

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk IIC 3

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Clan
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Striker
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	LA	1	3 [P, AI]	—	1	2	3
1	ER Micro Laser	LA	1	2 [DE]	—	1	2	4
1	Micro Pulse Laser	RA	1	3 [P, AI]	—	1	2	3
1	ER Micro Laser	RA	1	2 [DE]	—	1	2	4
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

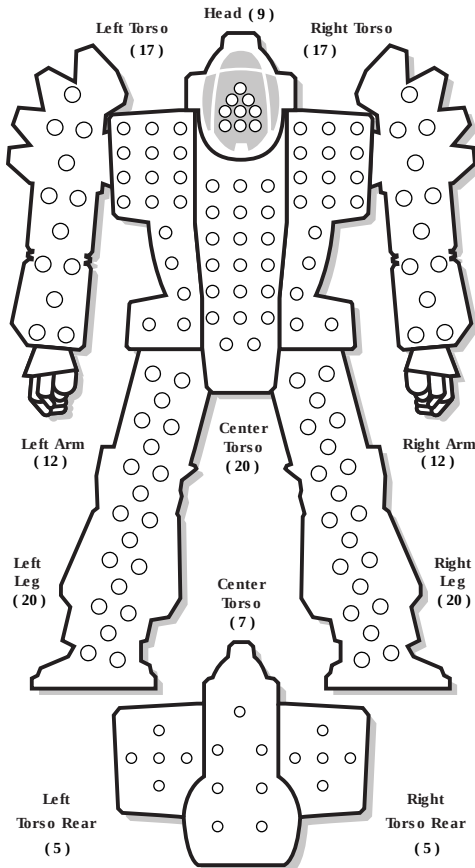
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



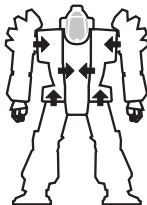
BV: 1,471



CRITICAL TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	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. Roll Again	4. Hand Actuator
5. Micro Pulse Laser	5. Sensors	5. Double Heat Sink
6. ER Micro Laser	6. Life Support	6. Double Heat Sink
1. Roll Again	Center Torso	1. Micro Pulse Laser
2. Roll Again	1. Fusion Engine	2. ER Micro Laser
3. Roll Again	2. Fusion Engine	3. Endo Steel
4. Roll Again	3. Fusion Engine	4. Roll Again
5. Roll Again	4. Gyro	5. Roll Again
6. Roll Again	5. Gyro	6. Roll Again
6. Roll Again	6. Gyro	1. Micro Pulse Laser
Left Torso	1. Gyro	2. Fusion Engine
1. Double Heat Sink	2. Fusion Engine	3. Fusion Engine
2. Double Heat Sink	3. Fusion Engine	4. Fusion Engine
3. Double Heat Sink	4. Fusion Engine	5. Medium Pulse Laser
4. Double Heat Sink	5. Medium Pulse Laser	6. Ferro-Fibrous
5. Jump Jet	6. Ferro-Fibrous	1. Gyro
6. Jump Jet	1. Gyro	2. Fusion Engine
1. Jump Jet	2. Fusion Engine	3. Fusion Engine
2. Endo Steel	3. Fusion Engine	4. Fusion Engine
3. Endo Steel	4. Fusion Engine	5. Medium Pulse Laser
4. Ferro-Fibrous	5. Medium Pulse Laser	6. Ferro-Fibrous
5. Ferro-Fibrous	6. Ferro-Fibrous	1. Gyro
6. Roll Again	1. Gyro	2. Fusion Engine
Left Leg	2. Fusion Engine	3. Fusion Engine
1. Hip	3. Fusion Engine	4. Fusion Engine
2. Upper Leg Actuator	4. Fusion Engine	5. Medium Pulse Laser
3. Lower Leg Actuator	5. Medium Pulse Laser	6. Ferro-Fibrous
4. Foot Actuator	6. Ferro-Fibrous	1. Gyro
5. Endo Steel	1. Gyro	2. Fusion Engine
6. Ferro-Fibrous	2. Fusion Engine	3. Fusion Engine

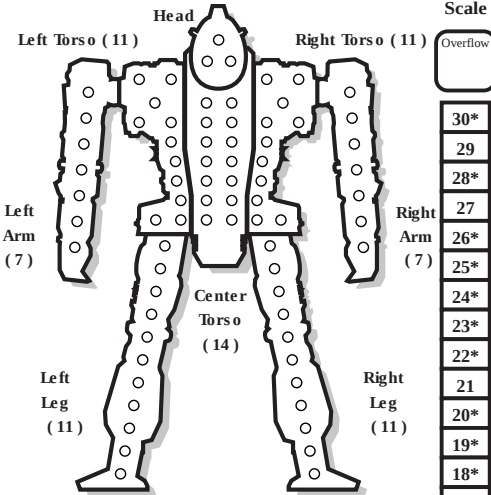
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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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