

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-4H

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Sniper
Engine Type: 275 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18

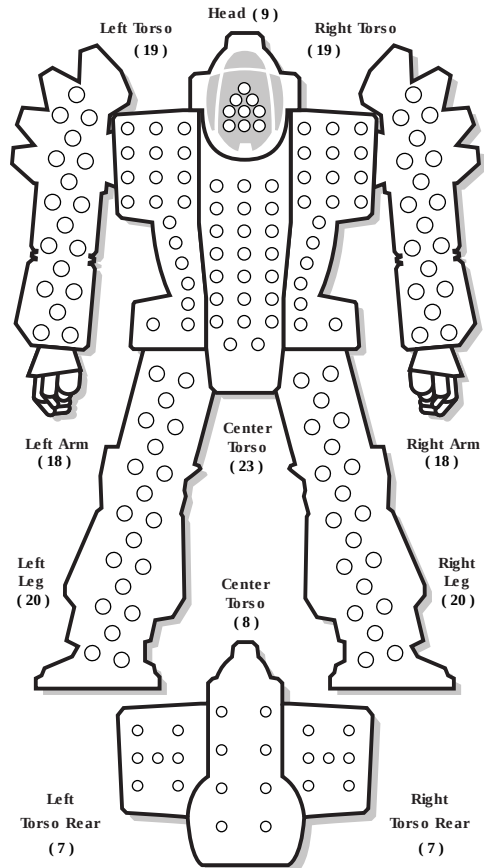
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

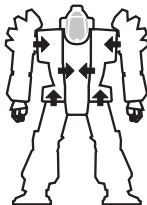


BV: 1,569



CRITICAL TABLE

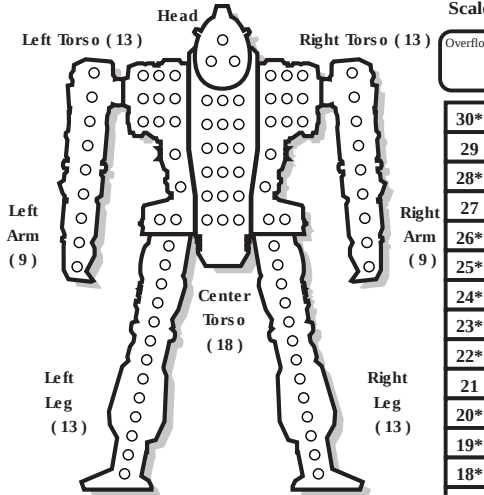
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Light PPC
	6. Roll Again		6. Life Support		6. Light PPC
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Torso		Center Torso		Right Torso	
1-3	1. Jump Jet	4-6	1. Gyro	4-6	1. Double Heat Sink
	2. Jump Jet		2. Fusion Engine		2. Double Heat Sink
	3. Heavy PPC		3. Fusion Engine		3. Double Heat Sink
	4. Heavy PPC		4. Gyro		4. Jump Jet
	5. Heavy PPC		5. Fusion Engine		5. Jump Jet
	6. Heavy PPC		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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*
17*
16
15*
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13*
12
11
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8*
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4
3
2
1
0