# BATTLETECH

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Battle Hawk BH-K306

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| **Walking:** | 5 | **Tech Base:** | Inner Sphere |
| **Running:** | 8 | **Rules Level:** | Standard |
| **Jumping:** | 5 | **Role:** | Striker |
| **Engine Type:** | 150 Light | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Streak SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 3 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Anti-Missile System | HD | 1 | [PB] | — | 1 | — | — |

Ammo: (AMS) 12, (Streak SRM 4) 25

**BV:** 926

### WARRIOR DATA

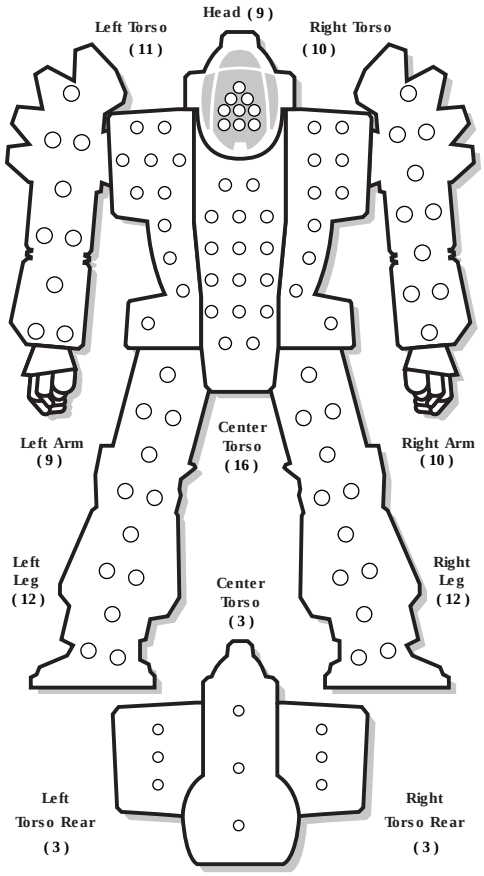
**Name:** _____

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

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

### ARMOR DIAGRAM

**Ferro-Fibrous**




### CRITICAL TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

**Left Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**

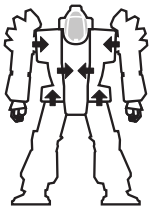
1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

**Center Torso**

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Ammo (AMS) 12

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. ER Medium Laser
6. ER Medium Laser

4-6
1. ER Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

**Right Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

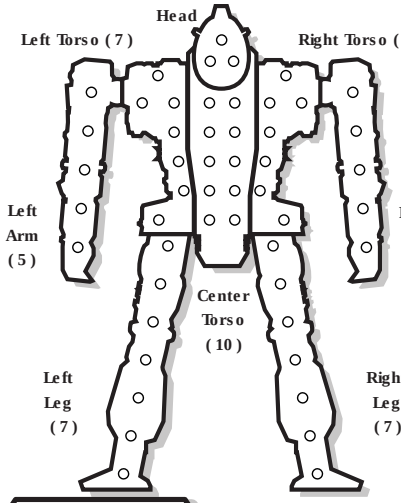
4-6
1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM

**Standard Structure**




**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 |

### 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 | |

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.