

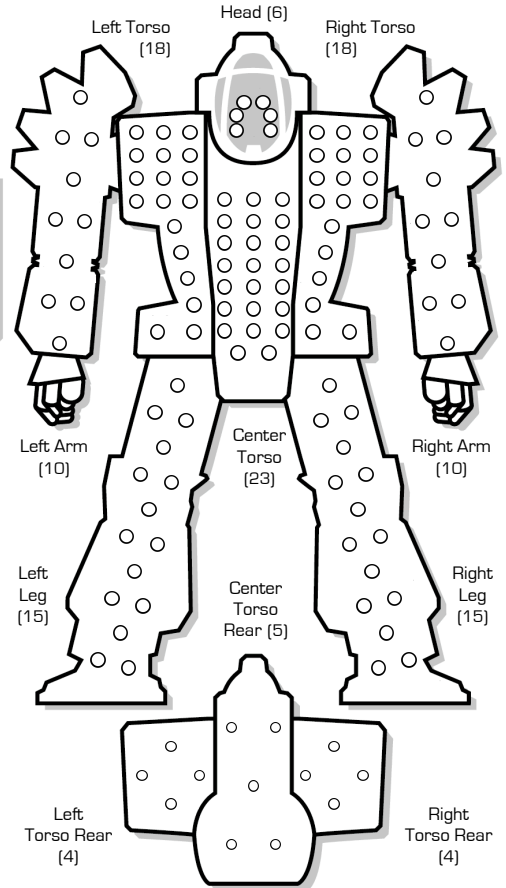
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 128

### ARMOR DIAGRAM

Stealth



### 'MECH DATA

Type: Phoenix Hawk PXH-4L

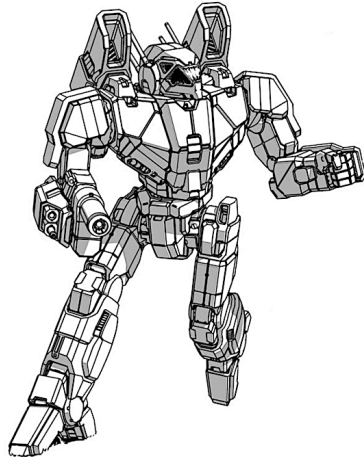
Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Advanced  
 Jumping: 6 **Role:** Striker

### 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	RT	0	—	—	—	—	6
1	ER Large Laser	RA	12	8	—	7	14	19
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Machine Gun	RA	0	2	—	1	2	3
1	ER Medium Laser	LA	5	5	—	4	8	12
1	Machine Gun	LA	0	2	—	1	2	3

Note: Equipped with Full-Head Ejection System

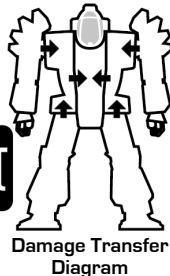
BV: 1,282



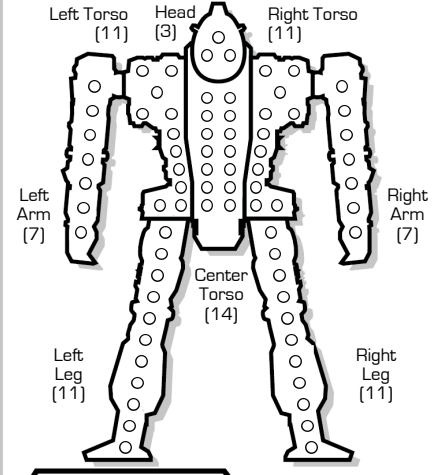
### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	ER Medium Laser	Machine Gun
<b>Center Torso</b>	Endo Steel	Endo Steel	Endo Steel	Roll Again	Stealth	Stealth
<b>Left Torso</b>	Jump Jet	Jump Jet	Jump Jet	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	ER Large Laser	ER Large Laser
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
<b>Right Torso</b>	ER Medium Laser	Machine Gun	Endo Steel	Endo Steel	Stealth	Stealth
<b>Left Leg</b>	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Stealth	Stealth
<b>Right Torso</b>	Jump Jet	Jump Jet	Jump Jet	Guardian ECM Suite	Guardian ECM Suite	Endo Steel
<b>Right Leg</b>	Jump Jet	Jump Jet	Jump Jet	Guardian ECM Suite	Guardian ECM Suite	Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22]
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	○

### 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	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○