

BATTLETECH™

BIMODAL LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk LAM SHD-X2

Tonnage: 55 Tech Base: Inner Sphere
 Movement Points: Rules Level: Experimental
 BattleMech Role: Sniper
 Walking: 4 AirMech Fighter
 Running: 6 Walking: — Cruising: — Safe Thrust: 4
 Jumping: 4 Running: — Flanking: — Max Thrust: 6
 Engine Type: 220 Fusion

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
4	Bomb Bay	LT	—	[E]	—	—	—	—
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

BV: 994



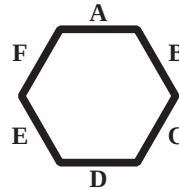
WARRIOR DATA

Name: _____

BattleMech
 Gunnery Skill: _____ Piloting Skill: _____
 Aerospace
 Gunnery Skill: _____ Piloting Skill: _____

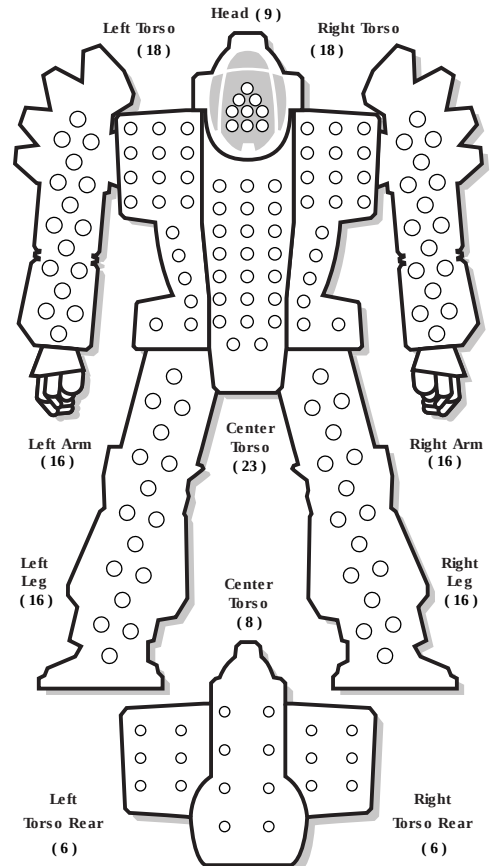
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



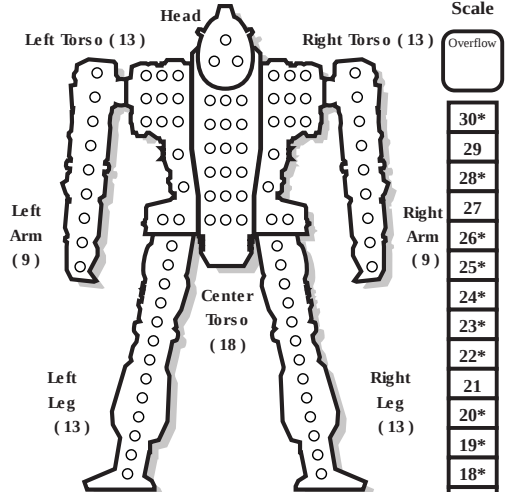
ARMOR DIAGRAM

Standard Armor



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- Jump Jet
- ER Large Laser
- ER Large Laser

1-3

- Bomb Bay
- Bomb Bay
- Bomb Bay
- Bomb Bay
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- 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
- Landing Gear
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

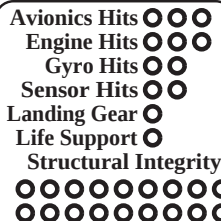
1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer
Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20) (AirMech +3)
30	Shutdown	
28	Ammo Exp, avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points /Rand. Movement 10+	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points /Rand. Movement 8+	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points /Rand. Movement 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points /Rand. Movement 6+	
8	+1 Modifier to Fire	
5	-1 Movement Points /Rand. Movement 5+	