

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PXH-1D

Movement Points: **Tonnage:** 45

Walking: 6 **Tech Base:** Inner Sphere


Running: 9 **Rules Level:** Introductory

Jumping: 6 **Role:** Skirmisher

### Weapons & Equipment Inventory (hexes)

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

BV: 1,083



### WARRIOR DATA

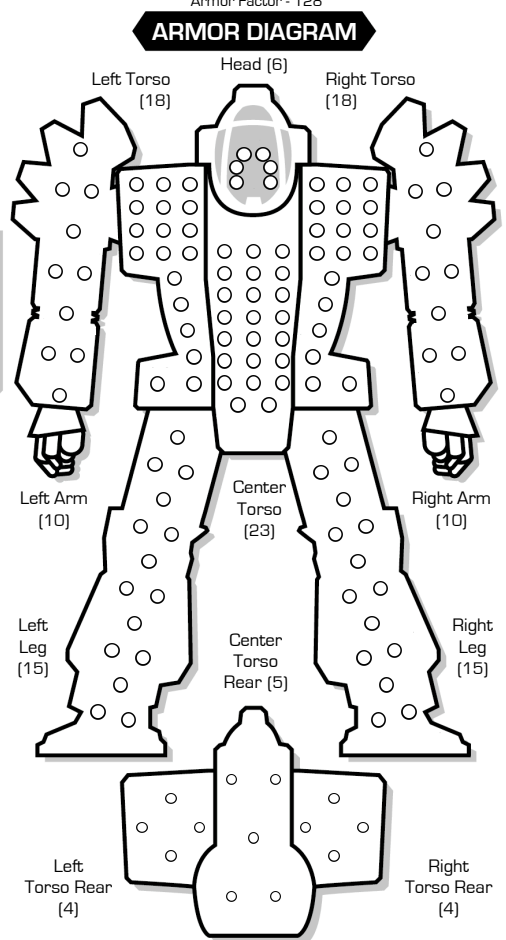
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken

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

Consciousness#



### CRITICAL HIT TABLE

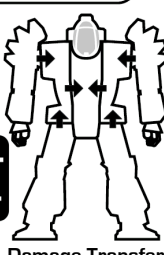
Location	Roll	Effect
Left Arm	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Hand Actuator
	7	Medium Laser
	8	Roll Again
Center Torso	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Left Torso	1-3	Jump Jet
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Right Arm	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Hand Actuator
	7	Large Laser
	8	Roll Again
Right Torso	1-3	Jump Jet
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Left Leg	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Right Leg	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again

Engine Hits ○○○


Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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