BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Inner Sphere 2550
Running:	8		D/C-E-D-D
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM-2	HD	2	2/m	–	3	6	9
1	LRM-5	RT	2	1/m	6	7	14	21
1	Autocannon/5	LT	1	5 [DB, S]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	–	3	6	9

Ammunition Type	Rounds
SRM-2	50
LRM-5	24
AC/5	20

Cost: 4,444,057 C-Bills +61,500 (ammo)

BV: 1,064

Weapon Heat (8)
Dissipation (12)

WARRIOR DATA

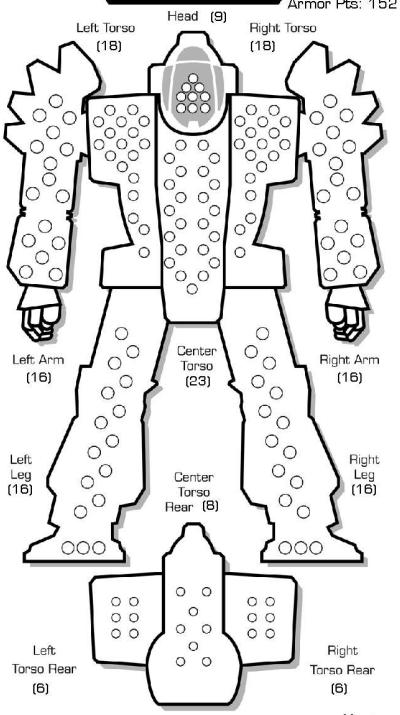
Name:

Gunnery Skill: 4 Piloting Skill: 5

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

ARMOR DIAGRAM

Armor Pts: 152



HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

CRITICAL HIT TABLE

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM-2
5. Sensors
6. Life Support

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

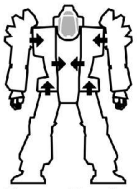
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3:
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

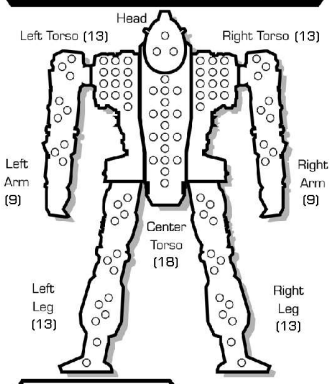
Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40