

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Falcon Hawk FNHK-9K1A

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
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9
1	Small Pulse Laser	HD	2	3 [P, AI]	—	1	2	3

(hexes)

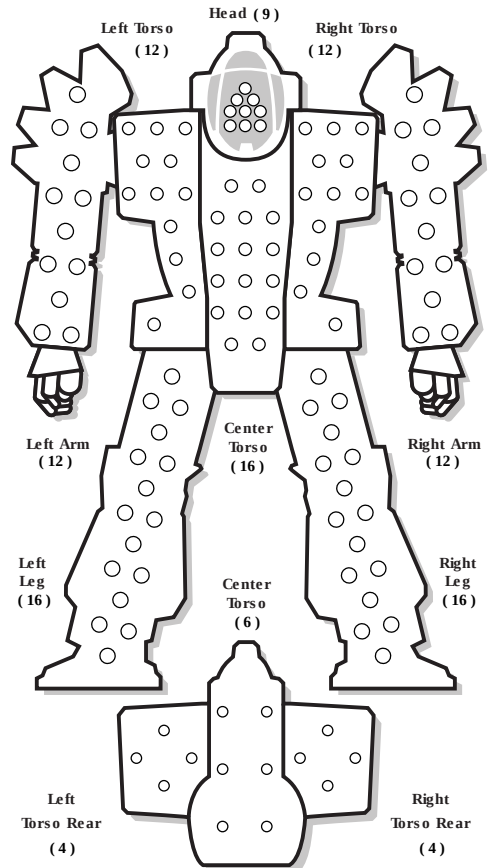
WARRIOR DATA

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

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

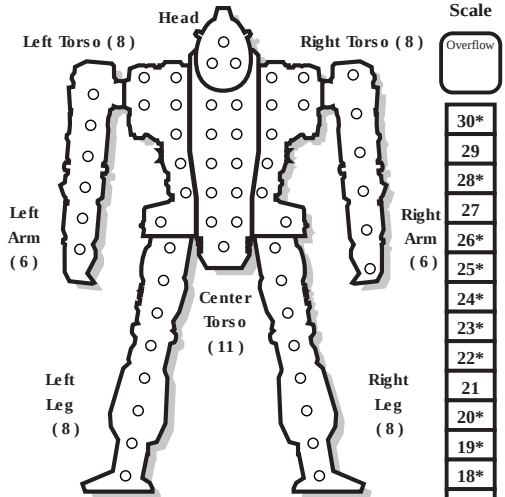
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

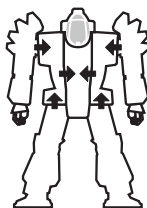
Standard Structure



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - Medium Laser
- 1-3**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6**
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Small Pulse Laser
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Laser (R)
 - Roll Again
- 4-6**
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6**

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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
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16
15*
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13*
12
11
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9
8*
7
6
5*
4
3
2
1
0