

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk IIC 10

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Clan
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Striker
Engine Type: 270 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Ultra AC/10	LT	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6

Ammo: (Ultra AC/10) 30

BV: 1,701



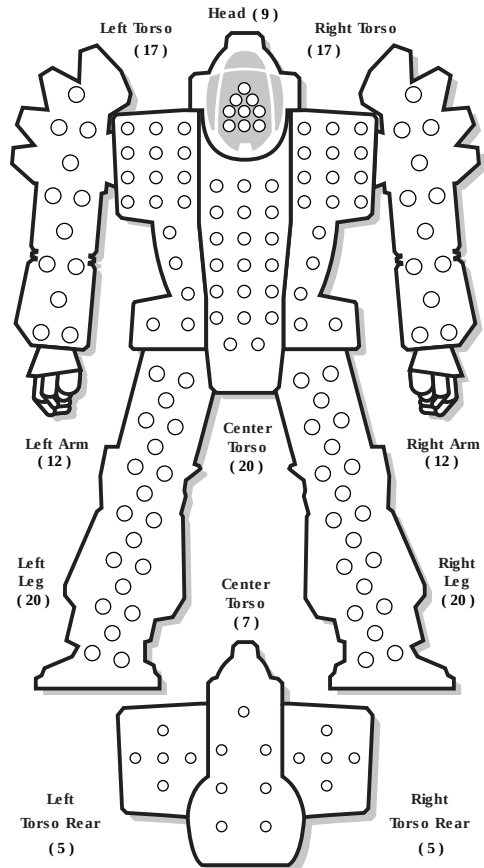
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

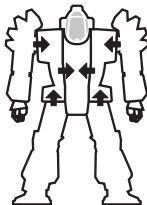


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3**
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3**
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Small Pulse Laser
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- 4-6**
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3**
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

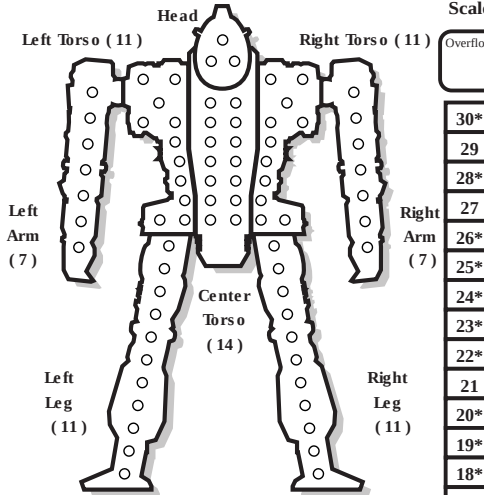
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)



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