

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2Hb

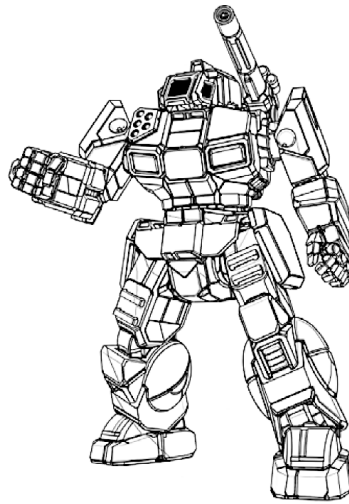
Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 3 **Role:** Skirmisher

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



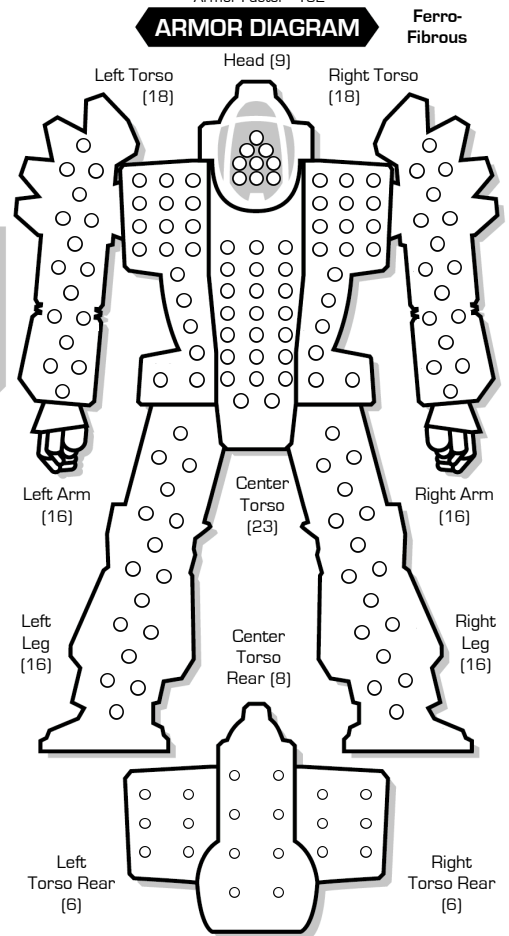
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	H	2	2/Msl	—	3	6	9
1	Streak SRM 2	RT	2	2/Msl	—	3	6	9
1	LB 10-X AC	LT	2	10	—	6	12	18
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,354



ARMOR DIAGRAM



CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Streak SRM 2 Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Roll Again <p>4-6</p> <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Streak SRM 2 Ammo [Streak SRM 2] 50 Ammo [LB 10-X] 10 Ammo [LB 10-X Cluster] 10 CASE <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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Engine Hits ○○○○

Gyro Hits ○○

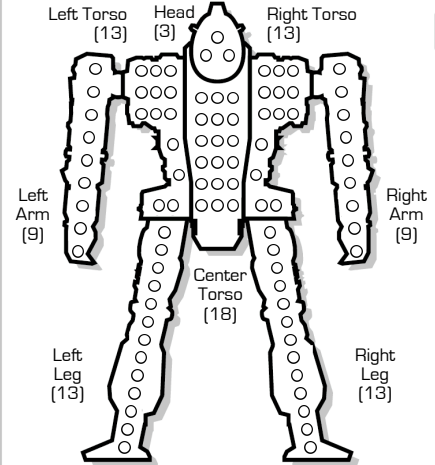
Sensor Hits ○○

Life Support ○

CATALYST game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22]
28	Ammo Exp. avoid on 8+	Double ○○
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 Level	Effects
30*	Overflow
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	