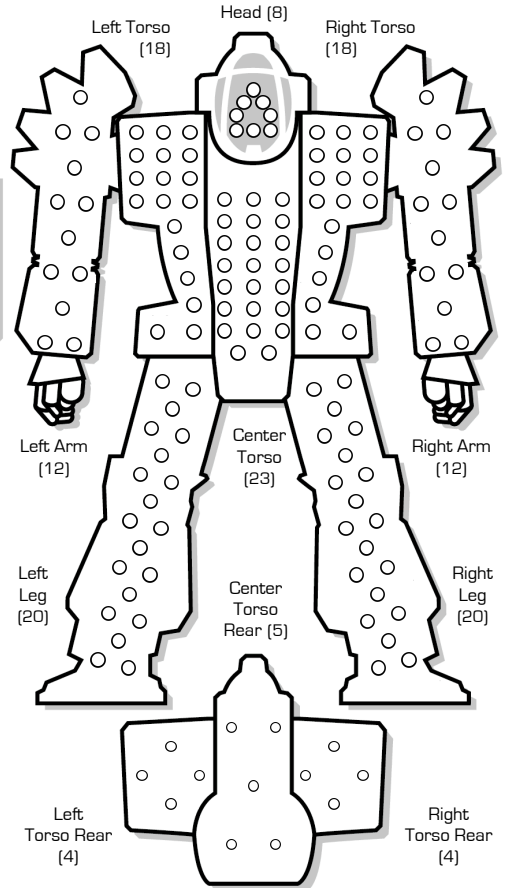


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 144

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk C

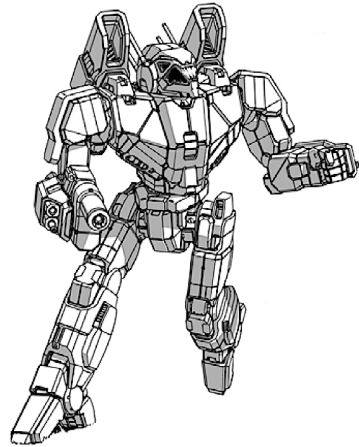
Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Striker

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	H	0	2	—	1	2	3
1	Machine Gun	CT	0	2	—	1	2	3
1	Ultra AC/2	RT	1	2/Sht	2	9	18	27
1	Ultra AC/2	LT	1	2/Sht	2	9	18	27
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Medium Pulse Laser	LA	4	7	—	4	8	12

BV: 1,396



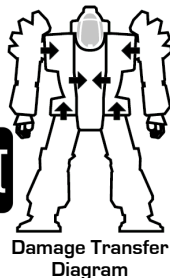
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Ultra AC/2
- 1-3**
- Ultra AC/2
 - Ammo (Ultra AC/2) 45
 - Ammo (Machine Gun) 100
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

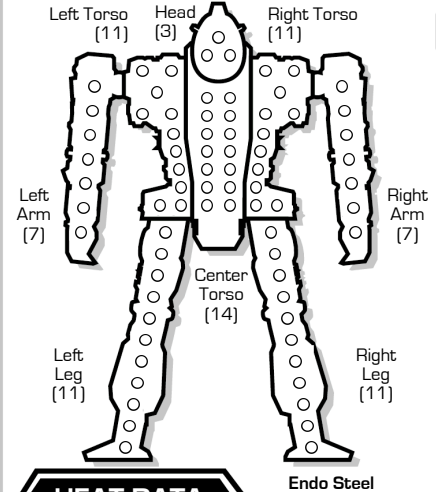
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Machine Gun
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Machine Gun
 - Endo Steel
- 2-4**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso (CASE)**
- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Ultra AC/2
- 1-3**
- Ultra AC/2
 - Ammo (Ultra AC/2) 45
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] 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

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	○
5*	○
4	○
3	○
2	○
1	○
0	○