

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Phoenix Hawk PXH-4L

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Striker
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6

Ammo: (Machine Gun) 100

BV: 1,282

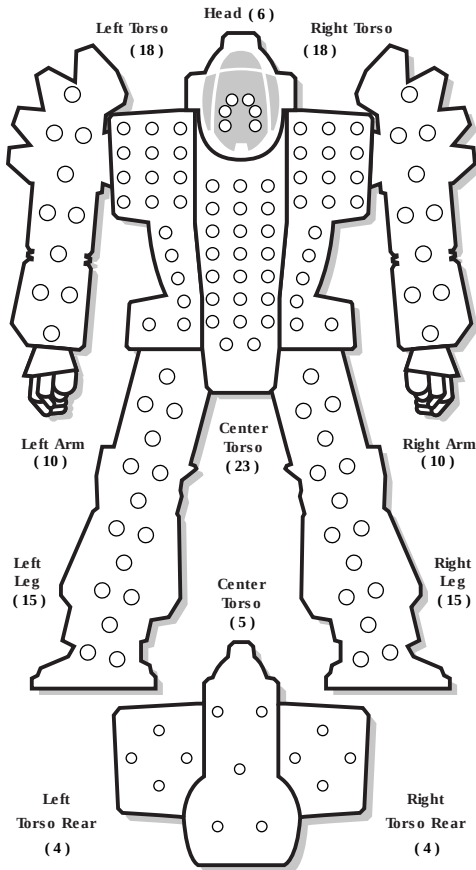
WARRIOR DATA

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

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

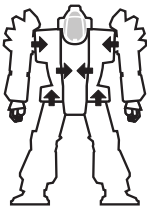
ARMOR DIAGRAM

Stealth



CRITICAL TABLE

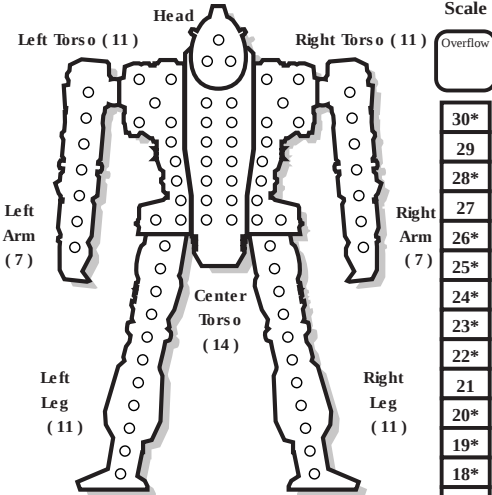
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. ER Large Laser
	6. Machine Gun		6. Life Support		6. ER Large Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Endo Steel	1-3	1. Fusion Engine	1-3	1. ER Medium Laser
	2. Endo Steel		2. Fusion Engine		2. Machine Gun
	3. Endo Steel		3. Fusion Engine		3. Endo Steel
	4. Stealth		4. Gyro		4. Endo Steel
	5. Stealth		5. Gyro		5. Stealth
	6. Roll Again		6. Gyro		6. Stealth
4-6	1. Double Heat Sink	4-6	1. Gyro	4-6	1. Jump Jet
	2. Double Heat Sink		2. Fusion Engine		2. Jump Jet
	3. Double Heat Sink		3. Fusion Engine		3. Jump Jet
	4. Jump Jet		4. Fusion Engine		4. ECM Suite (Guardian)
	5. Jump Jet		5. Ammo (Machine Gun) 100		5. ECM Suite (Guardian)
	6. Jump Jet		6. Roll Again		6. Endo Steel
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Stealth		5. Stealth		
	6. Stealth		6. Stealth		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0