

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-7K

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	H	0	—	—	—	—	—
1	Shub-Nose PPC	RA	10	10/8/5	—	9	13	15
1	ER Medium Laser	LA	5	5	—	4	8	12

Note: Equipped with Full-Head Ejection System

BV: 1,241



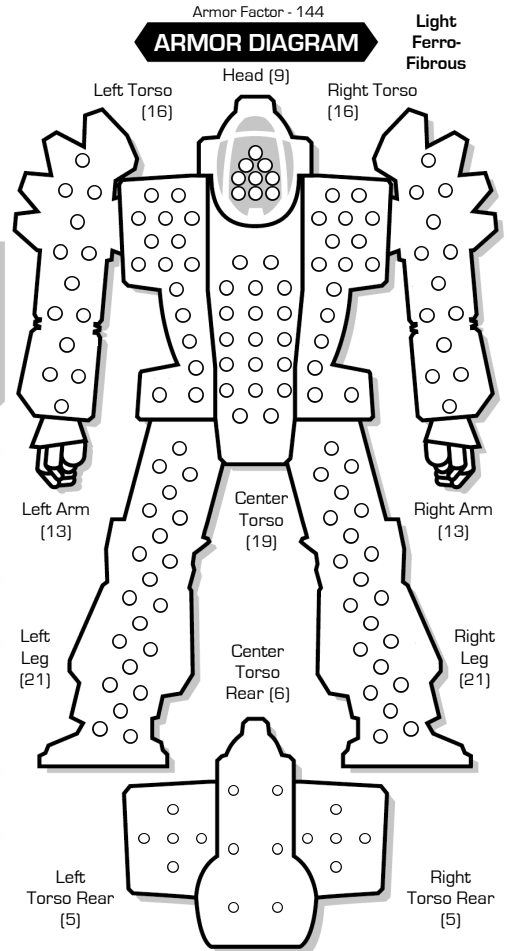
WARRIOR DATA

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

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



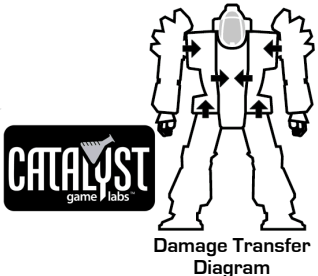
ARMOR DIAGRAM



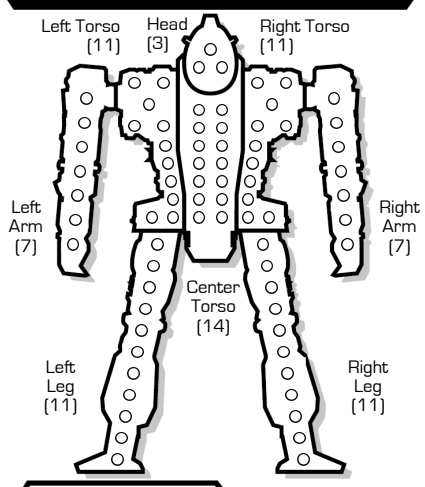
CRITICAL HIT TABLE

- | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel
1-3 | Head
1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Snub-Nose PPC
6. [Snub-Nose PPC
1-3 |
| 1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous
4-6 | Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1-3 | 1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous
4-6 |
| Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. [Improved Jump Jet
4. [Improved Jump Jet
5. [Improved Jump Jet
6. [Improved Jump Jet
1-3 | 1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. [Improved Jump Jet
6. [Improved Jump Jet
4-6 | Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. [Improved Jump Jet
4. [Improved Jump Jet
5. [Improved Jump Jet
6. [Improved Jump Jet
1-3 |
| 1. [Improved Jump Jet
2. [Improved Jump Jet
3. [Improved Jump Jet
4. [Improved Jump Jet
5. Endo Steel
6. Endo Steel
4-6 | 1. [Improved Jump Jet
2. [Improved Jump Jet
3. [Improved Jump Jet
4. [Improved Jump Jet
5. Endo Steel
6. Endo Steel
4-6 | 1. [Improved Jump Jet
2. [Improved Jump Jet
3. [Improved Jump Jet
4. [Improved Jump Jet
5. Endo Steel
6. Endo Steel
4-6 |
| Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel | Right 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 ○



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	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	○