

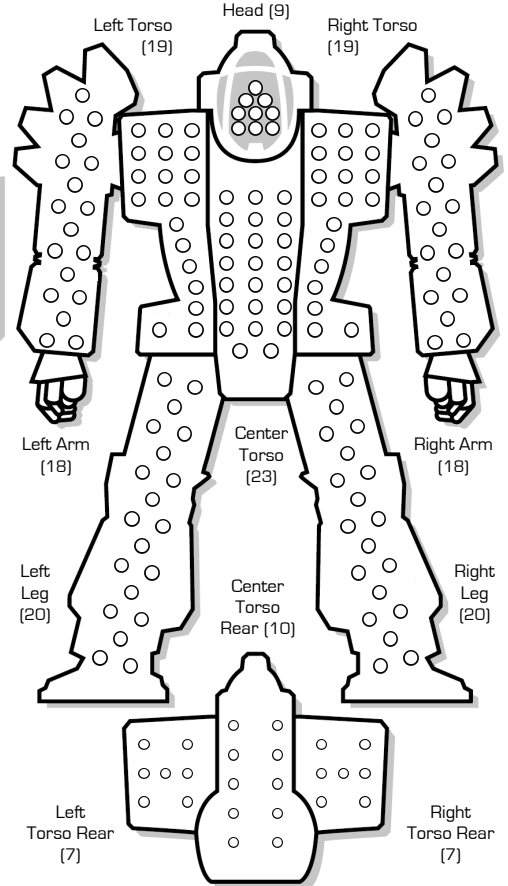
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 170

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

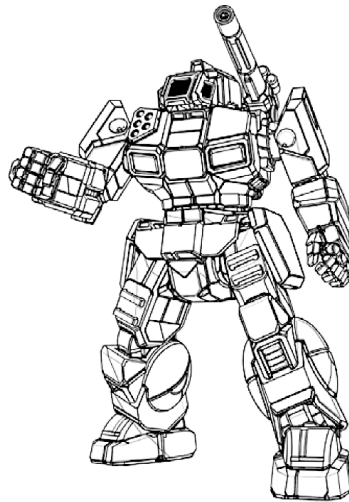
Type: Shadow Hawk SHD-6D

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2 (I-OS)	H	2	2/Msl	—	3	6	9
1	MML 5	RT	3	2/Sht	—	3	6	9
1	Large Re-engineered Laser	LT	9	9	—	5	10	15
1	Medium Re-engineered Laser	RA	6	6	—	3	6	9

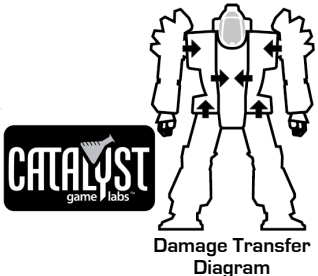
BV: 1,371



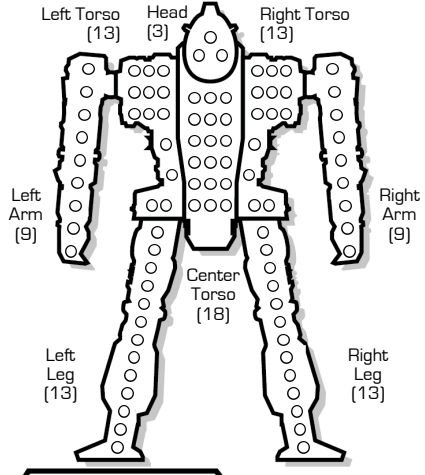
### CRITICAL HIT TABLE

- |  |   |  |
|--|---|--|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>   | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Streak SRM 2 (I-OS)</li> <li>Sensors</li> <li>Life Support</li> </ol>   | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Re-engineered Laser</li> <li>Medium Re-engineered Laser</li> </ol>  |
| <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Large Re-engineered Laser</li> <li>Large Re-engineered Laser</li> <li>Large Re-engineered Laser</li> <li>Large Re-engineered Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Large Re-engineered Laser</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>MML 5</li> <li>MML 5</li> <li>MML 5</li> <li>Ammo (MML 5/SRM) 20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (MML 5/LRM) 24</li> <li>CASE II</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> |
| <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>  | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>  |  |

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



### 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

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