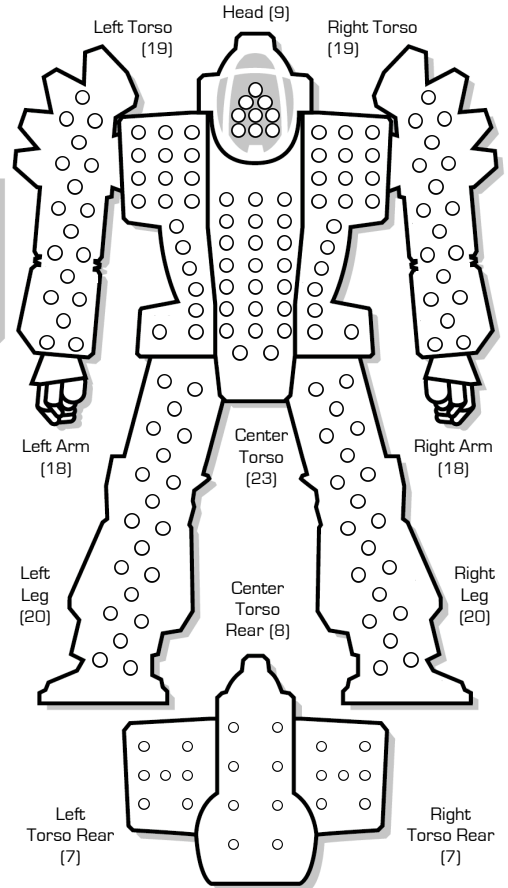


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 168

### ARMOR DIAGRAM



### 'MECH DATA

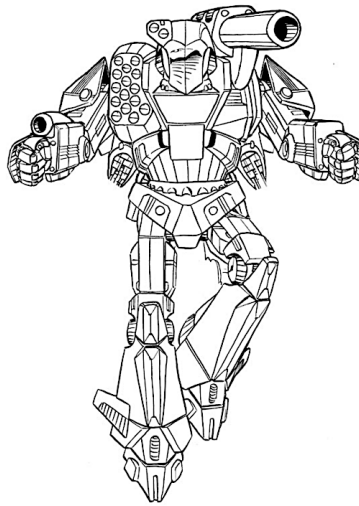
Type: Shadow Hawk SHD-7M

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

### 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	H	2	2/Msl	—	3	6	9
1	LRM 15	RT	5	1/Msl	6	7	14	21
1	Light Gauss Rifle	LT	1	8	3	8	17	25
1	Medium Laser	RA	3	5	—	3	6	9

Note: Equipped with Full-Head Ejection System

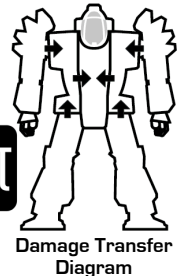
BV: 1,447



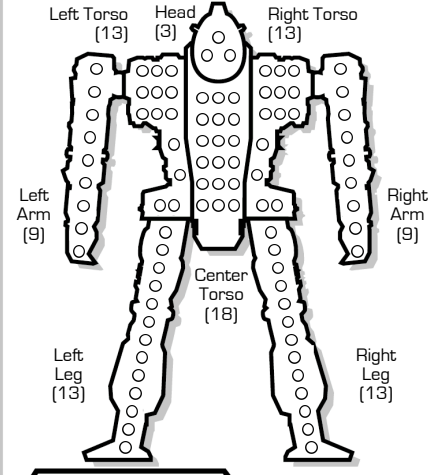
### CRITICAL HIT TABLE

Part	Hit Location	Effects
<b>Left Arm</b>	1. Shoulder	1-3
	2. Upper Arm Actuator	
	3. Lower Arm Actuator	
	4. Hand Actuator	
	5. Endo Steel	
	6. Endo Steel	
<b>Center Torso</b>	1. Endo Steel	4-6
	2. Endo Steel	
	3. Endo Steel	
	4. Endo Steel	
	5. Endo Steel	
	6. Roll Again	
<b>Left Torso</b>	1. XL Engine	1-3
	2. XL Engine	
	3. XL Engine	
	4. Jump Jet	
	5. Jump Jet	
	6. Light Gauss Rifle	
<b>Right Torso</b>	1. XL Engine	1-3
	2. XL Engine	
	3. XL Engine	
	4. Jump Jet	
	5. Jump Jet	
	6. LRM 15	
<b>Left Leg</b>	1. Light Gauss Rifle	4-6
	2. Light Gauss Rifle	
	3. Light Gauss Rifle	
	4. Light Gauss Rifle	
	5. Ammo (Light Gauss) 16	
	6. CASE	
<b>Right Leg</b>	1. Hip	4-6
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Roll Again	
	6. Roll Again	

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



### 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	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○