

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-4W

Movement Points: **Tonnage:** 45
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Advanced
 Jumping: 8 **Role:** Striker

WARRIOR DATA

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

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

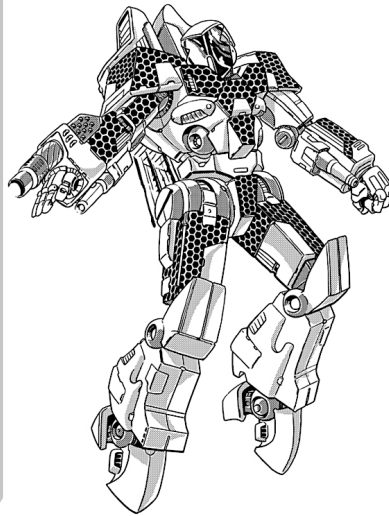
 Consciousness#

Weapons & Equipment Inventory (hexes)

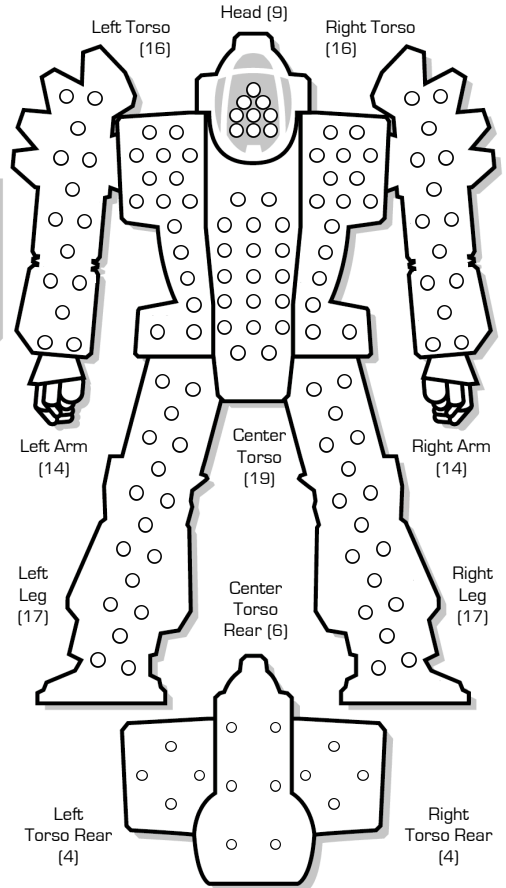
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	0	—	—	—	—	6
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Light PPC	RA	5	5	3	6	12	18
1	ER Medium Laser	LA	5	5	—	4	8	12
1	Light PPC	LA	5	5	3	6	12	18

Note: Equipped with Full-Head Ejection System

BV: 1,395



ARMOR DIAGRAM



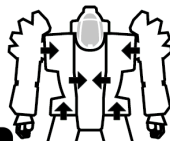
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Light PPC
 - Light PPC
- 4-6
- ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Improved Jump Jet
- 4-6
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
 - Heavy-Duty Gyro
- 4-6
- Light Fusion Engine
 - Endo Steel
 - Endo Steel

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Light PPC
 - Light PPC
- 4-6
- ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6
- Improved Jump Jet
 - Improved Jump Jet
 - Guardian ECM Suite
 - Guardian ECM Suite
 - Endo Steel
 - Endo Steel

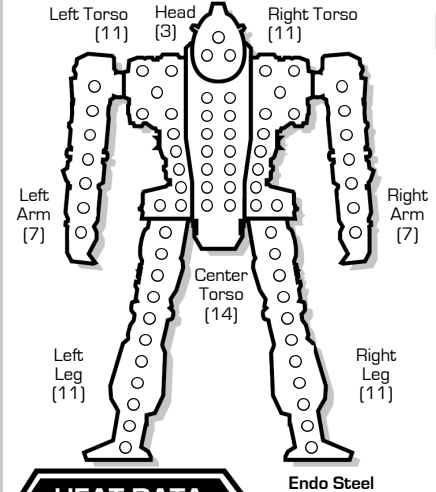
Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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	○

Heat Scale

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	
5*	
4	
3	
2	
1	
0	