BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 1

Tonnage: 55
Tech Base: Inner Sphere
Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	H	2	2/Msl	–	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
~~1~~	~~Autocannon/5~~	~~LT~~	~~1~~	~~5~~	~~3~~	~~6~~	~~12~~	~~18~~
~~1~~	~~Medium Laser~~	~~RA~~	~~3~~	~~5~~	~~–~~	~~3~~	~~6~~	~~9~~

Cost: 4,444,057 **BV:** 1,937

WARRIOR DATA

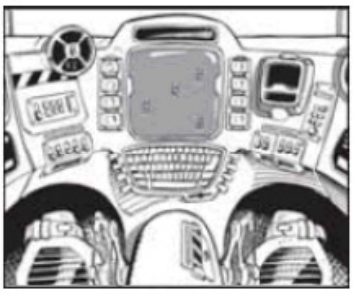
Name: Ronin (Player 3)

Gunnery Skill: 2 Piloting Skill: 3

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

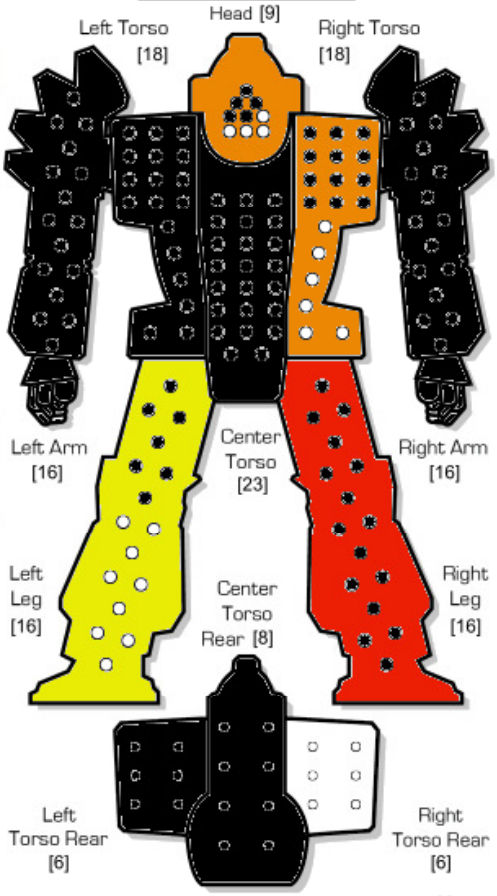
RULES LEVELS

Current: Introductory
Era Specific: Introductory
Year Specific: Introductory



Armor Factor = 152

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

Right Torso
1. Jump Jet
2. Heat Sink
3. LRM 5
4. Ammo (LRM 5) 18
5. *Roll Again*
6. *Roll Again*

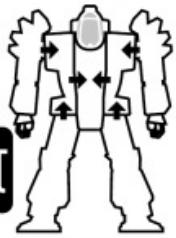
1-3

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

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

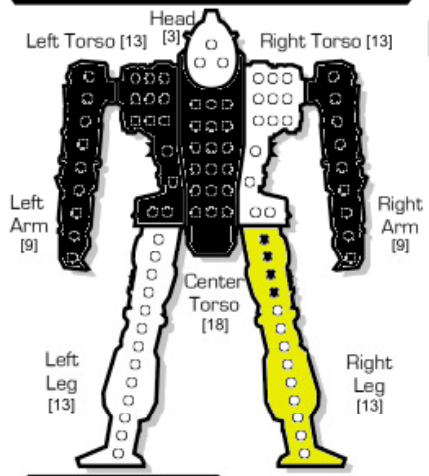
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*



Damage Transfer Diagram

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
0
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+	
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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