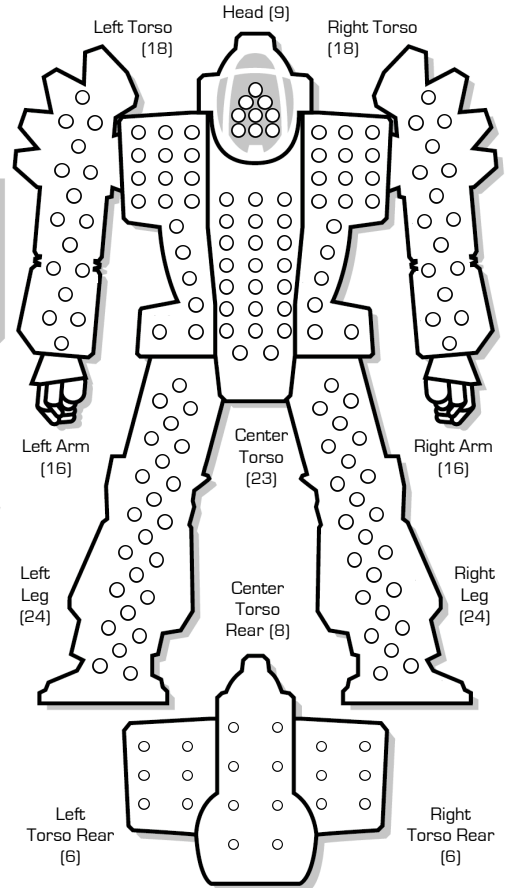


# BATTLETECH™

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### 'MECH DATA

Type: Shadow Hawk SHD-7CS

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

### WARRIOR DATA

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

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

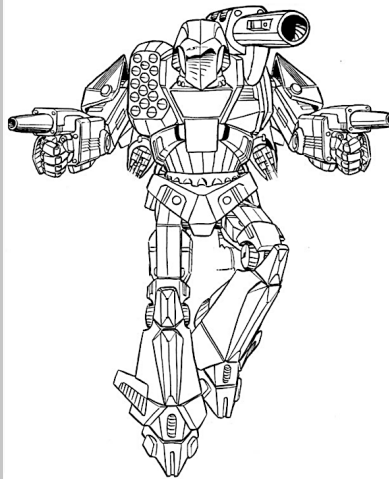
  
 Consciousness#

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV FCS	RT	5	1/Msl	6	7	14	21
1	Improved C3 Computer	LT	0	—	—	—	—	—
1	Ultra AC/5	LT	1	5/Sht	2	6	13	20
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Medium Laser	LA	5	5	—	4	8	12

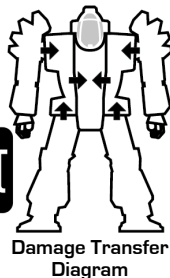
Note: Equipped with Full-Head Ejection System

BV: 1,496

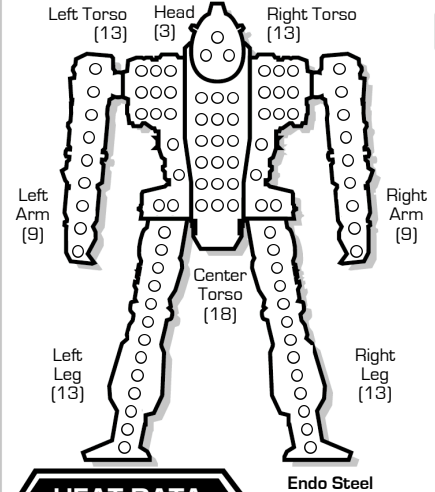


### CRITICAL HIT TABLE

- |  |   |   |
|--|---|---|
| <b>Left Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. ER Medium Laser<br>6. Endo Steel<br>1-3 | <b>Head</b><br>1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Roll Again<br>5. Sensors<br>6. Life Support<br>1-3                               | <b>Right Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. ER Medium Laser<br>6. Endo Steel<br>1-3 |
| 1. Endo Steel<br>2. Endo Steel<br>3. Endo Steel<br>4. Endo Steel<br>5. Roll Again<br>6. Roll Again<br>4-6  | <b>Center Torso</b><br>1. XL Engine<br>2. XL Engine<br>3. XL Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro<br>1-3                                       | 1. Endo Steel<br>2. Endo Steel<br>3. Endo Steel<br>4. Endo Steel<br>5. Roll Again<br>6. Roll Again<br>4-6   |
| <b>Left Torso</b><br>1. XL Engine<br>2. XL Engine<br>3. XL Engine<br>4. Ultra AC/5<br>5. Ultra AC/5<br>6. Ultra AC/5<br>1-3                        | 1. Gyro<br>2. XL Engine<br>3. XL Engine<br>4. XL Engine<br>5. Jump Jet<br>6. Endo Steel<br>4-6  | <b>Right Torso</b><br>1. XL Engine<br>2. XL Engine<br>3. XL Engine<br>4. CASE<br>5. LRM 15<br>6. LRM 15<br>1-3                                      |
| 1. Ultra AC/5<br>2. Ultra AC/5<br>3. Improved C3 CPU<br>4. Improved C3 CPU<br>5. Jump Jet<br>6. Endo Steel<br>4-6                                  | 1. LRM 15<br>2. Artemis IV FCS<br>3. Ammo (LRM 15 Artemis IV) 8<br>4. Ammo (LRM 15 Artemis IV) 8<br>5. Ammo (Ultra AC/5) 20<br>6. Jump Jet<br>4-6 | 1. LRM 15<br>2. Artemis IV FCS<br>3. Artemis IV FCS<br>4. Artemis IV FCS<br>5. Artemis IV FCS<br>6. Jump Jet<br>4-6                                 |
| <b>Left Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Endo Steel<br>6. Jump Jet                    | <b>Engine Hits</b> ○○○<br><b>Gyro Hits</b> ○○<br><b>Sensor Hits</b> ○○<br><b>Life Support</b> ○   | <b>Right Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Endo Steel<br>6. Jump Jet                    |



### 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

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