

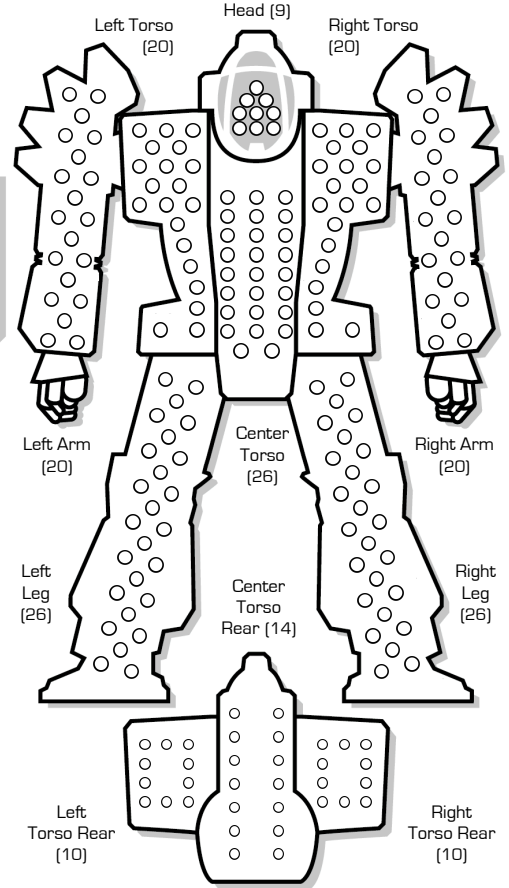
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 201

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Phoenix Hawk IIC 4

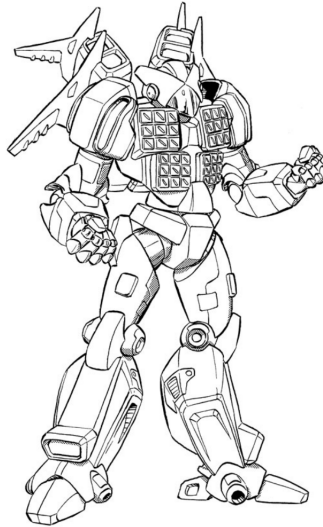
Movement Points: **Tonnage:** 80
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Rules Level:** Standard
 Jumping: 5 **Role:** Skirmisher

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	ATM 9	RT	6	2/Msl	4	5	10	15
2	ATM 9	LT	6	2/Msl	4	5	10	15

BV: 2,483



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (ATM 9) 7
- Ammo (ATM 9 ER) 7

Center Torso (CASE)

- Ammo (ATM 9 HE) 7
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ATM 9
- ATM 9

Right Torso

- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

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

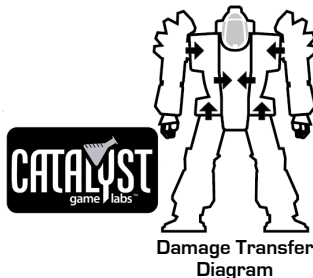
Center Torso (CASE)

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Ammo (ATM 9) 7

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (ATM 9) 7
- Ammo (ATM 9 ER) 7

Center Torso (CASE)

- Ammo (ATM 9 HE) 7
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ATM 9
- ATM 9

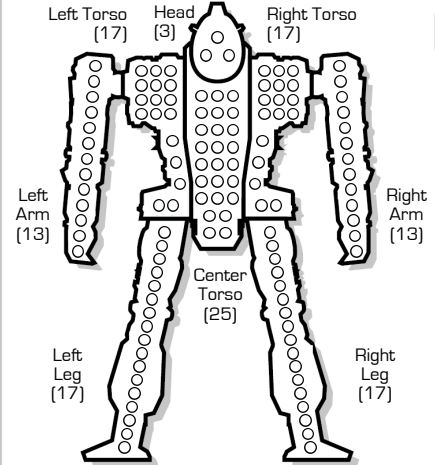
Left Torso

- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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	○