

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-3K

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

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

BV: 1,591



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Heavy Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Jump Jet
- Jump Jet
- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24

1-3

- Ammo (MML 5/SRM) 20
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

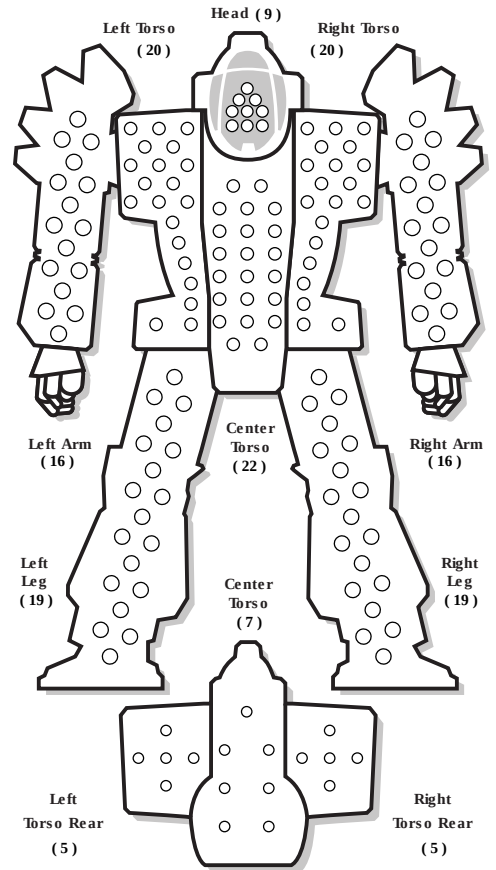
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous



Damage Transfer Diagram

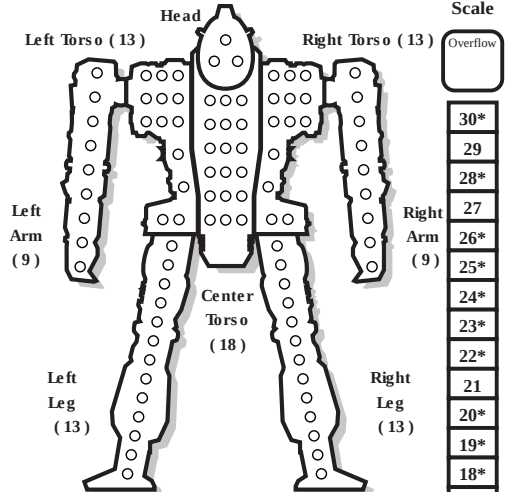
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
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