

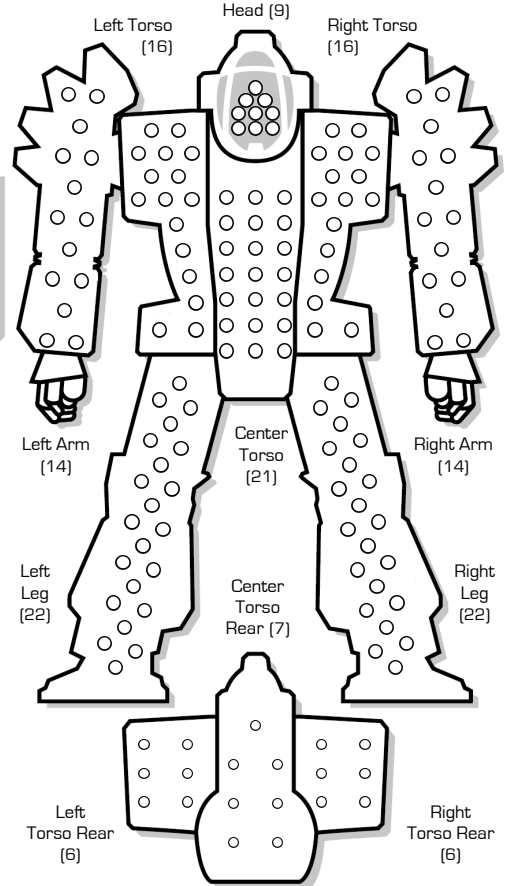
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 153

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

Type: Phoenix Hawk PXH-7S

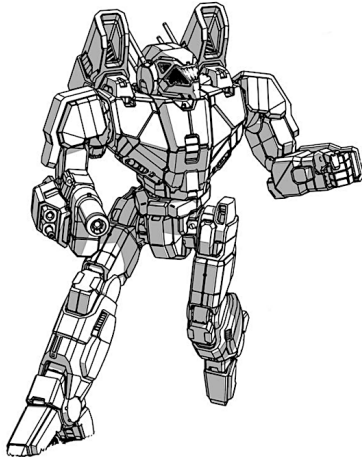
Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 [12] **Rules Level:** Advanced  
 Jumping: 6 **Role:** Striker

### 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	Small Laser	H	1	3	—	1	2	3
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9
1	Large Pulse Laser	RA	10	9	—	3	7	10
2	Medium Laser	LA	3	5	—	3	6	9

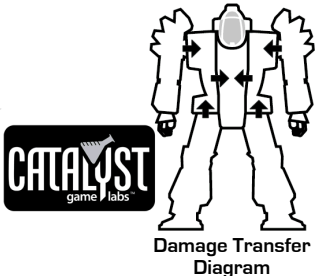
Note: Equipped with Full-Head Ejection System

BV: 1,496

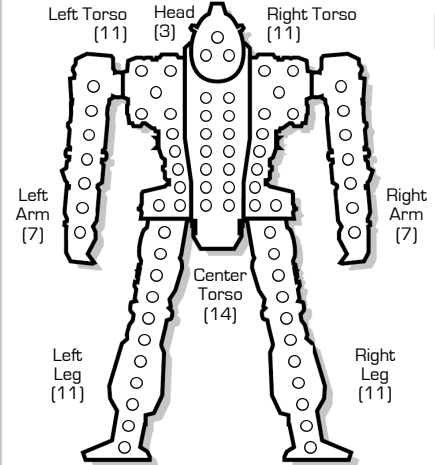


### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Large Pulse Laser</li> <li>Large Pulse Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Large Pulse Laser</li> <li>Large Pulse Laser</li> </ol>
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Jump Jet</li> <li>Medium Laser</li> <li>Ferro-Fibrous</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>MASC</li> <li>MASC</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Jump Jet</li> <li>Medium Laser</li> <li>Ferro-Fibrous</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Engine Hits</b> ○○○○  <b>Gyro Hits</b> ○○  <b>Sensor Hits</b> ○○  <b>Life Support</b> ○</p>



### 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:
30	Shutdown	10 [20]
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	○