

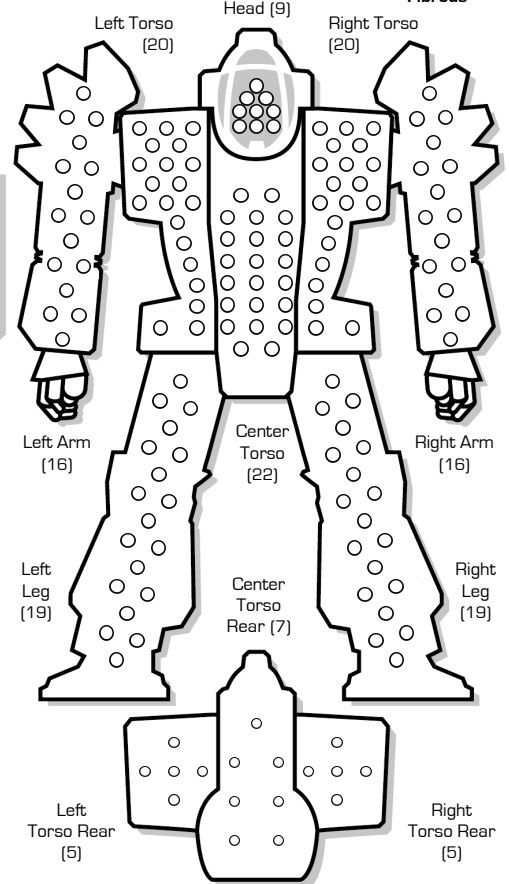
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 158

ARMOR DIAGRAM

Heavy Ferro-Fibrous



'MECH DATA

Type: Shadow Hawk SHD-3K

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

WARRIOR DATA

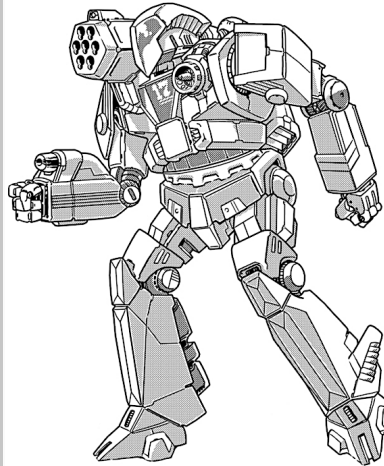
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	C3 Slave	H	0	—	—	—	—	—
1	MML 5	RT	3	2/Sht	—	3	6	9
1	Heavy PPC	LT	15	15	3	6	12	18
1	ER Medium Laser	RA	5	5	—	4	8	12



BV: 1,591

CRITICAL HIT TABLE

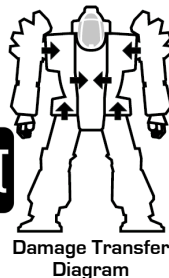
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
- 4-6
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Jump Jet
 - Jump Jet
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 1-3
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - C3 Slave
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Heavy Ferro-Fibrous
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Heavy Ferro-Fibrous
- 1-3
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Right Torso**
- Jump Jet
 - Jump Jet
 - MML 5
 - MML 5
 - MML 5
 - Ammo (MML 5/LRM) 24
- 1-3
- Ammo (MML 5/SRM) 20
 - CASE
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
- 4-6

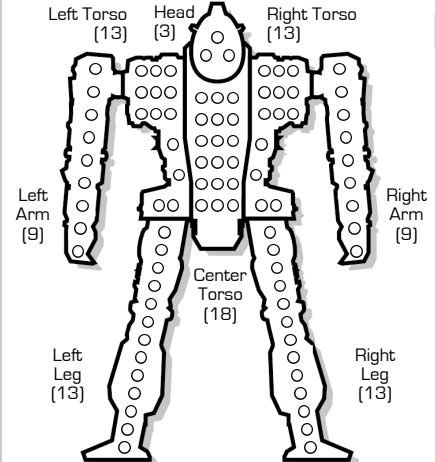
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30	Shutdown	○
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	○
5*	○
4	○
3	○
2	○
1	○
0	○