

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-5D (Sandy)
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		(hexes)						
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
1	TAG	HD	—	[E]	—	5	9	15

BV: 1,517



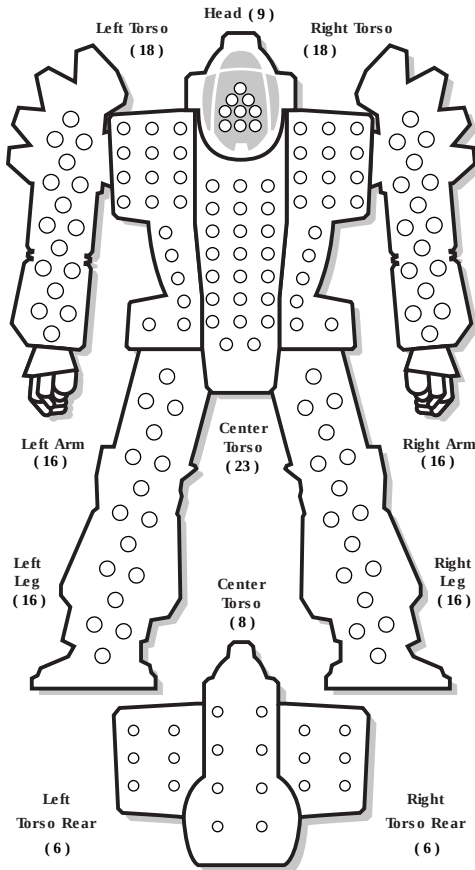
WARRIOR DATA

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

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

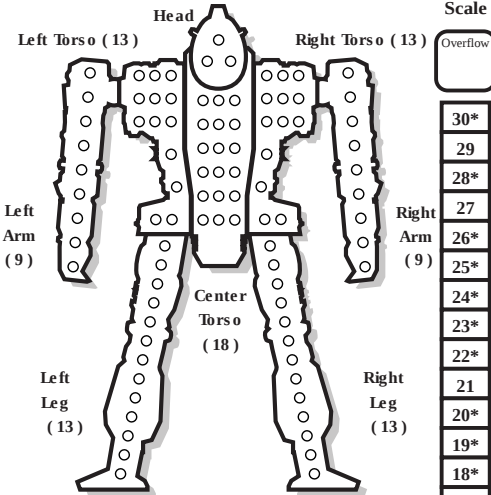
ARMOR DIAGRAM

Standard Armor



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**
- Jump Jet
 - Jump Jet
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. Roll Again
6. Roll Again

Head

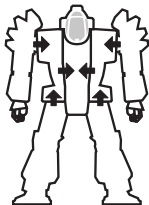
- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- 1-3
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Roll Again
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. Roll Again
6. Roll Again

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○