

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points: **Tonnage:** 55  
**Walking:** 5 **Tech Base:** Inner Sphere  
**Running:** 8 **Rules Level:** Introductory  
**Jumping:** 3 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 2	HD	2	2/Msl	—	3	6	9
				[M,C,S]				

Ammo: (AC/5) 20, (LRM 5) 24, (SRM 2) 50

Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1,064



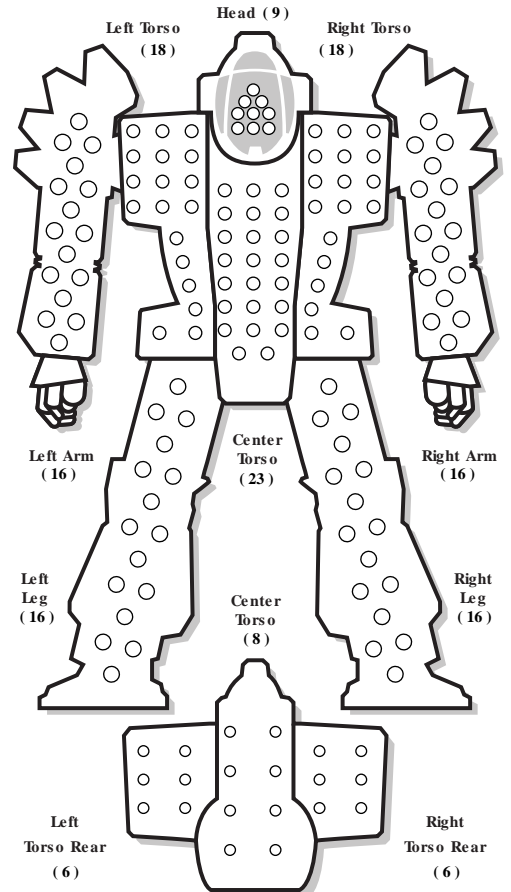
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



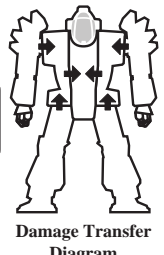
### ARMOR DIAGRAM



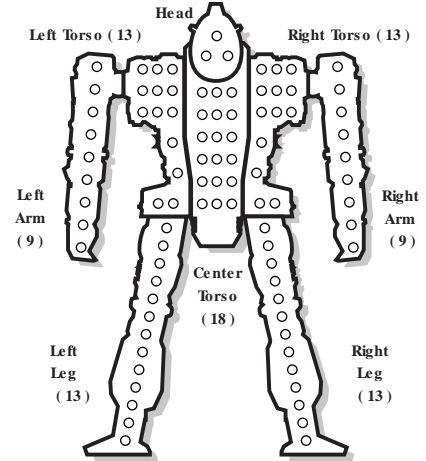
### CRITICAL TABLE

Location	Roll	Result		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. Jump Jet 2. AC/5 3. AC/5 4. AC/5 5. AC/5 6. Ammo (AC/5) 20	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		Head	1-3	1. Life Support 2. Sensors 3. Cockpit 4. SRM 2 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso			1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
			4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Ammo (SRM 2) 50
	Right Arm		1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
		Right Torso	1-3	1. Heat Sink 2. Jump Jet 3. LRM 5 4. Ammo (LRM 5) 24 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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	○○○○○○○○○○○○○○○○○