

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PXH-2

Movement Points: **Tonnage:** 45  
 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#



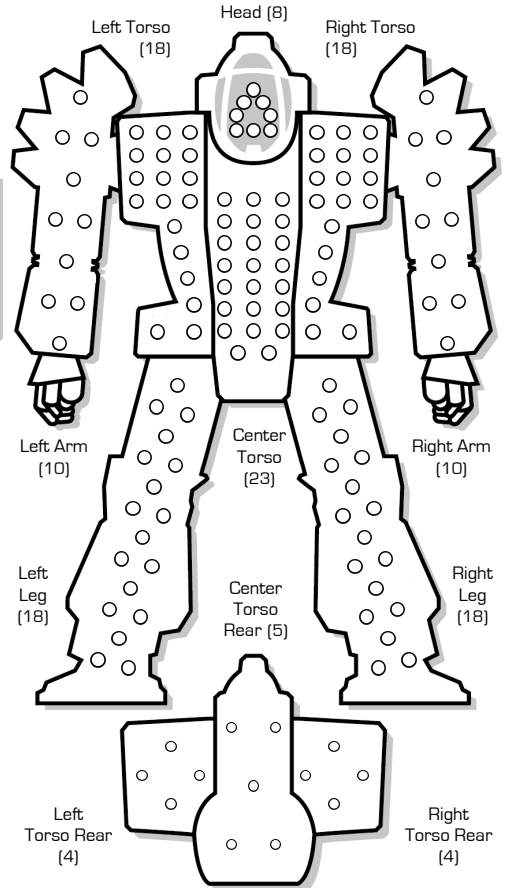
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	0	—	—	—	—	6
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: 1,145



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Roll Again
<b>1-3</b>						
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>4-6</b>						
<b>Left Torso</b>	Jump Jet	Jump Jet	Jump Jet	Roll Again	Roll Again	Roll Again
<b>1-3</b>						
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>4-6</b>						
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Large Laser	Large Laser
<b>1-3</b>						
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>4-6</b>						
<b>Right Torso</b>	Jump Jet	Jump Jet	Jump Jet	Roll Again	Roll Again	Roll Again
<b>1-3</b>						
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>4-6</b>						
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again

#### Head

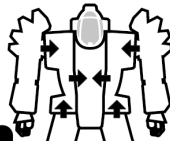
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

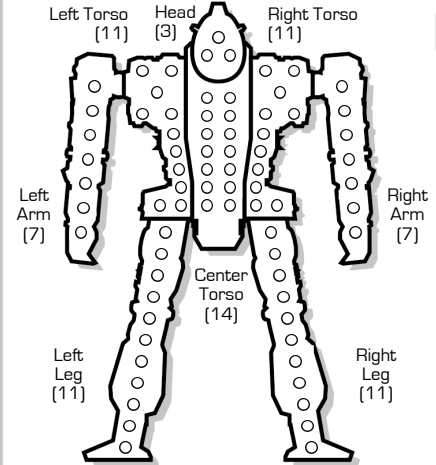
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



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

Heat Level	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	
5*	
4	
3	
2	
1	
0	