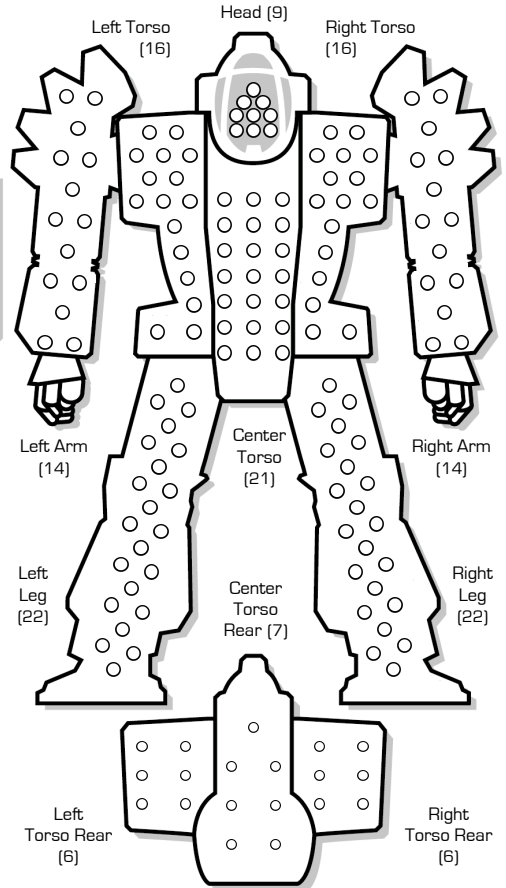


BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk PXH-6D

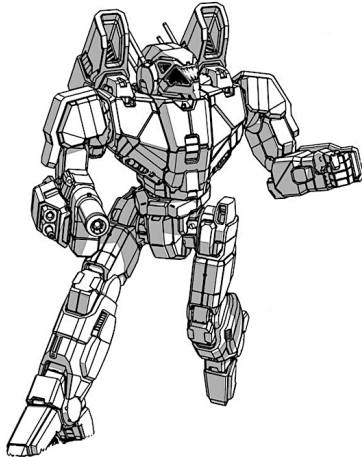
Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Advanced
 Jumping: 6 **Role:** Striker

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 |
|-----|--------------------|-----|----|-----|-----|-----|-----|-----|
| 2 | ER Medium Laser | CT | 5 | 5 | — | 4 | 8 | 12 |
| 1 | Targeting Computer | RT | 0 | — | — | — | — | — |
| 1 | ER PPC | RA | 15 | 10 | — | 7 | 14 | 23 |
| 2 | ER Medium Laser | LA | 5 | 5 | — | 4 | 8 | 12 |

Note: Equipped with Full-Head Ejection System

BV: 1,665

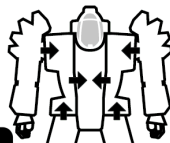


CRITICAL HIT TABLE

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

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

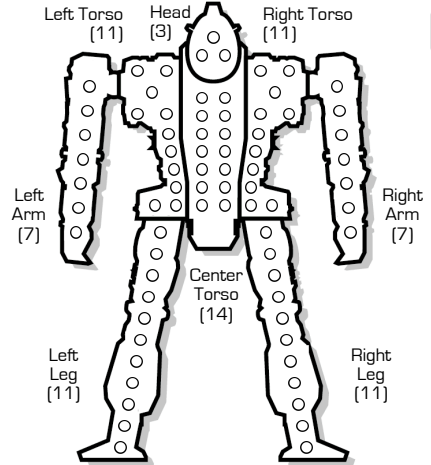
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

| Heat Level | Effects | Heat Sinks |
|------------|---------|------------|
| 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 | | |

HEAT DATA

| Heat Level* | Effects | Heat Sinks: 12 [24] |
|-------------|------------------------|---------------------|
| 30 | Shutdown | Double ○○ |
| 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 | ○ |