

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shogun SHG-2H

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 255 Fusion

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

Ammo: (LRM 15 Artemis) 24, (Streak SRM 2) 50

BV: 2,019



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Streak SRM 2
- Streak SRM 2
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- 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
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

1-3

- Streak SRM 2
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- Ammo (LRM 15 Artemis) 8
- CASE
- Ferro-Fibrous

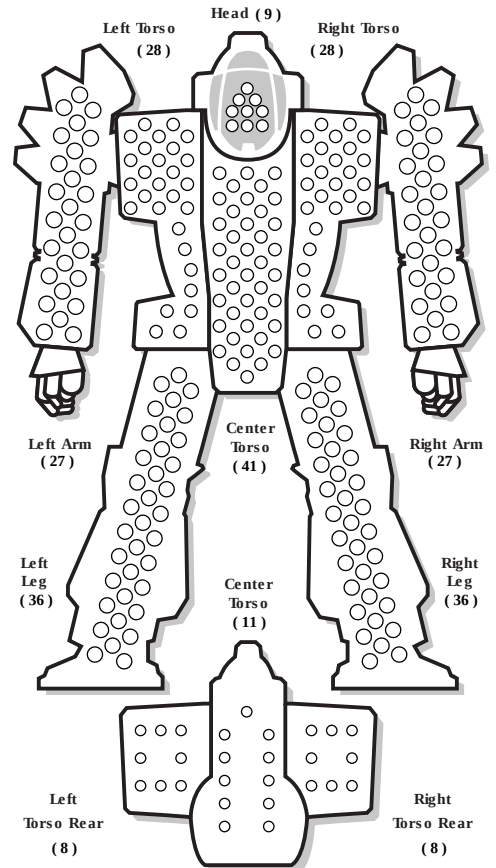
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

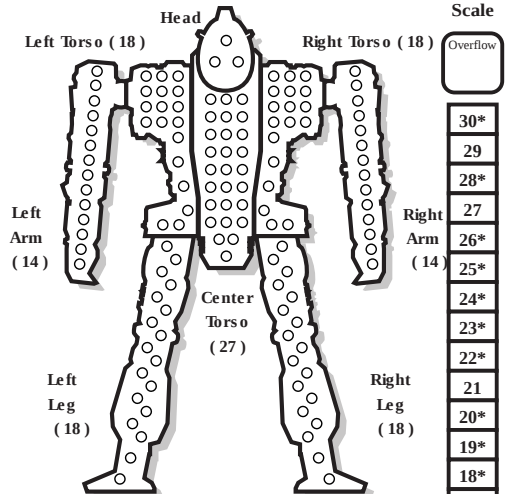
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
24*
23*
22*
21
20*
19*
18*
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16
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1
0