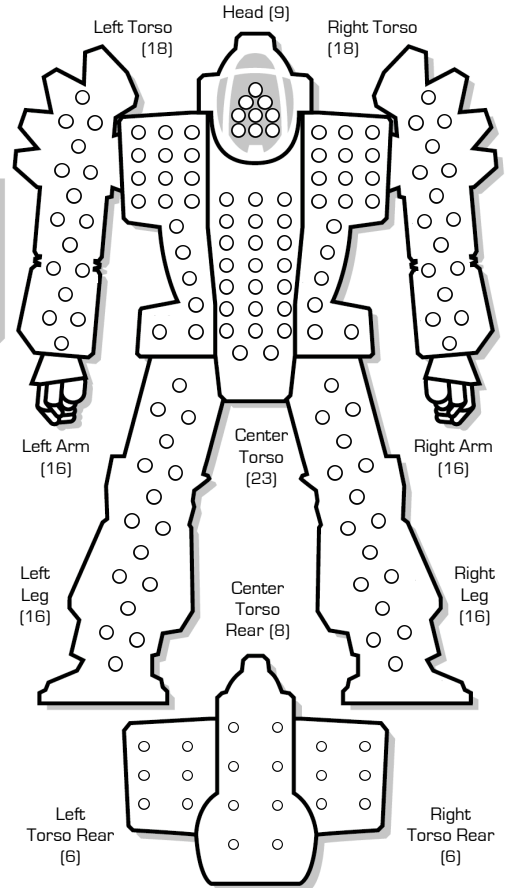


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 152

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-2H

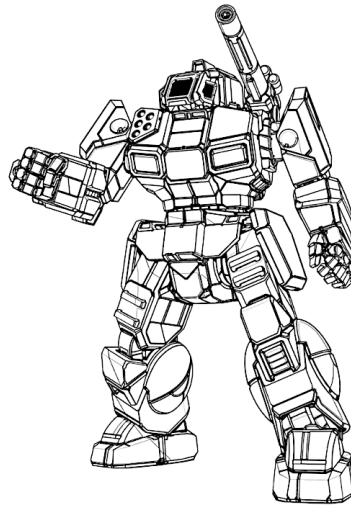
Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Introductory
 Jumping: 3 **Role:** Skirmisher

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]

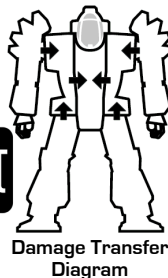
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	H	2	2/Msl	—	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	—	3	6	9

BV: 1,064

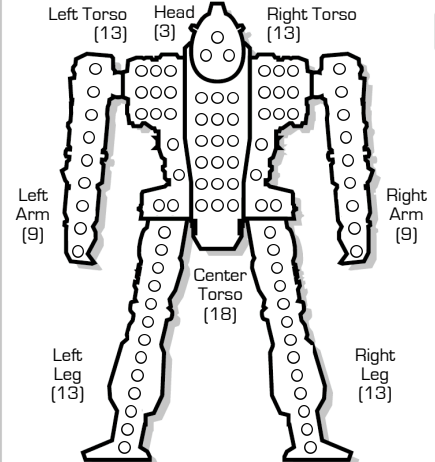


CRITICAL HIT TABLE

	Left Arm	Head	Right Arm
1-3	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again 	<ol style="list-style-type: none"> Life Support Sensors Cockpit SRM 2 Sensors Life Support 	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again
4-6	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	Center Torso <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
1-3	Left Torso <ol style="list-style-type: none"> Jump Jet Autocannon/5 Autocannon/5 Autocannon/5 Autocannon/5 Ammo (AC/5) 20 	<ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Ammo (SRM 2) 50 	Right Torso <ol style="list-style-type: none"> Jump Jet Heat Sink LRM 5 Ammo (LRM 5) 24 Roll Again Roll Again
4-6	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	Engine Hits ○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
	Left Leg <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 		Right Leg <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again



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

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	