

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-8CS

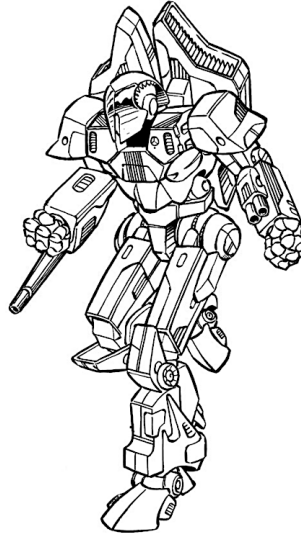
Movement Points: **Tonnage:** 45
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Experimental
 Jumping: 6 **Role:** Striker

WARRIOR DATA

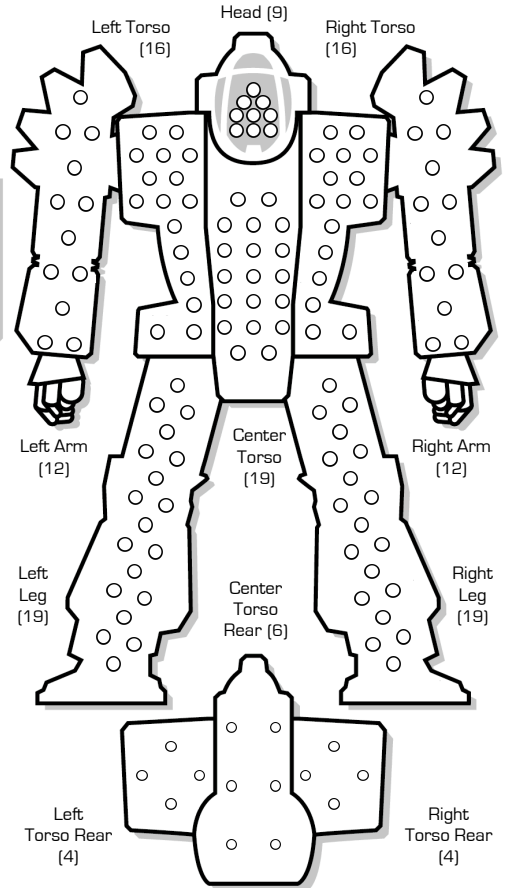
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



ARMOR DIAGRAM



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	H	0	—	—	—	—	—
1	Guardian ECM Suite	RA	0	—	—	—	—	6
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15

Note: Equipped with Full-Head Ejection System

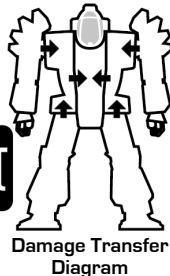
BV: 1,442



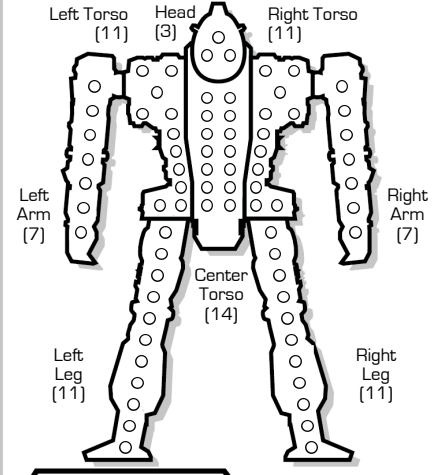
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Snub-Nose PPC 3. Snub-Nose PPC 4. Endo Steel 5. Endo Steel 6. Endo Steel
Left Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine 4. XXL Engine 5. XXL Engine 6. XXL Engine	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Endo Steel 5. Endo Steel 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Head	1. Life Support 2. Sensors 3. Cockpit 4. C3 Slave 5. Sensors 6. Life Support	
Center Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine 4. XL Gyro 5. XL Gyro 6. XL Gyro	1. XL Gyro 2. XL Gyro 3. XL Gyro 4. XXL Engine 5. XXL Engine 6. XXL Engine
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Snub-Nose PPC 3. Snub-Nose PPC 4. Guardian ECM Suite 5. Guardian ECM Suite 6. Endo Steel
Right Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine 4. XXL Engine 5. XXL Engine 6. XXL Engine	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Endo Steel 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 Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 [28]
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	○○○○○○○○○○○○○○○○○