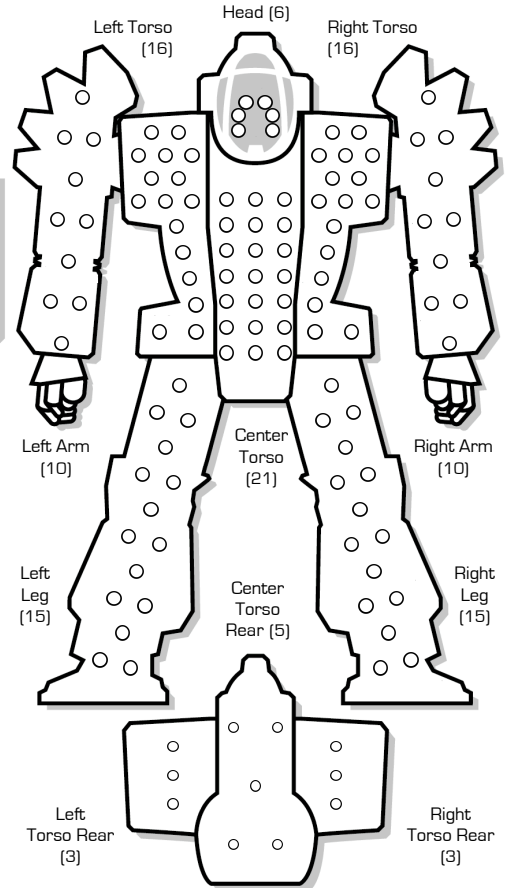


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 120

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk PXH-3M

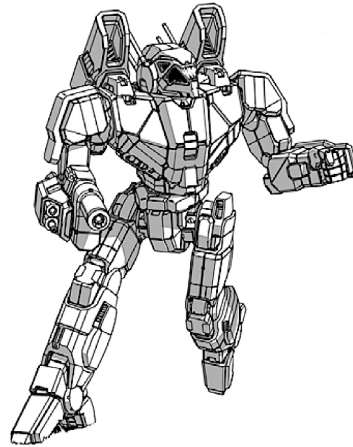
Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6
Tonnage: 45 **Tech Base:** Inner Sphere **Rules Level:** Standard **Role:** Striker

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	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	Machine Gun	LA	0	2	—	1	2	3
1	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 1,307

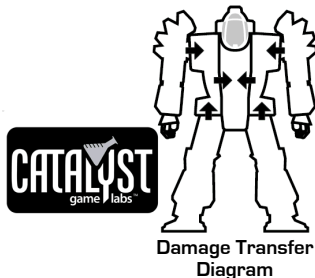


CRITICAL HIT TABLE

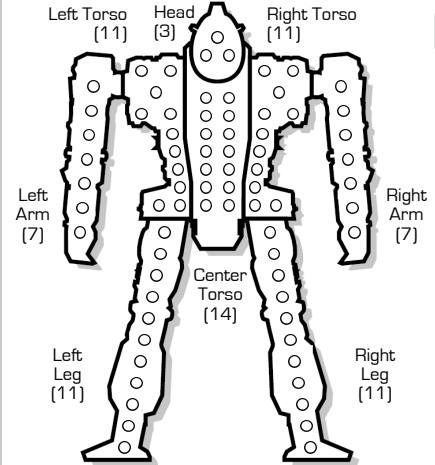
- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- #### Center Torso
- Medium Pulse Laser
 - Machine Gun
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- #### Left Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- #### Right Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- #### Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6
- #### Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6

- #### Head
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- #### Center Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- #### Right Torso
- Medium Pulse Laser
 - Anti-Missile System
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	10 [20]
29	Ammo Exp. avoid on 8+	Double
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	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double
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	○