

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk L PXH-11K2

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Striker

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

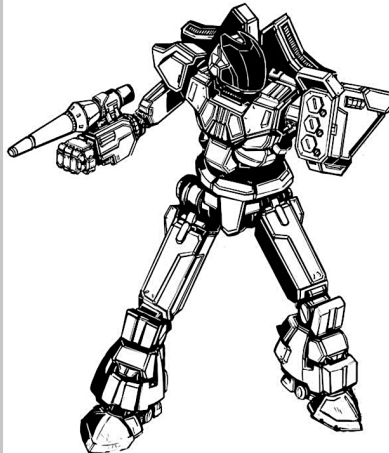
 Consciousness#

Weapons & Equipment Inventory (hexes)

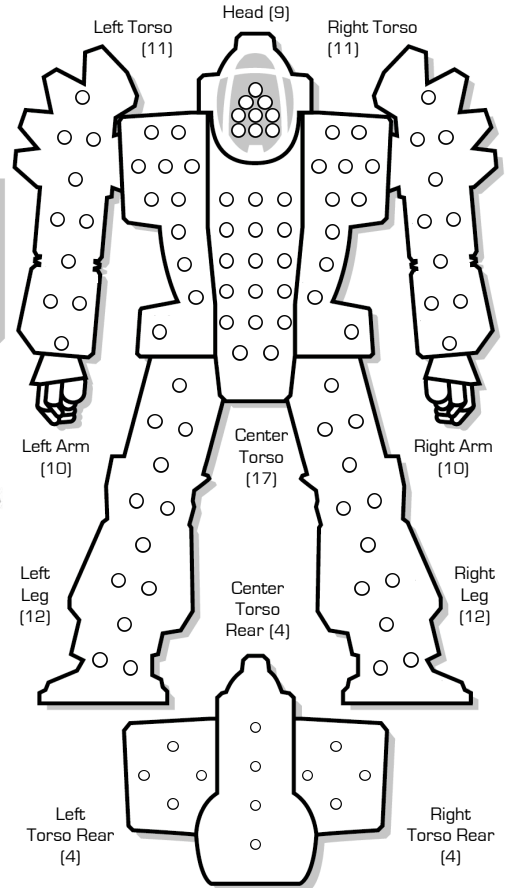
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	—	4	8	12
1	Shub-Nose PPC	RA	10	10/8/5	—	9	13	15
1	PPC Capacitor	RA	5	+5	—	—	—	—
1	MML 3	LA	2	2/Sht	—	3	6	9
				1/Sht	6	7	14	21

Note: Equipped with Full-Head Ejection System

BV: 1,233



ARMOR DIAGRAM

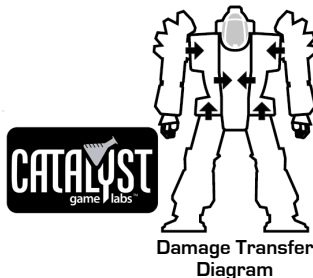


CRITICAL HIT TABLE

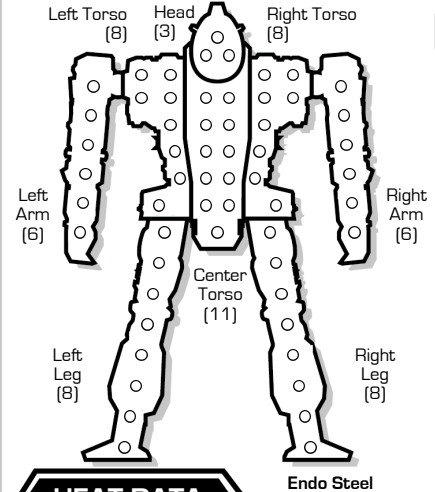
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - 1-3 Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - MML 3
- Center Torso**
- MML 3
 - Endo Steel
 - Endo Steel
 - 4-6 Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- XL Engine
 - XL Engine
 - 3 XL Engine
 - 1-3 Jump Jet
 - Jump Jet
 - Jump Jet
- Right Torso**
- XL Gyro
 - XL Gyro
 - 3 XL Gyro
 - 4-6 XL Engine
 - 5 XL Engine
 - XL Engine
- Left Leg**
- Hip
 - Upper Leg Actuator
 - 3 Lower Leg Actuator
 - 4-6 Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - 3 Lower Arm Actuator
 - 1-3 Hand Actuator
 - Snub-Nose PPC
 - Snub-Nose PPC
- Center Torso**
- XL Engine
 - XL Engine
 - 3 XL Engine
 - 1-3 XL Gyro
 - 5 XL Gyro
 - XL Gyro
- Right Torso**
- PPC Capacitor
 - ER Medium Laser
 - 3 ER Medium Laser
 - 4-6 Endo Steel
 - Endo Steel
 - Roll Again
- Right Torso**
- XL Engine
 - XL Engine
 - 3 XL Engine
 - 1-3 Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Right Leg**
- Hip
 - Upper Leg Actuator
 - 3 Lower Leg Actuator
 - 4-6 Foot Actuator
 - Endo Steel
 - Endo Steel

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

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