

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PXH-1

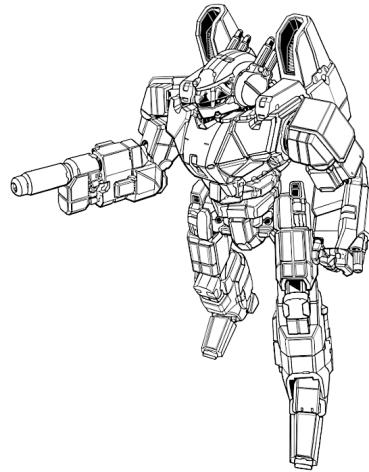
Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Introductory  
 Jumping: 6 **Role:** Skirmisher

### WARRIOR DATA

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

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

  
 Consciousness#



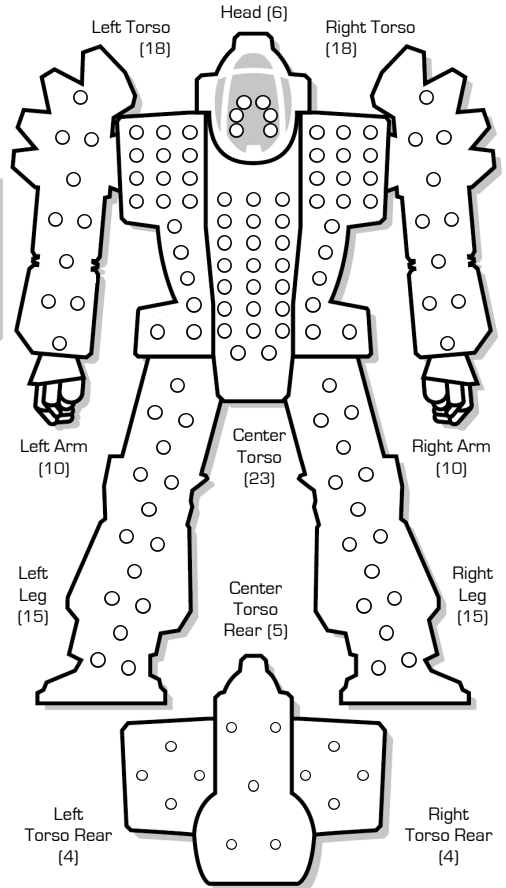
**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	—	5	10	15
1	Machine Gun	RA	0	2	—	1	2	3
1	Medium Laser	RA	3	5	—	3	6	9
1	Machine Gun	LA	0	2	—	1	2	3
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,041



### ARMOR DIAGRAM



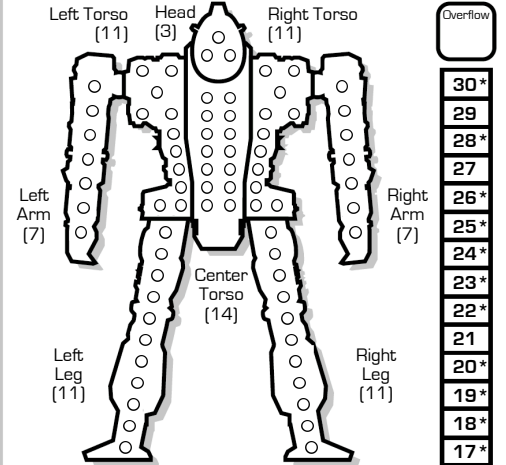
### CRITICAL HIT TABLE

<p><b>Left Arm</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>Medium Laser</li> <li>Machine Gun</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</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>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</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> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion 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> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Ammo (Machine Gun) 200</li> <li>Roll Again</li> </ol>	<p><b>Right Arm</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>Large Laser</li> <li>Large Laser</li> </ol> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Machine Gun</li> <li>Roll Again</li> <li>Roll Again</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>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</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> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</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:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single ○
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