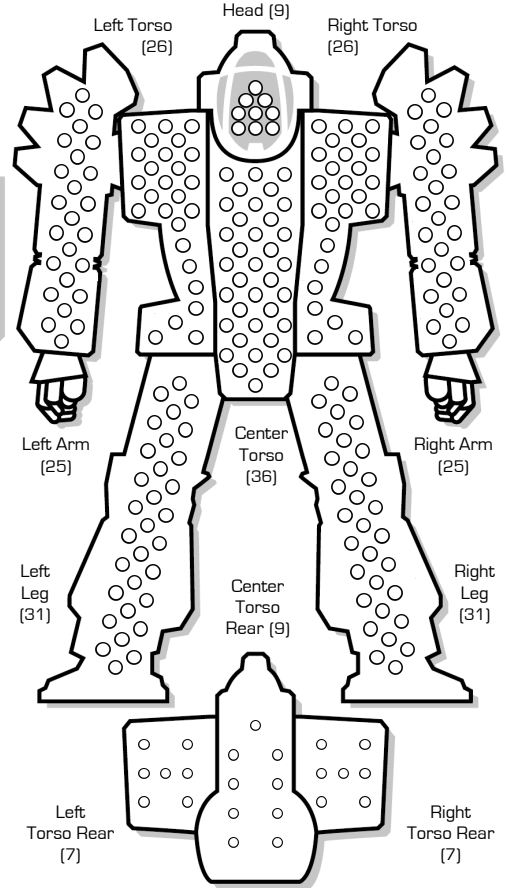


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 232

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC 8

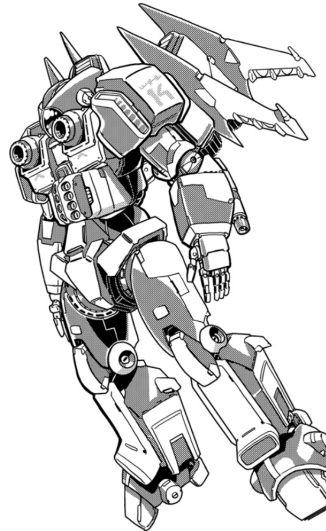
Movement Points: **Tonnage:** 80
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Rules Level:** Advanced
 Jumping: 7 **Role:** Skirmisher

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
1	ECM Suite	H	0	—	—	—	—	6
1	ER PPC	RT	15	15	—	7	14	23
2	Small Pulse Laser	RT	2	3	—	2	4	6
1	ER PPC	LT	15	15	—	7	14	23
2	Small Pulse Laser	LT	2	3	—	2	4	6

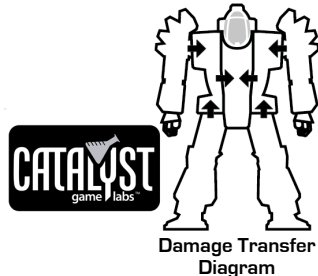
BV: 2,881



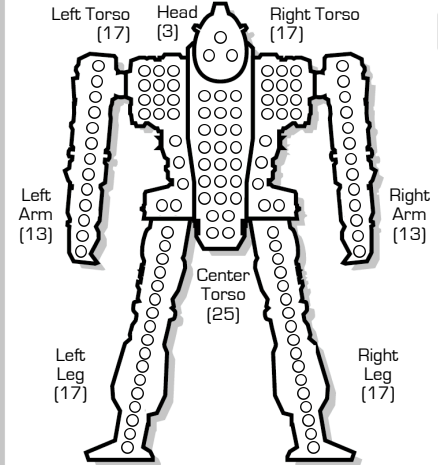
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. ECM Suite	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Center Torso	1. Endo Steel	2. Endo Steel	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso	1. XXL Engine	2. XXL Engine	3. XXL Engine	4. XXL Engine	5. Improved Jump Jet	6. Improved Jump Jet
Right Torso	1. XXL Engine	2. XXL Engine	3. XXL Engine	4. XXL Engine	5. Improved Jump Jet	6. Improved Jump Jet
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	16 [32]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	○○
27	-5 Movement Points	○○○○
26*	+4 Modifier to Fire	○○○○○
25*	Ammo Exp. avoid on 6+	○○○○○○
24*	Shutdown, avoid on 8+	○○○○○○○
23*	-4 Movement Points	○○○○○○○○
22*	Ammo Exp. avoid on 4+	○○○○○○○○○
21	Shutdown, avoid on 6+	○○○○○○○○○○
20*	+3 Modifier to Fire	○○○○○○○○○○○
19*	-3 Movement Points	○○○○○○○○○○○○
18*	Shutdown, avoid on 4+	○○○○○○○○○○○○○
17*	+2 Modifier to Fire	○○○○○○○○○○○○○○
16	Shutdown, avoid on 2+	○○○○○○○○○○○○○○○
15*	-2 Movement Points	○○○○○○○○○○○○○○○○
14*	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○
13*	-1 Movement Points	○○○○○○○○○○○○○○○○○○
12		○○○○○○○○○○○○○○○○○○○
11		○○○○○○○○○○○○○○○○○○○○
10*		○○○○○○○○○○○○○○○○○○○○○
9		○○○○○○○○○○○○○○○○○○○○○○
8*		○○○○○○○○○○○○○○○○○○○○○○○
7		○○○○○○○○○○○○○○○○○○○○○○○○
6		○○○○○○○○○○○○○○○○○○○○○○○○○
5*		○○○○○○○○○○○○○○○○○○○○○○○○○
4		○○○○○○○○○○○○○○○○○○○○○○○○○○
3		○○○○○○○○○○○○○○○○○○○○○○○○○○○
2		○○○○○○○○○○○○○○○○○○○○○○○○○○○
1		○○○○○○○○○○○○○○○○○○○○○○○○○○○
0		○○○○○○○○○○○○○○○○○○○○○○○○○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 [32]
28	Ammo Exp. avoid on 8+	Double
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 2+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○