

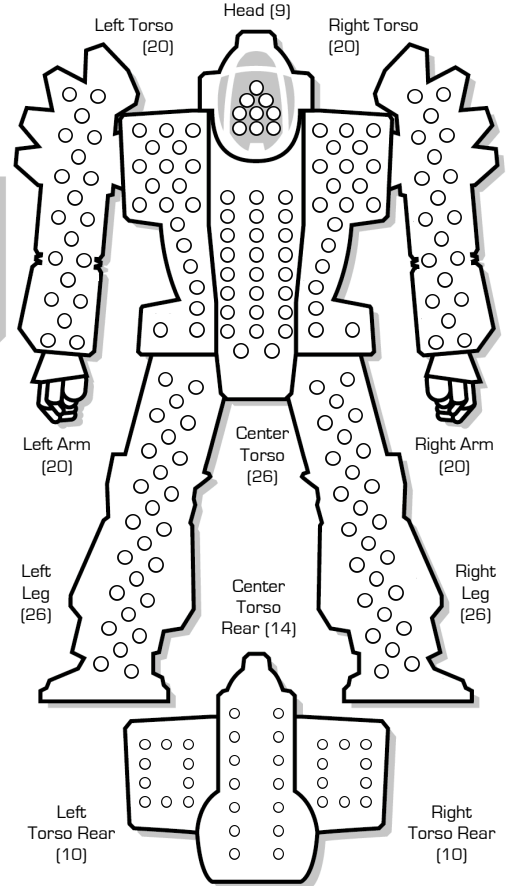
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 201

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

Type: Phoenix Hawk IIC

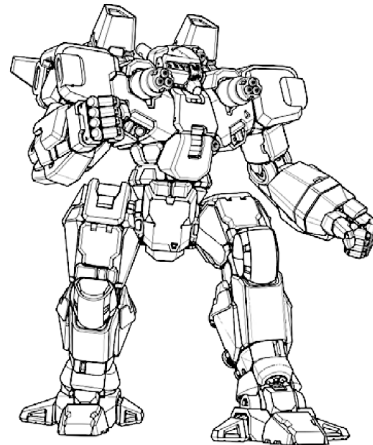
Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Sniper

### 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 | CT  | 0  | 2      | -   | 1   | 2   | 3   |
| 1   | Ultra AC/10 | RT  | 3  | 10/Sht | -   | 6   | 12  | 18  |
| 1   | Machine Gun | LT  | 0  | 2      | -   | 1   | 2   | 3   |
| 1   | Ultra AC/10 | LT  | 3  | 10/Sht | -   | 6   | 12  | 18  |

BV: 2,037



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Endo Steel

#### Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (Machine Gun) 100
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Endo Steel
  - Endo Steel
- 1-3  
 4-6

#### Center Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4-6

#### Right Torso (CASE)

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - Ultra AC/10
  - Ultra AC/10
- 1-3  
 4-6  
 1. Ultra AC/10  
 2. Ultra AC/10  
 3. Ammo (Ultra AC/10) 10  
 4. Ammo (Ultra AC/10) 10  
 5. Ammo (Ultra AC/10) 10  
 6. Machine Gun

- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - Jump Jet
  - Machine Gun
- 4-6

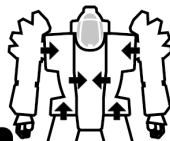
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

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

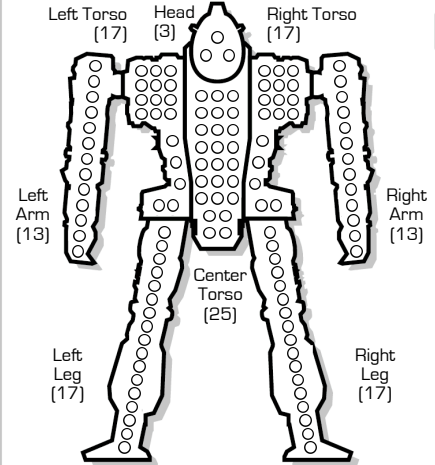
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

| Heat Level | Effects | Heat Sinks |
|------------|---------|------------|
| 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          |         |            |

### 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     |                            |