

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-4H

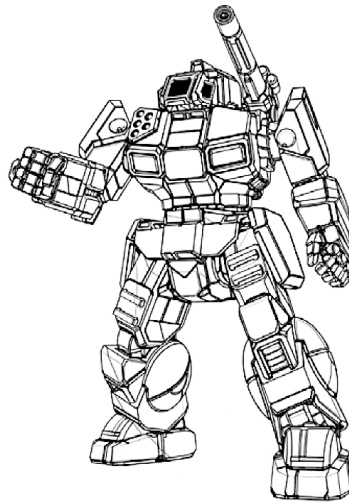
Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 5 **Role:** Sniper

WARRIOR DATA

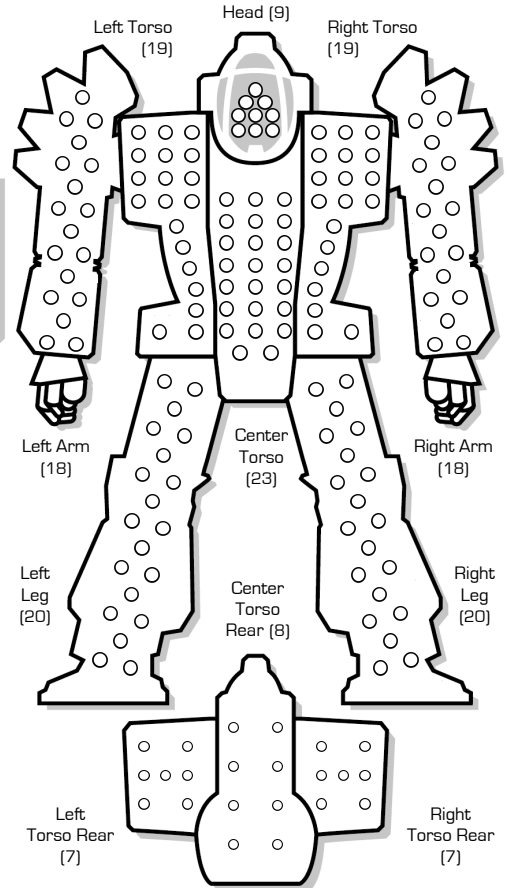
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



ARMOR DIAGRAM



Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LT	15	15	3	6	12	18
1	Light PPC	RA	5	5	3	6	12	18

BV: 1,569



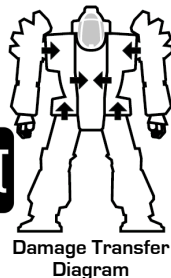
CRITICAL HIT TABLE

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

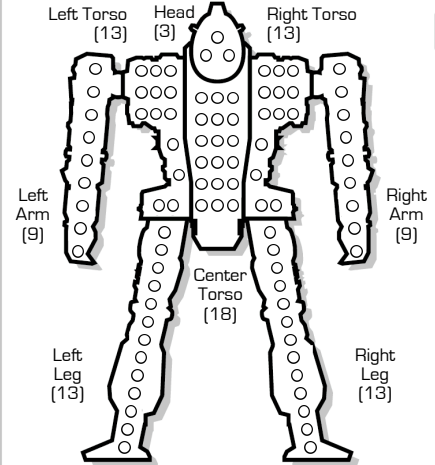
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24]
30	Shutdown	Double ○○
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	○