BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2D2

Movement Points:

Walking:	5
Running:	8
Jumping:	3

Tonnage:	55
Tech Base:	Inner Sphere
Rules Level:	Standard
Role:	Brawler

Weapons & Equipment Inventory (hexes)

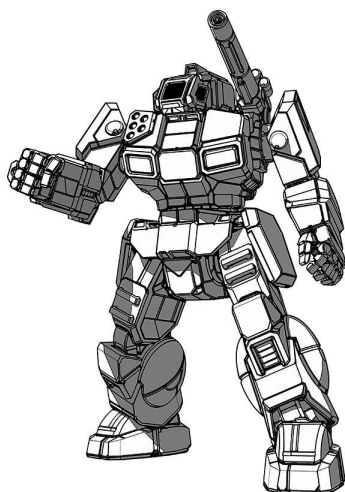| Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Ammo: [AC/5] 20, [LRM 5] 24, [Streak SRM 2] 50

BV: 1,049

WARRIOR DATA

Name: _____

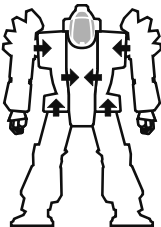Gunnery Skill: _____   Piloting Skill: _____
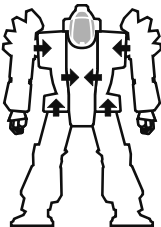
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head [6]
Left Torso [13]
Right Torso [13]
Left Arm [10]
Center Torso [16]
Right Arm [10]
Left Leg [10]
Center Torso [6]
Right Leg [10]
Left Torso Rear [5]
Right Torso Rear [5]
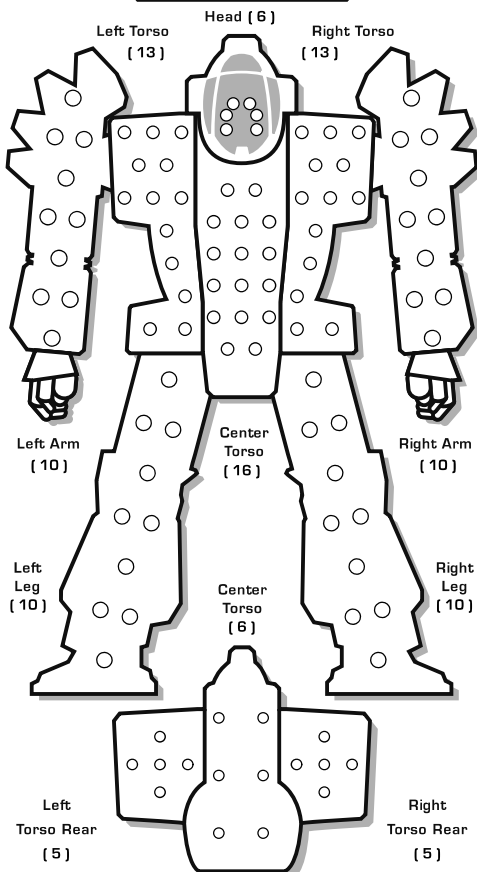
CRITICAL HIT TABLE

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. AC/5
3. AC/5
4. AC/5
5. AC/5
6. Ammo (AC/5) 20

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
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
4. Streak SRM 2
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. Streak SRM 2

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
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 ○

Damage Transfer Diagram
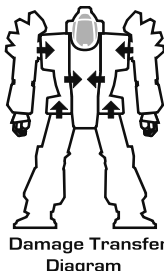
INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [13]
Right Torso [13]
Left Arm [9]
Right Arm [9]
Center Torso [18]
Left Leg [13]
Right Leg [13]
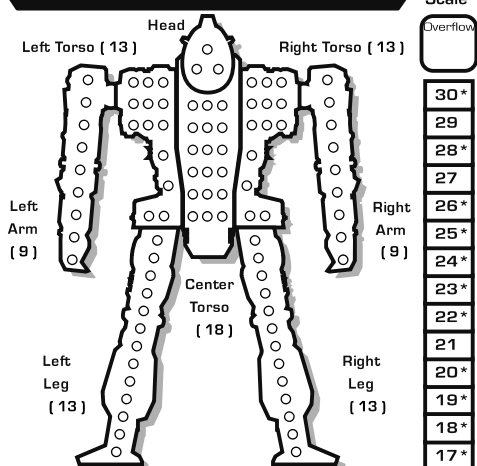
HEAT DATA

Heat Level*	Effects
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 4+
18	Shutdown, avoid on 6+
17	+3 Modifer to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifer to Fire
10	–2 Movement Points
8	+1 Modifer to Fire
5	–1 Movement Points

Heat Sinks 12

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