

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk IIC 7

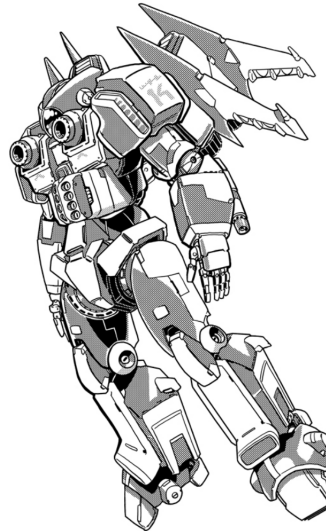
Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 6 **Role:** Skirmisher

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



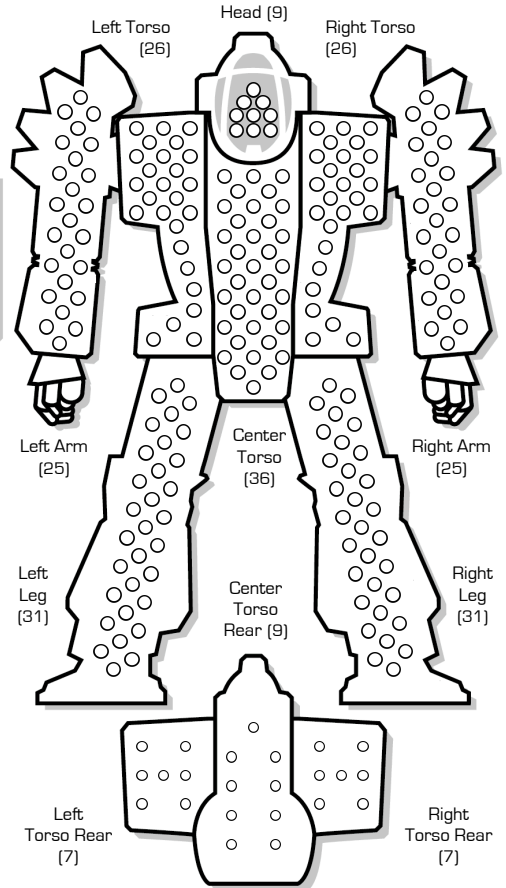
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	CT	3	2/Msl	—	4	8	12
1	LB 10-X AC	RT	2	10	—	6	12	18
1	LB 10-X AC	LT	2	10	—	6	12	18
1	ER Medium Laser	RA	5	7	—	5	10	15
1	ER Medium Laser	LA	5	7	—	5	10	15

BV: 2,219



### ARMOR DIAGRAM



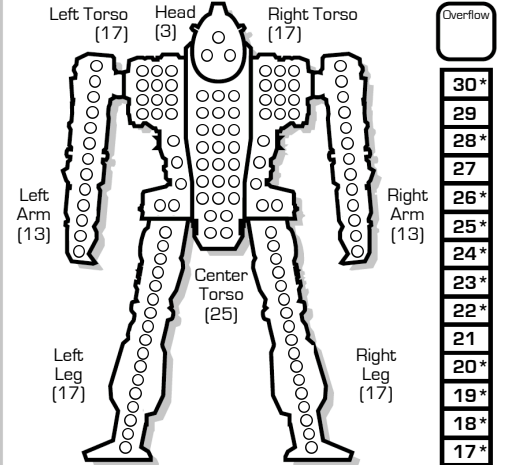
### CRITICAL HIT TABLE

<p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Ammo (LB 10-X) 10</li> </ol> <ol style="list-style-type: none"> <li>Ammo (LB 10-X Cluster) 10</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>	<p><b>Head (CASE)</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ammo (Streak SRM 4) 25</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Streak SRM 4</li> <li>Streak SRM 4</li> </ol> <p><b>4-6</b></p> <p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Ammo (LB 10-X) 10</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Ammo (LB 10-X Cluster) 10</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>Endo Steel</li> </ol> <p><b>4-6</b></p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### 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

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