

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-4M

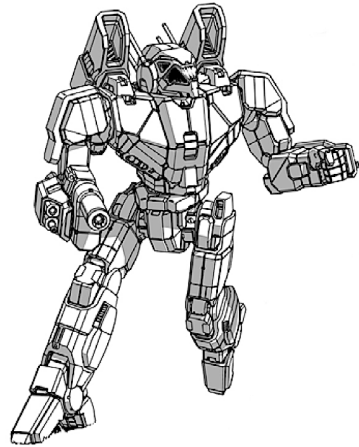
Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Striker

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



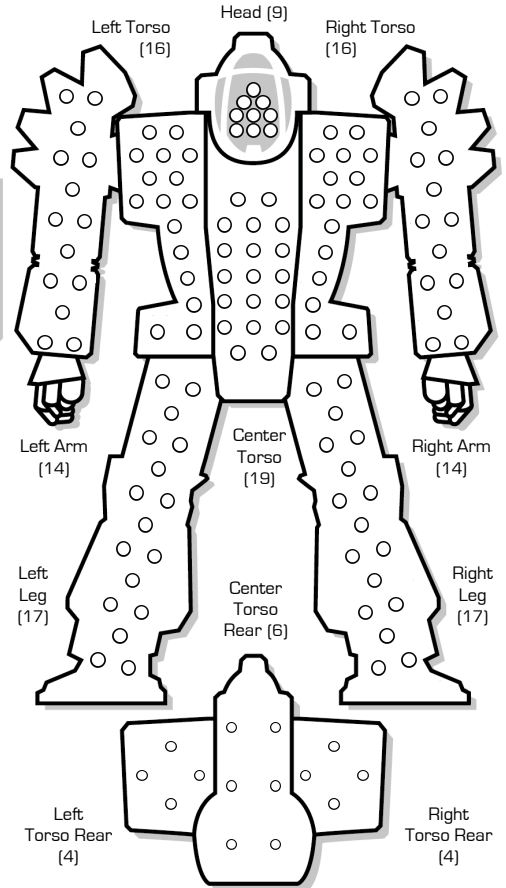
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small X-Pulse Laser	CT	3	3	—	2	4	5
1	Light PPC	RA	5	5	3	6	12	18
1	Medium X-Pulse Laser	RA	6	6	—	3	6	9
1	Light PPC	LA	5	5	3	6	12	18
1	Medium X-Pulse Laser	LA	6	6	—	3	6	9

BV: 1,327



ARMOR DIAGRAM



CRITICAL HIT TABLE

- | | | |
|---|---|--|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Light PPC
6. Light PPC

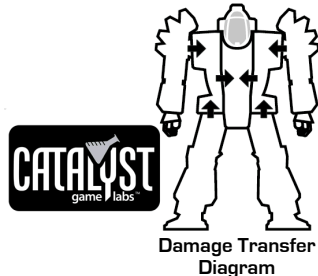
1. Medium X-Pulse Laser
2. Endo Steel
4-6 3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again | Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Light PPC
6. Light PPC

1. Medium X-Pulse Laser
2. Endo Steel
4-6 3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again |
| Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

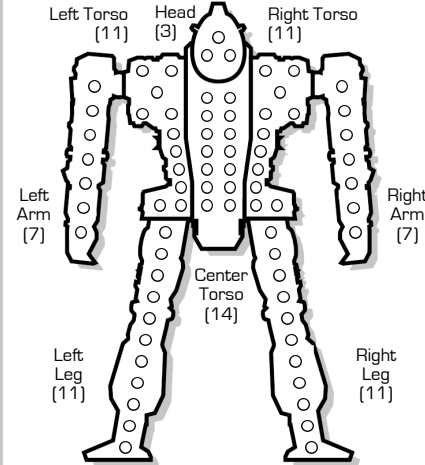
1. Jump Jet
2. Jump Jet
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again | Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
4-6 3. Light Fusion Engine
4. Light Fusion Engine
5. Small X-Pulse Laser
6. Small X-Pulse Laser | Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. Jump Jet
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again |
| Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel | Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○ | Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel |



INTERNAL STRUCTURE DIAGRAM



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	○

Heat Scale

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