ILETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2D2

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Rules Level:	Standard
Jumping:	3	Role:	Brawler

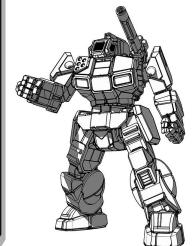
Weapons & Equipment Inventory (hexes)								
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	HD	2	2/Msl [M,C]	_	3	6	9
1	Streak SRM 2	CT	2	2/Msl [M,C]	_	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RΑ	3	5 [DE]	_	3	6	9
1	Medium Laser	ΙΔ	3	5 (DE)	_	3	6	9

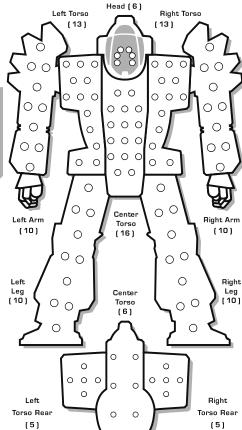
Ammo: (AC/5) 20, (LRM 5) 24, (Streak SRM 2) 50

BV: 1,049

WARRIOR DATA

T. A. Marie	41111	-//				
Name:						
Gunnery Skill:			Piloti	ng Sl	cill:	
•						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead





ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Jump Jet
 - 2. AC/5
- 1-3 3. AC/5 AC/5
- 5.LAC/5 6. Ammo (AC/5) 20
 - 1. Roll Again
- 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again

 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- Streak SRM 2 4.
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
 - - 5. Gyro 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine
- 3. Fusion Engine 4-6
 - 4. Fusion Engine
 - 5. Jump Jet
 - 6. Streak SRM 2
 - Engine Hits 000 Gyro Hits OO

Sensor Hits OO

Life Support O



Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again 3. Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again

 - 6. Roll Again

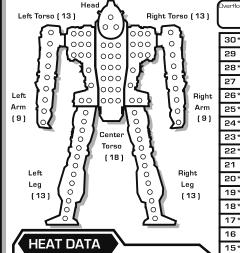
Right Torso

- 1. Heat Sink
- 2. Jump Jet
- 3. LRM 5 1-3
- 4. Ammo (LRM 5) 24
 - 5. Ammo (Streak SRM 2) 50 6. Roll Again
- 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat

Scale

14*

13*

12

11

10*

9

8*

5* 4 3

2

Heat Level* Effects 12 30 Shutdown 28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifer to Fire 23 Ammo Exp. avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 8+ 21 Ammo Exp. avoid on 4+ 22 Shutdown, avoid on 6+ 23 Ammo Exp. avoid on 6+ 24 Movement Points 25 Ammo Exp. avoid on 6+ 26 Ammo Exp. avoid on 6+ 27 Ammo Exp. avoid on 6+ 28 Shutdown, avoid on 6+ 29 Amodifer to Fire 20 Amodifer to Fire 21 Amodifer to Fire 22 Amodifer to Fire 23 Amovement Points 24 Shutdown, avoid on 4+ 25 Amodifer to Fire 26 Amodifer to Fire 27 Amodifer to Fire 28 Amodifer to Fire 39 Amodifer to Fire 40 -2 Modifer to Fire		AT DATA		1
28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifer 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 Modifer to Fire 15 -3 Movement Points 14 Shutdown, avoid on 4+ 17 +3 Modifer to Fire 18 Shutdown, avoid on 4+ 19 +2 Modifer to Fire	Heat Level*	Effects		
	28 26 25 24 23 22 20 19 18 17 15 14	Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifer to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifer to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifer to Fire	0000000	

+1 Modifer to Fire

-1 Movement Points

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