BATTLETECH

BATTLEMECH RECORD SHEET

'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
Engine Type:	275 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	RA	6	6 [P]	—	3	6	9
1	Large Re-engineered Laser	LT	9	9 [P]	—	5	10	15
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Streak SRM 2 (I-OS)	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 1,371

WARRIOR DATA

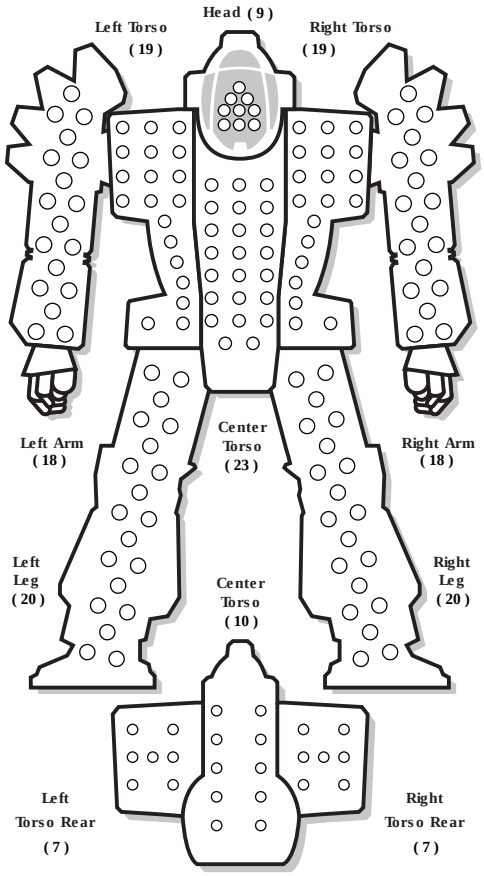
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

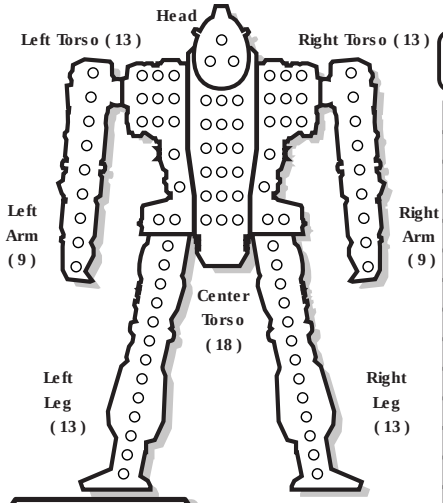
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. **Jump Jet**
2. **Jump Jet**
3. **Large Re-engineered Laser**
4. **Large Re-engineered Laser**
5. **Large Re-engineered Laser**
6. **Large Re-engineered Laser**

4-6
1. **Large Re-engineered Laser**
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Endo Steel

Head

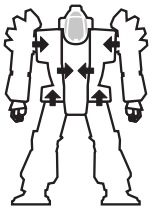
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. **Streak SRM 2 (I-OS)**
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **Fusion Engine**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Fusion Engine**
5. **Jump Jet**
6. Endo Steel

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. **Medium Re-engineered Laser**
6. **Medium Re-engineered Laser**

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE II)

1-3
1. **Jump Jet**
2. **Jump Jet**
3. **MML 5**
4. **MML 5**
5. **MML 5**
6. **Ammo (MML 5/LRM) 24**

4-6
1. **Ammo (MML 5/SRM) 20**
2. CASE II
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Endo Steel

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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