

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-3H

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Weapons & Equipment Inventory

(hexes)

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

Ammo: [AC/5] 20, [LRM 5] 24, [Machine Gun] 200

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

BV: 1,043

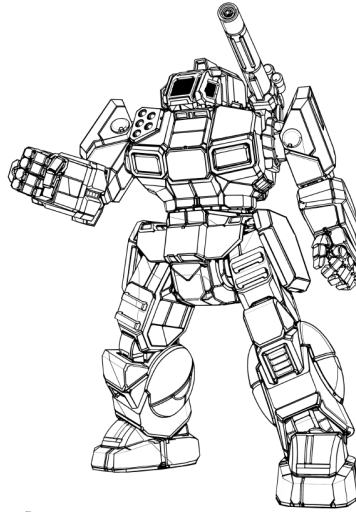


WARRIOR DATA

Name: _____

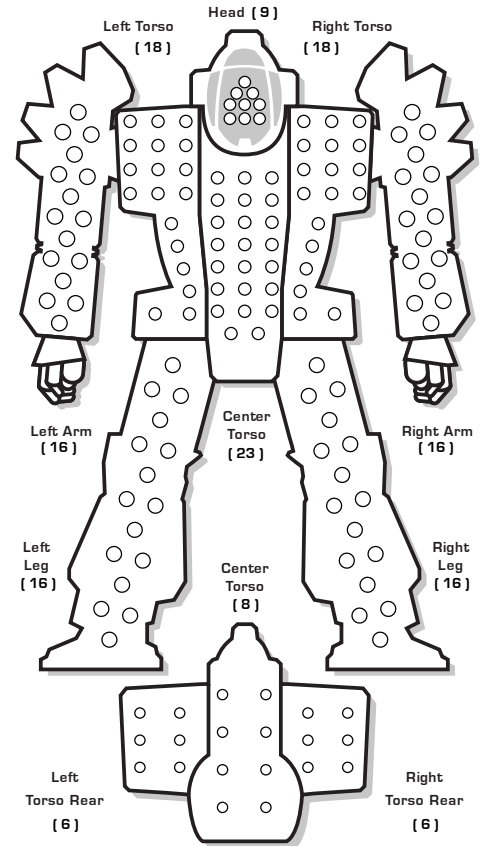
Gunnery Skill: _____ Piloting Skill: _____

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



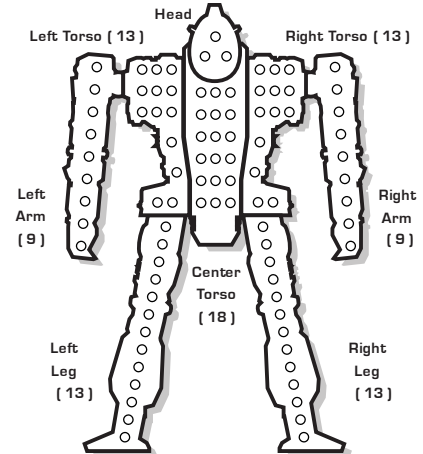
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
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17*
16
15*
14*
13*
12
11
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CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

1-3

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

4-6

Left Torso

- Jump Jet
- AC/5
- AC/5
- AC/5
- AC/5
- Ammo [AC/5] 20

1-3

- Ammo [Machine Gun] 200
- 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
- Machine Gun
- Sensors
- Life Support

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Machine Gun

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

- Heat Sink
- Jump Jet
- LRM 5
- Ammo [LRM 5] 24
- Roll Again
- Roll Again

1-3

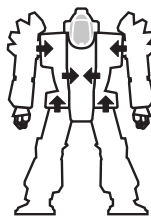
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-3H2

Movement Points: **Tonnage:** 55
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 3
 Engine Type: 220 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	HD	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	LL	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	RL	3	2/Msl [M,C,S]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Vehicular Grenade Launcher	LT	1	[AE,OS]	—	1	—	—
1	Vehicular Grenade Launcher	RT	1	[AE,OS]	—	1	—	—

Ammo: [AC/5] 20, [LRM 5] 24, [Machine Gun] 100, [SRM 4] 25
 Quirks: Battle Fists [LA], Battle Fists [RA], Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

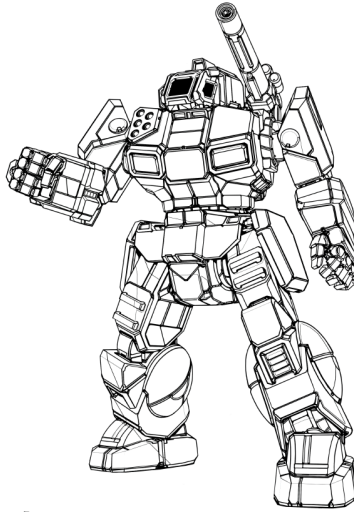
BV: 1,112



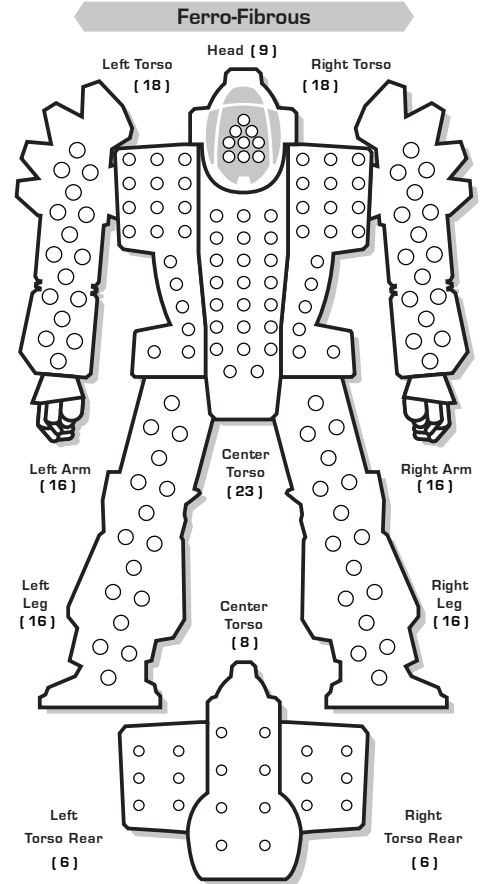
WARRIOR DATA

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

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

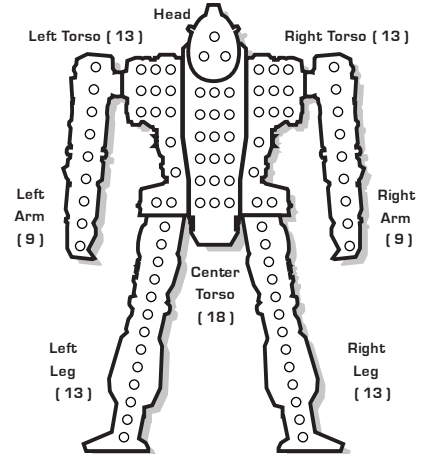


ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

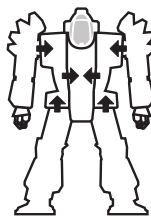
Overflow

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CRITICAL TABLE

Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Small Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Small Laser
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Heat Sink	2. Jump Jet	3. AC/5	4. AC/5	5. AC/5	6. AC/5
Right Torso	1. Heat Sink	2. Jump Jet	3. SRM 4	4. LRM 5	5. Vehicular Grenade Launcher	6. Ammo [SRM 4] 25
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. SRM 4	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. SRM 4	6. Ferro-Fibrous

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○