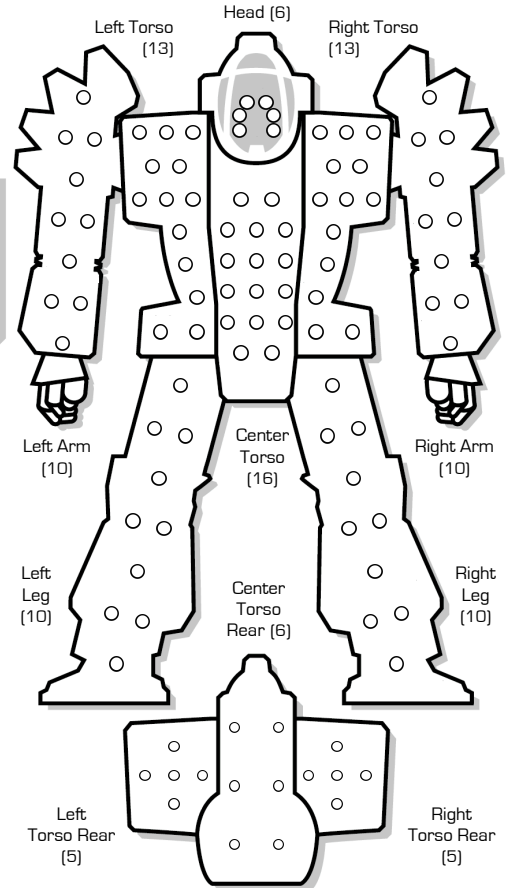


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 104

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-2D2

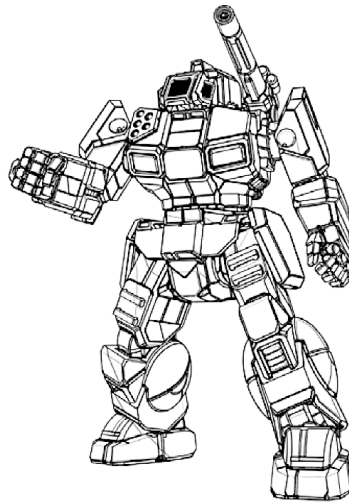
Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 3 **Role:** Brawler

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	Streak SRM 2	H	2	2/Msl	—	3	6	9
1	Streak SRM 2	CT	2	2/Msl	—	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,049



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Left Torso	1. Jump Jet	2. Autocannon/5	3. Autocannon/5	4. Autocannon/5	5. Autocannon/5	6. Ammo (AC/5) 20
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Right Torso	1. Jump Jet	2. Heat Sink	3. LRM 5	4. Ammo (LRM 5) 24	5. Ammo (Streak SRM 2) 50	6. Roll Again
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
1-3						
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						

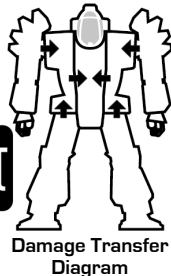
Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

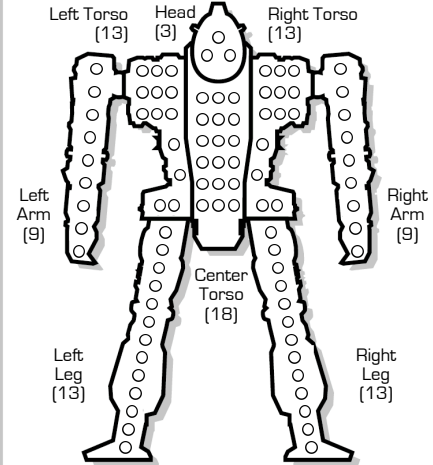
Center Torso

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

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
12		12
30	Shutdown	Single
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*
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1
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