

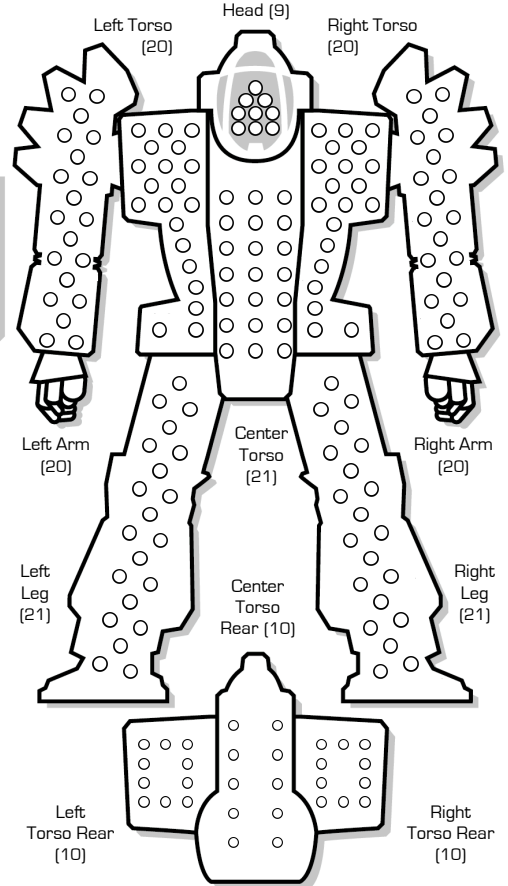
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 182

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Phoenix Hawk IIC 2

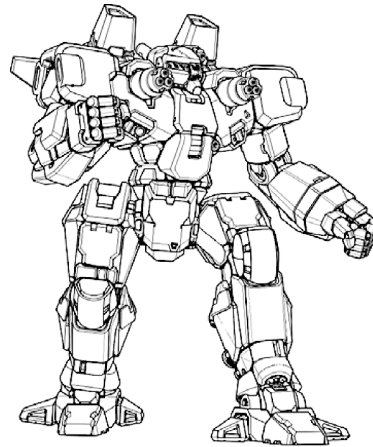
Movement Points: **Tonnage:** 80
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Rules Level:** Standard
 Jumping: 5 **Role:** Missile Boat

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
2	LRM 20	RT	6	1/Msl	-	7	14	21
2	LRM 20	LT	6	1/Msl	-	7	14	21

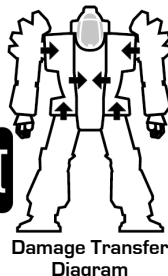
BV: 2,892



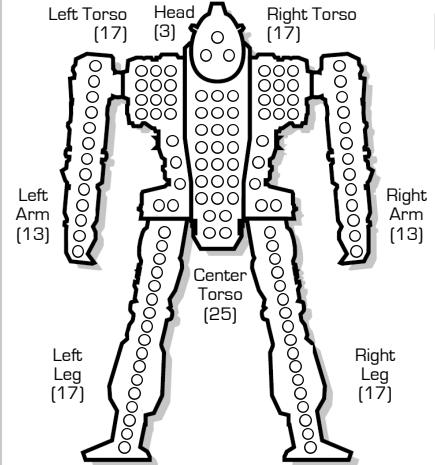
CRITICAL HIT TABLE

Part	Hit Location	Damage
Left Arm (CASE)	1. Shoulder	1-3
	2. Upper Arm Actuator	1-3
	3. Lower Arm Actuator	1-3
	4. Hand Actuator	1-3
	5. Ammo (LRM 20) 6	4-6
	6. Ammo (LRM 20) 6	4-6
Center Torso	1. Ammo (LRM 20) 6	1-3
	2. Ammo (LRM 20) 6	1-3
	3. Endo Steel	4-6
	4. Endo Steel	4-6
	5. Ferro-Fibrous	4-6
	6. Ferro-Fibrous	4-6
Left Torso	1. XL Engine	1-3
	2. XL Engine	1-3
	3. Jump Jet	1-3
	4. Jump Jet	1-3
	5. LRM 20	4-6
	6. LRM 20	4-6
Right Torso	1. LRM 20	1-3
	2. LRM 20	1-3
	3. LRM 20	1-3
	4. LRM 20	1-3
	5. LRM 20	4-6
	6. LRM 20	4-6
Left Leg	1. Hip	1-3
	2. Upper Leg Actuator	1-3
	3. Lower Leg Actuator	1-3
	4. Foot Actuator	1-3
	5. Endo Steel	4-6
	6. Ferro-Fibrous	4-6
Right Leg	1. Hip	1-3
	2. Upper Leg Actuator	1-3
	3. Lower Leg Actuator	1-3
	4. Foot Actuator	1-3
	5. Endo Steel	4-6
	6. Ferro-Fibrous	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	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○