

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Phoenix Hawk IIC 4

Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher  
 Engine Type: 400 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
2	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (ATM 9) 21, (ATM 9 ER) 14, (ATM 9 HE) 14

BV: 2,366

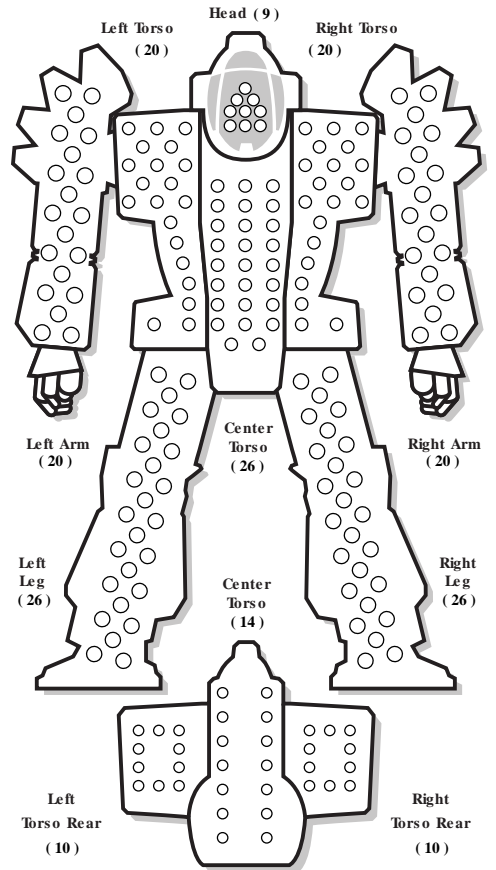
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

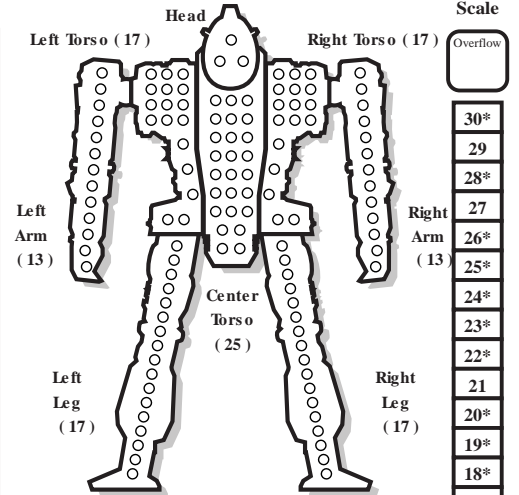
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

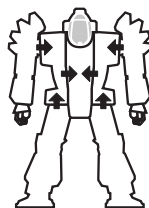
#### Endo Steel



### CRITICAL TABLE

Location	Component	Count
Left Arm (CASE)	1. Shoulder	1
	2. Upper Arm Actuator	1
	3. Lower Arm Actuator	1
	4. Hand Actuator	1
	5. Ammo (ATM 9) 7	7
	6. Ammo (ATM 9 ER) 7	7
Right Arm (CASE)	1. Shoulder	1
	2. Upper Arm Actuator	1
	3. Lower Arm Actuator	1
	4. Hand Actuator	1
	5. Ammo (ATM 9) 7	7
	6. Ammo (ATM 9 ER) 7	7
Center Torso (CASE)	1. XL Fusion Engine	2
	2. XL Fusion Engine	2
	3. XL Fusion Engine	3
	4. Gyro	4
	5. Gyro	5
	6. Gyro	6
Left Torso	1. XL Fusion Engine	3
	2. XL Fusion Engine	3
	3. Jump Jet	3
	4. Jump Jet	3
	5. ATM 9	5
	6. ATM 9	6
Right Torso	1. XL Fusion Engine	3
	2. XL Fusion Engine	3
	3. Jump Jet	3
	4. Jump Jet	3
	5. ATM 9	5
	6. ATM 9	6
Left Leg	1. Hip	1
	2. Upper Leg Actuator	2
	3. Lower Leg Actuator	3
	4. Foot Actuator	4
	5. Endo Steel	5
	6. Ferro-Fibrous	6
Right Leg	1. Hip	1
	2. Upper Leg Actuator	2
	3. Lower Leg Actuator	3
	4. Foot Actuator	4
	5. Endo Steel	5
	6. Ferro-Fibrous	6

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



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○