

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Goshawk (Vapor Eagle)

Movement Points: Tonnage: 55
Walking: 6 Tech Base: Clan
Running: 9 Era: Early Succession Wars
Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7	—	4	8	12
1	Streak SRM 2	RT	2	2/Msl	—	4	8	12
1	Targeting Computer	RT	0	—	—	—	—	—
1	Machine Gun	LT	0	2	—	1	2	3
1	Medium Pulse Laser	LT	4	7	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl	—	4	8	12
1	Large Pulse Laser	RA	10	10	—	6	14	20
3	Machine Gun	LA	0	2	—	1	2	3

Cost: 12,143,320

BV: 3,316

WARRIOR DATA

Name: chihawk (Player 5)

Gunnery Skill: 2 Piloting Skill: 5

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

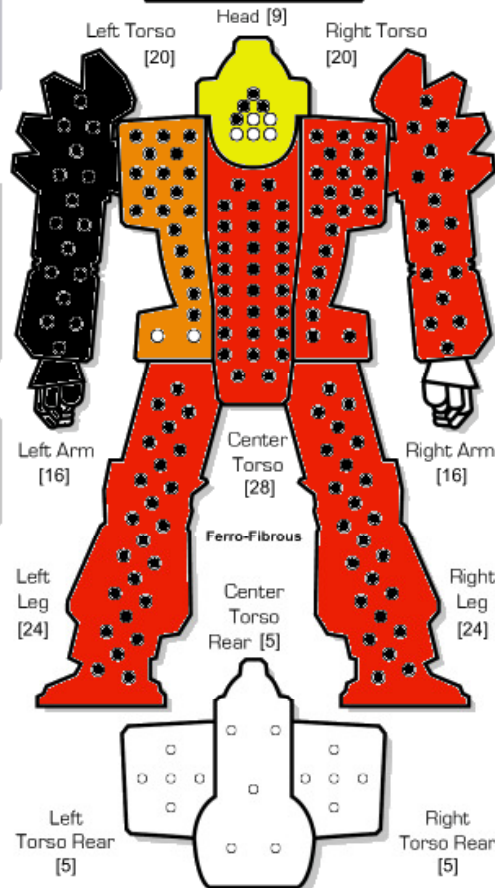
RULES LEVELS

Current: Tournament Legal
Era Specific: Tournament Legal
Year Specific: Tournament Legal



Armor Factor = 172

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Medium Pulse Laser
- Machine Gun
- Streak SRM 2
- Ammo (Streak SRM 2) 41
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

Right Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- XL Engine
- XL Engine
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Streak SRM 2
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Ferro-Fibrous

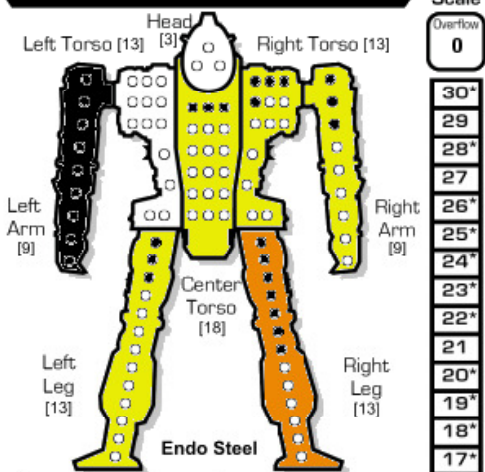
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] Double
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	

Heat Scale

Overheat 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
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