

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow

Movement Points: 5
 Walking: 5
 Running: 8
 Jumping: 5

Tonnage: 55
 Tech Base: Inner Sphere
 3025
 E/X-F-E-A

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

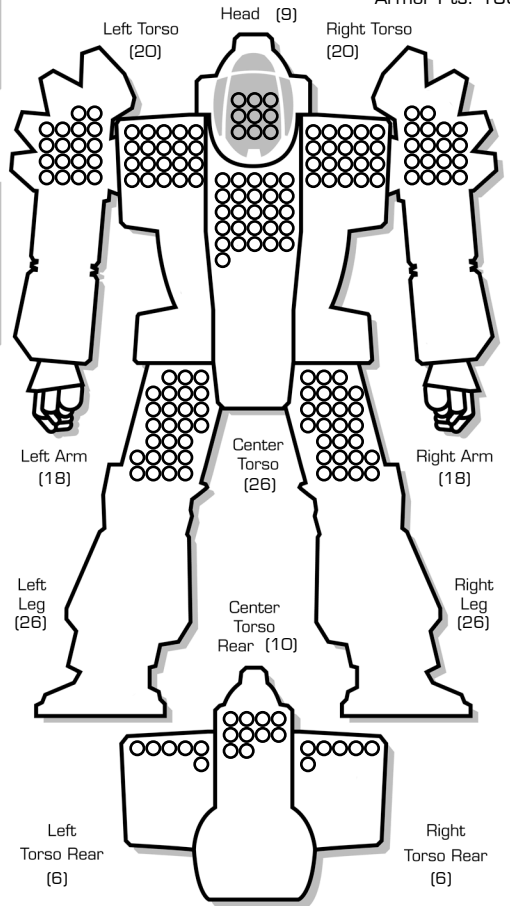
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	CT	1	3 [DE]	-	1	2	3
2	Small Laser	RT	1	3 [DE]	-	1	2	3
2	Small Laser	LT	1	3 [DE]	-	1	2	3
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 5,084,982 C-Bills
 BV: 1,430
 Weapon Heat (22)
 Dissipation (14)

ARMOR DIAGRAM

Armor Pts: 185



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- PPC
- PPC

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3 PPC
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Small Laser
- 1-3 Small Laser
- Endo-Steel
- Endo-Steel

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Small Laser
- Small Laser

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- 1-3 Small Laser
- Small Laser
- Endo-Steel

Left Leg

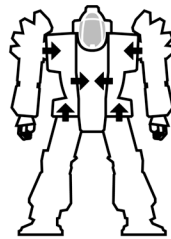
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Heat Sink

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

- 1-3 Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

Right Leg

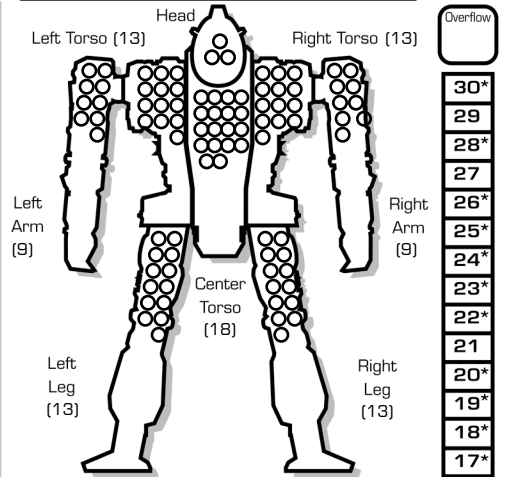
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram

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: 14 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	○○○○○○○○○○○○○○○○○○○○