

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-5R

Movement Points: **Tonnage:** 55
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 3 **Role:** Missile Boat
Engine Type: 220 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light AC/5	LT	1	5 [DB,S]	—	5	10	15
5	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (LAC/5) 20, (Streak SRM 2) 50, (Thunderbolt 5) 48

BV: 1,296



WARRIOR DATA

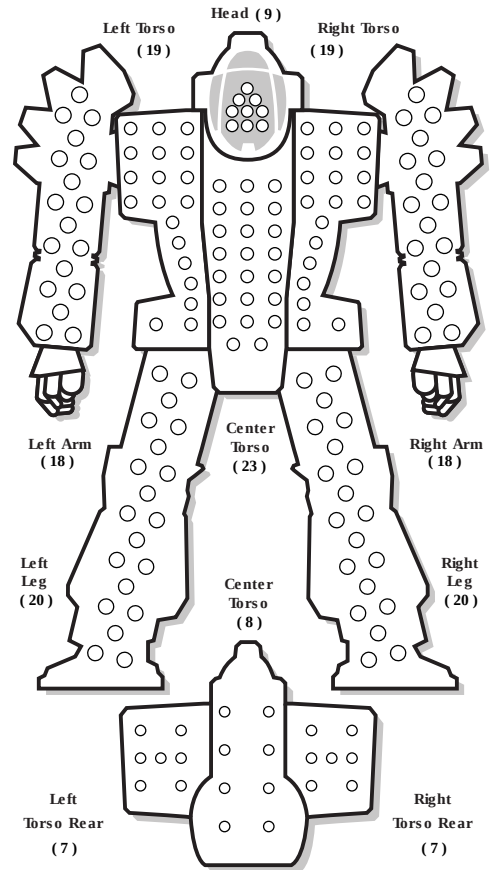
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

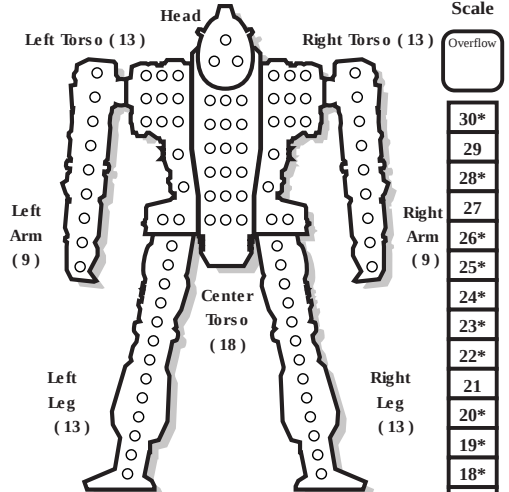
ARMOR DIAGRAM

Standard Armor



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

4-6

Center Torso

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

1-3

- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Light AC/5
- Light AC/5

1-3

4-6

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

4-6

- Ammo (LAC/5) 20
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- CASE

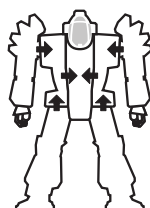
4-6

Left Leg

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

Right Leg

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



Damage Transfer Diagram

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	○