

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-2D

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Introductory
Jumping: 3 **Role:** Striker
Engine Type: 275 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC/5) 20, (LRM 5) 24, (SRM 2) 100

BV: 899



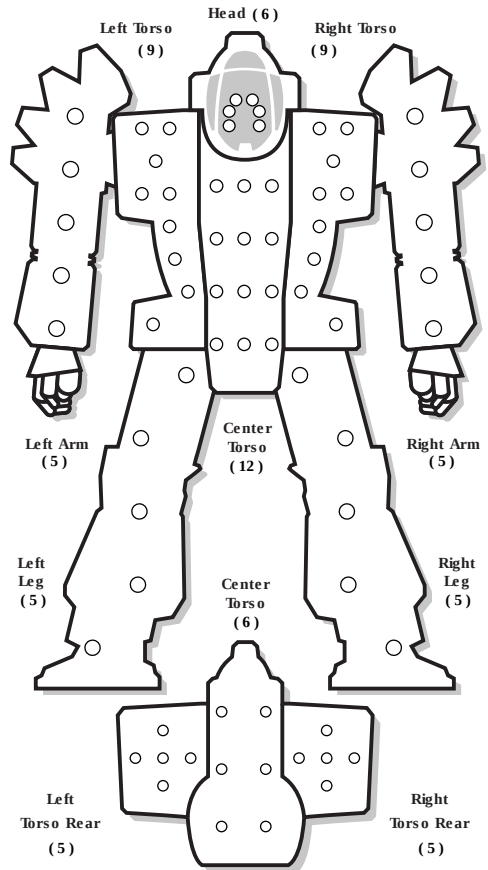
WARRIOR DATA

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

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

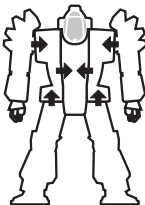
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

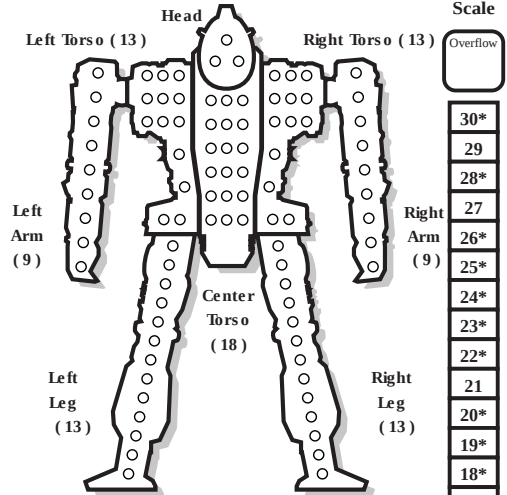
Left Arm		Head		Right Arm		
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder	
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator	
	4. Hand Actuator		4. SRM 2		4. Hand Actuator	
	5. Medium Laser		5. Sensors		5. Medium Laser	
	6. Roll Again		6. Life Support		6. Roll Again	
Center Torso		Left Torso		Right Torso		
4-6	1. Fusion Engine	1-3	1. Jump Jet	1-3	1. Heat Sink	
	2. Fusion Engine		2. AC/5		2. Heat Sink	
	3. Fusion Engine		3. AC/5		3. Heat Sink	
	4. Gyro		4. AC/5		4. Jump Jet	
	5. Gyro		5. AC/5		5. LRM 5	
	6. Gyro		6. Ammo (AC/5) 20		6. Ammo (LRM 5) 24	
Left Leg		Engine Hits		Right Leg		
4-6	1. Hip	4-6	Gyro Hits ○○○○	4-6	1. Hip	
	2. Upper Leg Actuator		Sensor Hits ○○○○		2. Upper Leg Actuator	
	3. Lower Leg Actuator		Life Support ○		3. Lower Leg Actuator	
	4. Foot Actuator				4. Foot Actuator	
	5. Roll Again				5. Roll Again	
	6. Roll Again				6. Roll Again	



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14
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

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