

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Falcon Hawk FNHK-9K

Movement Points: **Tonnage:** 35
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 175 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9
1	Small Pulse Laser	HD	2	3 [P, AI]	—	1	2	3

(hexes)

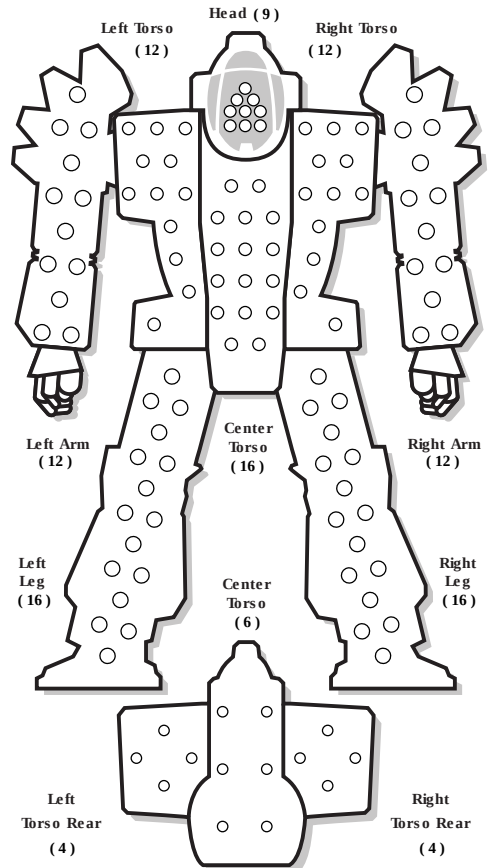
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



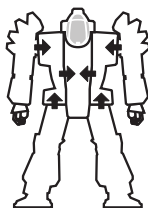
BV: 1,030



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Medium Pulse Laser		4. Small Pulse Laser		4. ER PPC
	5. Medium Pulse Laser		5. Sensors		5. ER PPC
	6. Ferro-Fibrous		6. Life Support		6. ER PPC
Center Torso		Left Torso		Right Torso	
4-6	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Ferro-Fibrous		4. Gyro		4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	3	
	2. Upper Leg Actuator		2. Upper Leg Actuator	3	
	3. Lower Leg Actuator		3. Lower Leg Actuator	3	
	4. Foot Actuator		4. Foot Actuator	3	
	5. Ferro-Fibrous		5. Ferro-Fibrous	3	
	6. Ferro-Fibrous		6. Ferro-Fibrous	3	
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Hip	4-6	1. Hip	3	
	2. Upper Leg Actuator		2. Upper Leg Actuator	3	
	3. Lower Leg Actuator		3. Lower Leg Actuator	3	
	4. Foot Actuator		4. Foot Actuator	3	
	5. Ferro-Fibrous		5. Ferro-Fibrous	3	
	6. Ferro-Fibrous		6. Ferro-Fibrous	3	

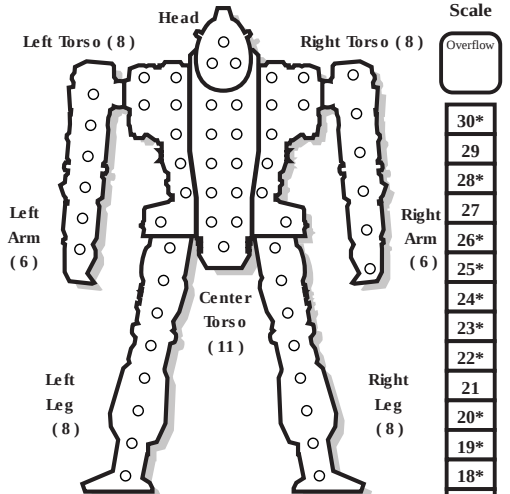
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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

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