

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-5D

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

Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	H	3	2/Msl	—	3	6	9
1	Rotary AC/5	LT	1	5/Sht	—	5	10	15
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

Note: Equipped with Full-Head Ejection System

BV: 1,684

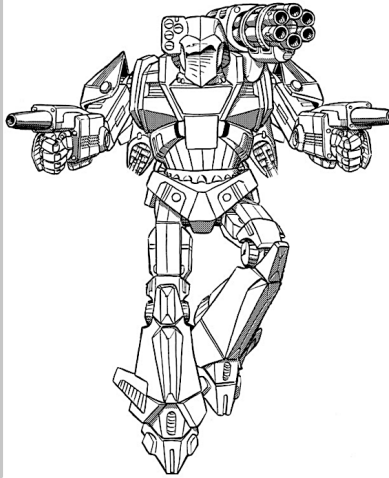


WARRIOR DATA

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

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

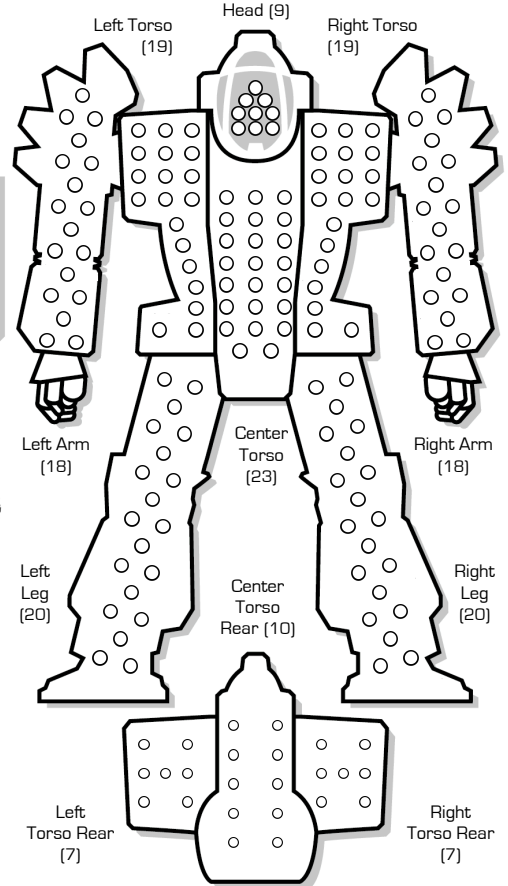
 Consciousness#



Armor Factor - 170

ARMOR DIAGRAM

Ferro-Fibrous

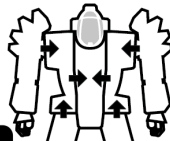


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Medium Laser
 - Endo Steel
- Center Torso**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- 1-3
- Left Torso**
- Jump Jet
 - Jump Jet
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (Streak SRM 4) 25
 - CASE
- 4-6

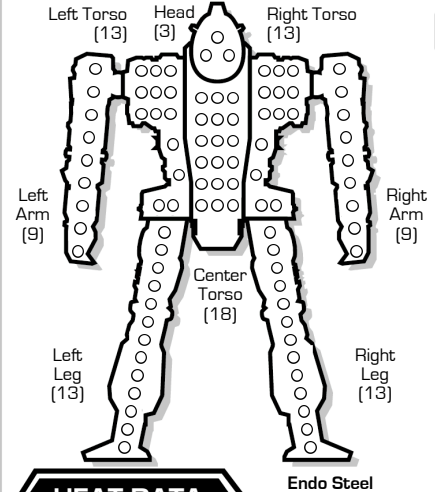
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Streak SRM 4
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Right Torso**
- Jump Jet
 - Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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		

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	