

BATTLETECH™

BIMODAL LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk LAM SHD-X1

Tonnage: 55

Tech Base: Inner Sphere

Movement Points:

Rules Level: Experimental

BattleMech

Role: Sniper

Walking: 5

AirMech

Fighter

Running: 8

Walking: —

Cruising: —

Safe Thrust: 3

Jumping: 3

Running: —

Flanking: —

Max Thrust: 5

Engine Type: 275 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	AC/2	LT	1	2 [DB,S]	4	8	16	24
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (AC/2) 45, (LRM 5) 24

BV: 828

WARRIOR DATA

Name: _____

BattleMech

Gunnery Skill: _____

Piloting Skill: _____

Aerospace

Gunnery Skill: _____

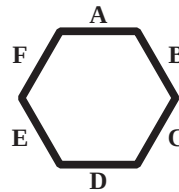
Piloting Skill: _____

Hits Taken

Consciousness #

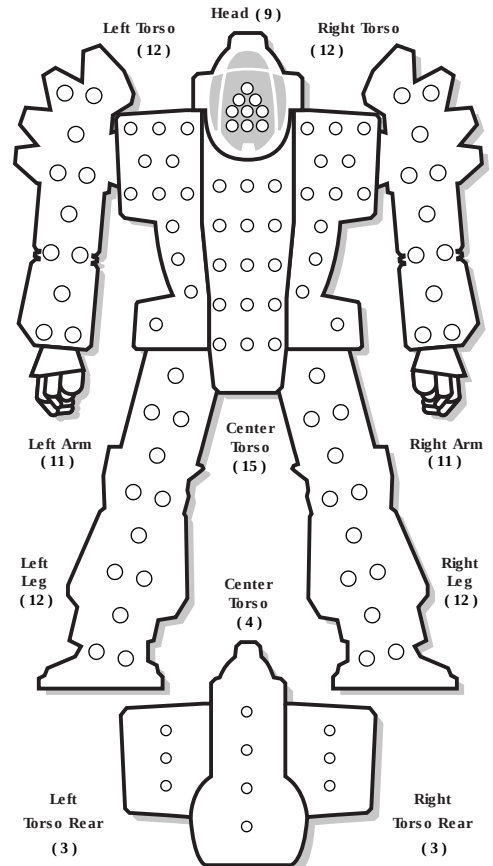
1	2	3	4	5	6
3	5	7	10	11	Dead

Advanced
Movement
Compass



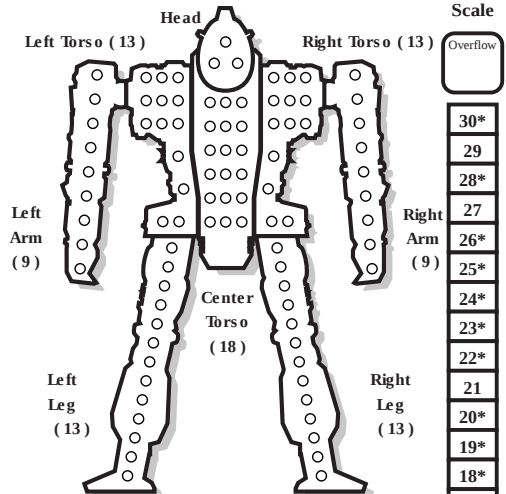
ARMOR DIAGRAM

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

1-3

- Roll Again
- Roll Again

4-6

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

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- AC/2
- Ammo (AC/2) 45
- Roll Again

1-3

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

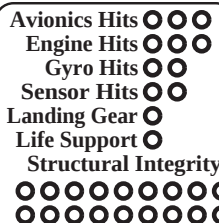
1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet



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
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again

1-3

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

4-6

Right Leg

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

HEAT DATA

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