

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7KMA

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Missile Boat
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Arrow IV	LT/LA	10	20[AE,S,F]	—	1	2	8
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (Arrow IV) 10, (Gauss) 32

BV: 2,449



WARRIOR DATA

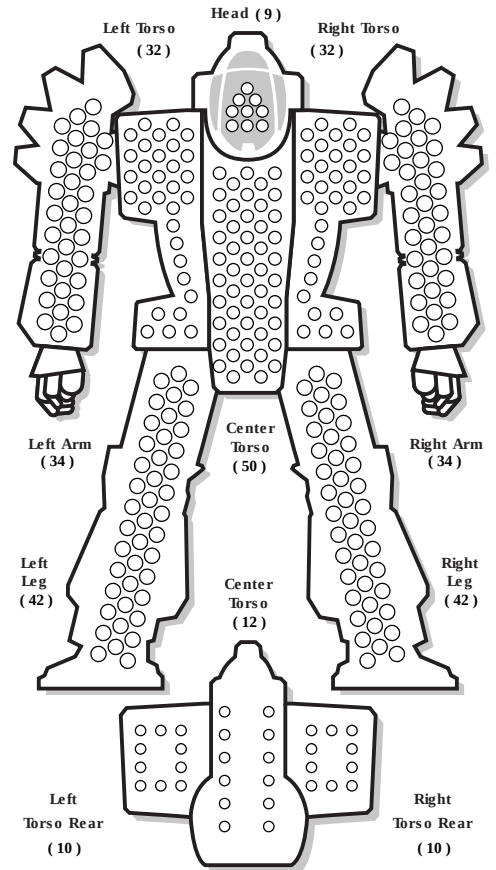
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

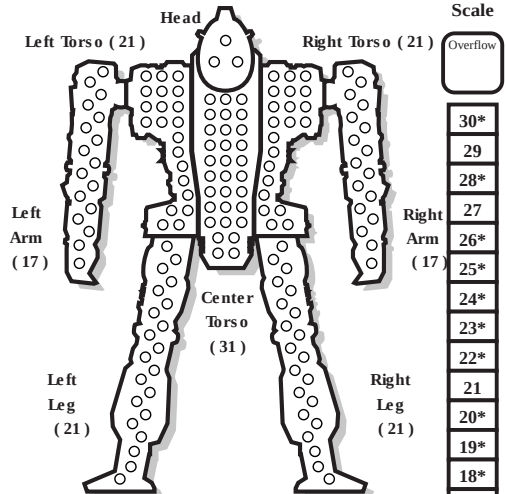
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

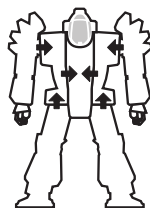
1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Leg

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



Damage Transfer Diagram

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