

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Shadow Hawk SHD-2H

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
2	SRM-4	RT	3	2/m	-	3	6	9
2	SRM-4	LT	3	2/m	-	3	6	9

Ammunition Type	Rounds
SRM-4	50

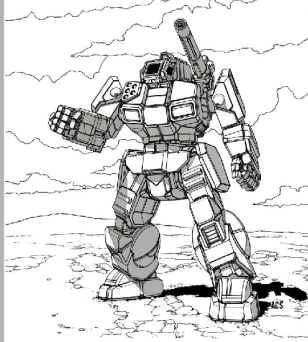
Cost: 4,572,707 C-Bills  
 +54,000 (ammo)

BV: 1,103  
 Weapon Heat [15]  
 Dissipation [16]

### WARRIOR DATA

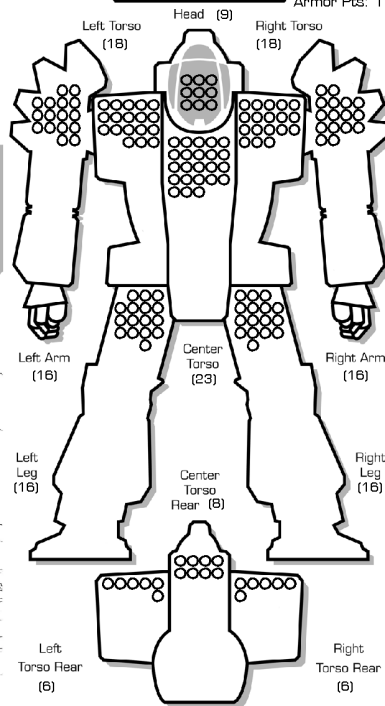
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

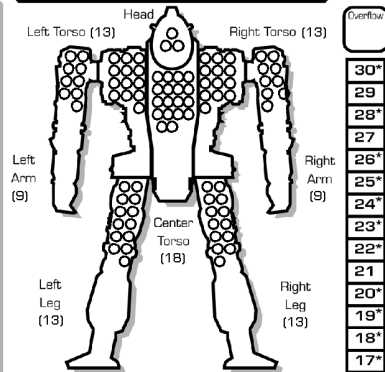
### CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4-6	Hand Actuator
	4-6	Roll Again
	4-6	Roll Again
Center Torso	1-3	Fusion Engine
	1-3	Fusion Engine
	1-3	Fusion Engine
	4-6	Gyro
	4-6	Gyro
	4-6	Gyro
Left Torso	1-3	SRM-4
	1-3	SRM-4
	1-3	@SRM 4 (25)
	4-6	Jump Jet
	4-6	Roll Again
	4-6	Roll Again
Right Torso	1-3	SRM-4
	1-3	SRM-4
	1-3	@SRM 4 (25)
	4-6	Jump Jet
	4-6	Roll Again
	4-6	Roll Again
Left Leg	1-3	Hip
	1-3	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	4-6	Heat Sink
	4-6	Heat Sink
Right Leg	1-3	Hip
	1-3	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	4-6	Heat Sink
	4-6	Heat Sink

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

CATALYST  
game labs

### INTERNAL STRUCTURE DIAGRAM



Heat Scale	Overheat
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	16 Single
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
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	○○○○○○○○○○○○○○○○○○○○

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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

\* Add +4 to pick table