

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-11CS2

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Light

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

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	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	—	9	13	15
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 16

BV: 1,731



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Snub-Nose PPC
- Snub-Nose PPC

1-3

- C3 Slave
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

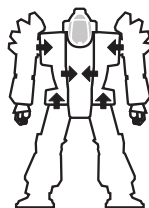
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- LRM 15
- LRM 15

1-3

- LRM 15
- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- Endo Steel

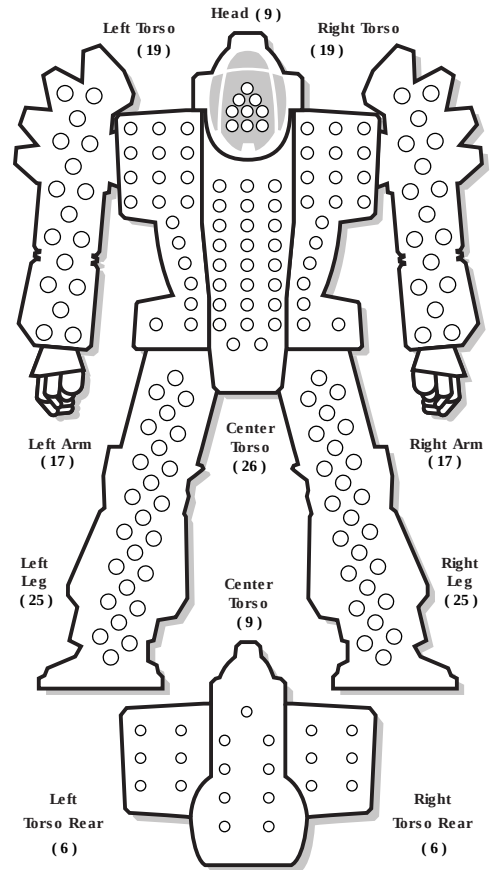
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

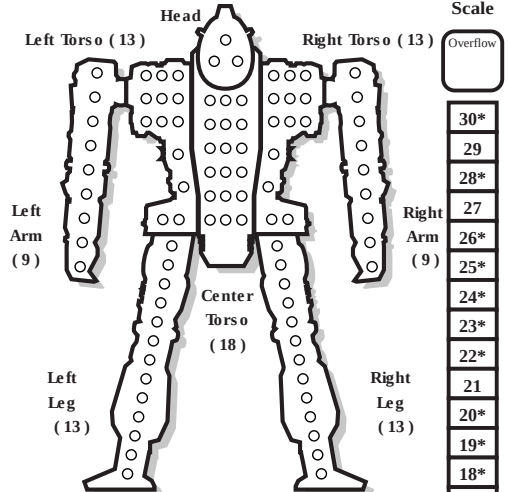
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

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	○