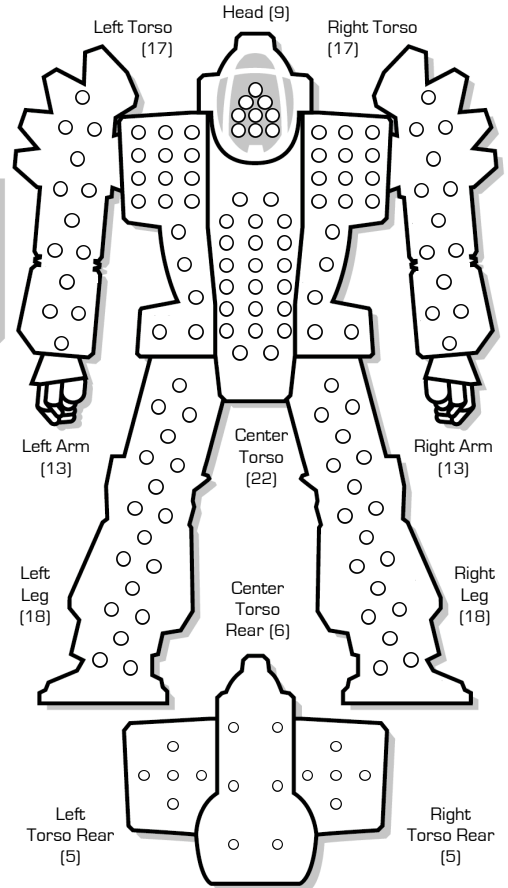


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 143

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk PXH-3PL

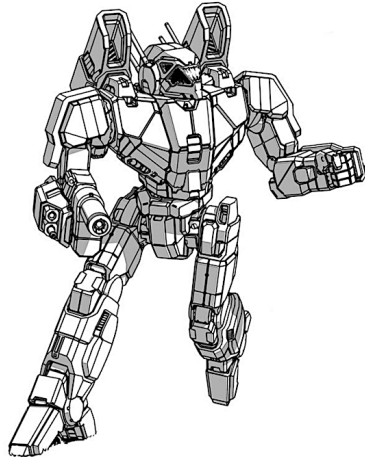
Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Striker

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
2	ER Small Laser	RT	2	3	—	2	4	5
1	Targeting Computer	LT	0	—	—	—	—	—
1	Large Pulse Laser	RA	10	9	—	3	7	10
2	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 1,240



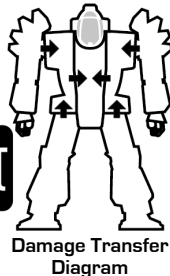
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6**
- Endo Steel
 - Endo Steel
 - Endo Steel
- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3**
- Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3**
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again

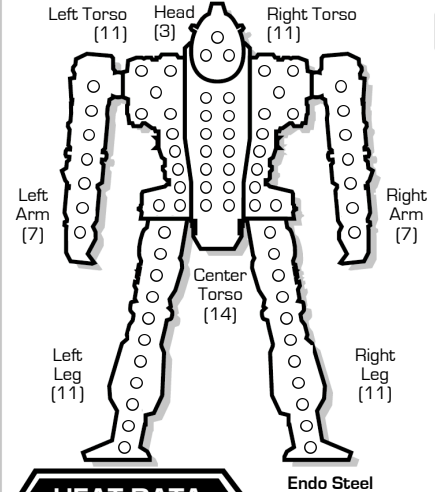
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3**
- Gyro
 - Gyro
 - Gyro
- 4-6**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
- 4-6**
- Endo Steel
 - Endo Steel
 - Endo Steel
- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3**
- Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3**
- ER Small Laser
 - ER Small Laser
 - Endo Steel
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	12 [24]
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	Shutdown, avoid on 3+	○
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	12 [24]
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	○