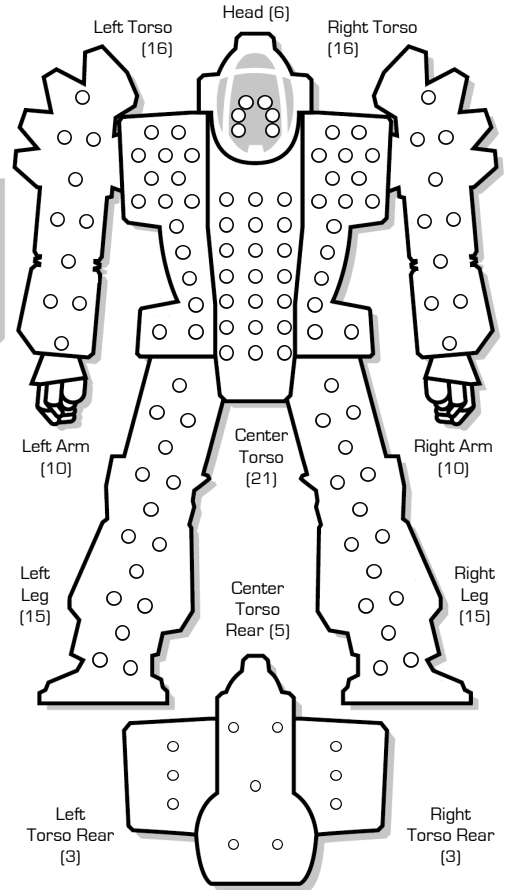


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 120

### ARMOR DIAGRAM



### 'MECH DATA

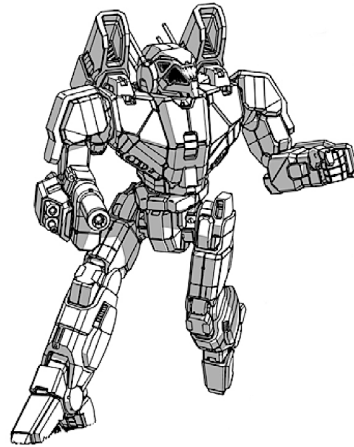
Type: Phoenix Hawk PXH-3D

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
Consciousness#	3	5	7	10	11	Dead



### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	RA	1	—	—	—	—	—
1	ER Large Laser	RA	12	8	—	7	14	19
1	Medium Pulse Laser	RA	4	6	—	2	4	6
1	ER Large Laser	LA	12	8	—	7	14	19
1	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 1,315



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Medium Pulse Laser
- Anti-Missile System
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

4-6

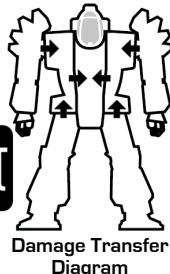
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

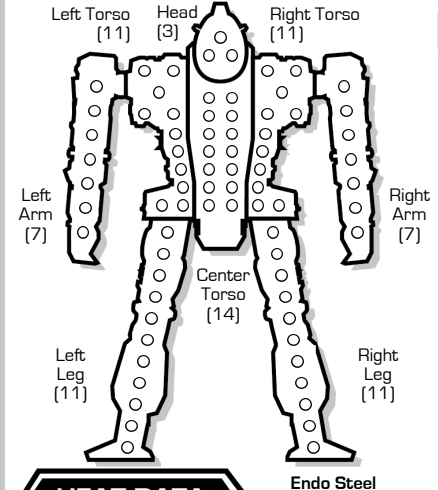
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 12 [24]
30*	Shutdown	○○○
29	Ammo Exp. avoid on 8+	○○○
28*	Shutdown, avoid on 10+	○○○
27	-5 Movement Points	○○○
26*	+4 Modifier to Fire	○○○
25*	Ammo Exp. avoid on 6+	○○○
24*	Shutdown, avoid on 8+	○○○
23*	-4 Movement Points	○○○
22*	Ammo Exp. avoid on 4+	○○○
21	Shutdown, avoid on 6+	○○○
20*	+3 Modifier to Fire	○○○
19*	-3 Movement Points	○○○
18*	Shutdown, avoid on 4+	○○○
17*	+2 Modifier to Fire	○○○
16	Shutdown, avoid on 2+	○○○
15*	-2 Movement Points	○○○
14*	+1 Modifier to Fire	○○○
13*	-1 Movement Points	○○○
12		○○○
11		○○○
10*		○○○
9		○○○
8*		○○○
7		○○○
6		○○○
5*		○○○
4		○○○
3		○○○
2		○○○
1		○○○
0		○○○

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24]
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	○○○