Gyro
 - Primitive Gyro
- 1-3
- Primitive Gyro
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Jump Jet (Prototype)
 - Roll Again
- 4-6

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

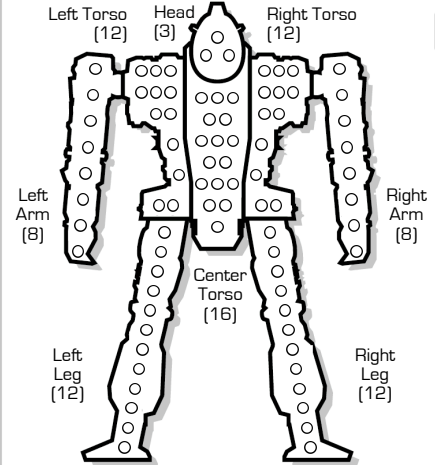
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- Jump Jet (Prototype)
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		Single
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		○

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	○
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	○