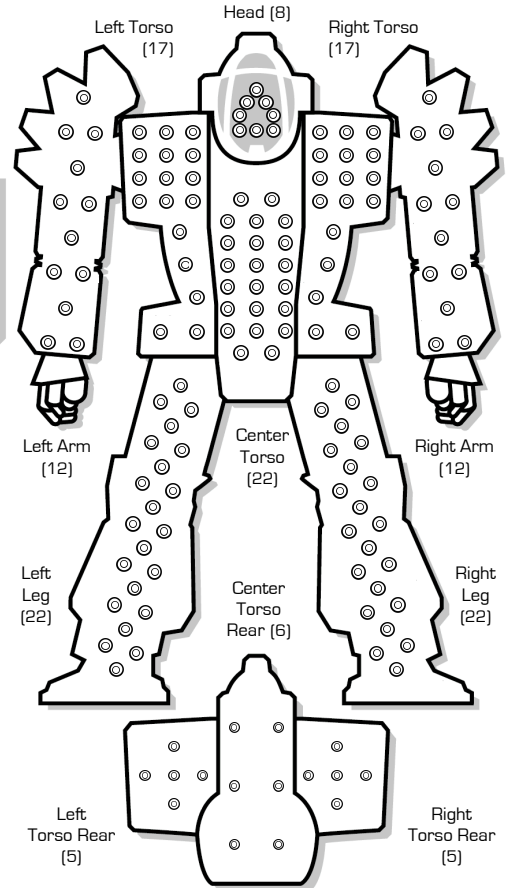


BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Hardened

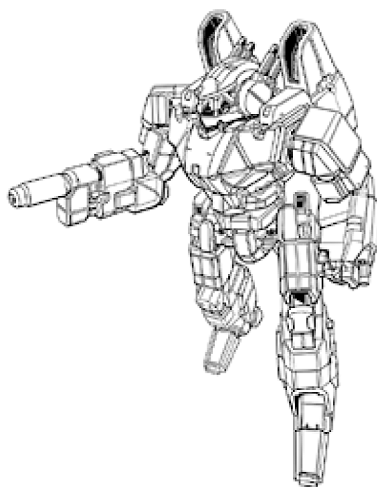


WARRIOR DATA

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

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

 Consciousness#



'MECH DATA

Type: Phoenix Hawk PXH-99
 Movement Points: Tonnage: 45
 Walking: 1 [0] Tech Base: Inner Sphere
 Running: 1 Rules Level: Advanced
 Jumping: 2 [1] Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Modular Armor	RT	0	—	—	—	—	—
1	Modular Armor	LT	0	—	—	—	—	—
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Small Laser	RA	2	3	—	2	4	5
1	Large X-Pulse Laser	RA	14	9	—	5	10	15
1	ER Medium Laser	LA	5	5	—	4	8	12
1	ER Small Laser	LA	2	3	—	2	4	5
1	Modular Armor	RL	0	—	—	—	—	—
1	Modular Armor	LL	0	—	—	—	—	—

BV: 1,444



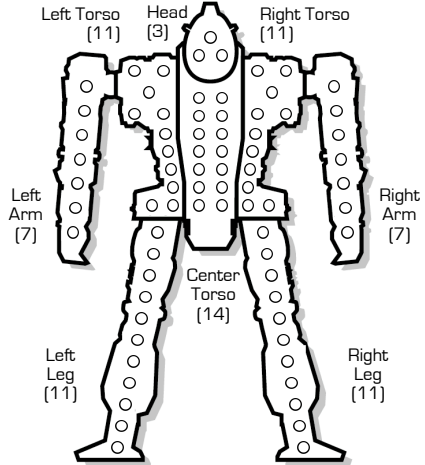
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink ER Medium Laser ER Small Laser <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Improved Jump Jet Improved Jump Jet Modular Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Modular Armor Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Heavy-Duty Gyro Heavy-Duty Gyro Heavy-Duty Gyro <p>1-3</p> <ol style="list-style-type: none"> Heavy-Duty Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Large X-Pulse Laser ER Medium Laser ER Small Laser Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Improved Jump Jet Improved Jump Jet Modular Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Modular Armor Roll Again
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Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○
 Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	10 [20]
29		Double
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		

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	