

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Phoenix Hawk PXH-3K  
Movement Points: Tonnage: 45  
Walking: 6 Tech Base: Inner Sphere  
Running: 9 Rules Level: Standard  
Jumping: 6 Role: Striker  
Engine Type: 270 XL

Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Large Laser     | LA  | 12 | 8 [DE] | —   | 7   | 14  | 19  |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 1   | ER Large Laser     | RA  | 12 | 8 [DE] | —   | 7   | 14  | 19  |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]  | —   | 2   | 4   | 6   |

BV: 1,359



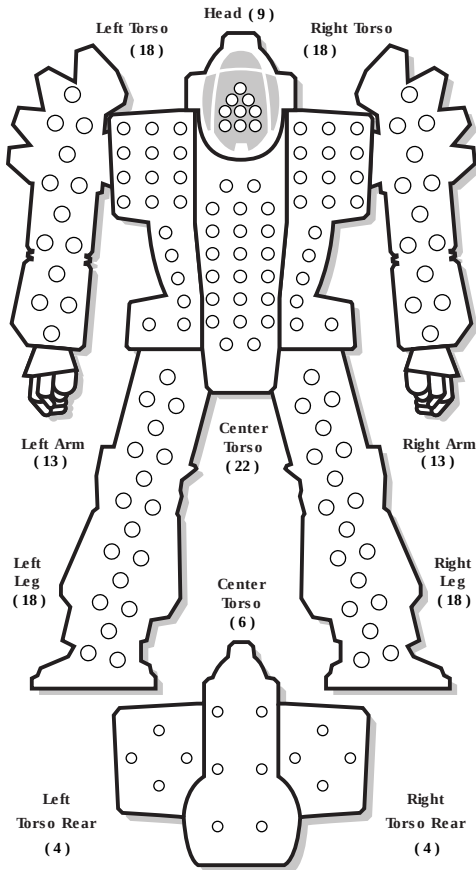
WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

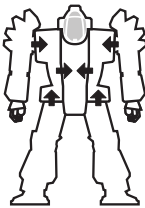
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

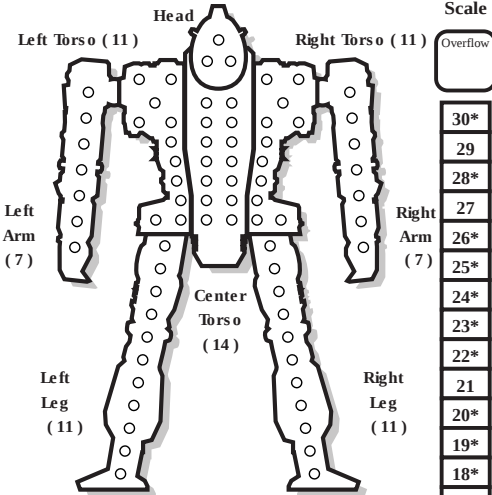
| Left Arm     |                       | Head       |                       | Right Arm    |                       |
|--------------|-----------------------|------------|-----------------------|--------------|-----------------------|
| 1-3          | 1. Shoulder           | 1-3        | 1. Life Support       | 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 Large Laser     |            | 5. Sensors            |              | 5. ER Large Laser     |
|              | 6. ER Large Laser     |            | 6. Life Support       |              | 6. ER Large Laser     |
| Center Torso |                       | Left Torso |                       | Right Torso  |                       |
| 4-6          | 1. Medium Pulse Laser | 4-6        | 1. XL Fusion Engine   | 4-6          | 1. Medium Pulse Laser |
|              | 2. Ferro-Fibrous      |            | 2. XL Fusion Engine   |              | 2. Ferro-Fibrous      |
|              | 3. Ferro-Fibrous      |            | 3. XL Fusion Engine   |              | 3. Ferro-Fibrous      |
|              | 4. Roll Again         |            | 4. Gyro               |              | 4. Roll Again         |
|              | 5. Roll Again         |            | 5. Gyro               |              | 5. Roll Again         |
|              | 6. Roll Again         |            | 6. Ferro-Fibrous      |              | 6. Roll Again         |
| Left Leg     |                       | Right Leg  |                       | Engine Hits  |                       |
| 4-6          | 1. Hip                | 4-6        | 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. Ferro-Fibrous      |            | 5. Ferro-Fibrous      |              |                       |
|              | 6. Ferro-Fibrous      |            | 6. Ferro-Fibrous      |              |                       |



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30          | Shutdown               | 12 (24)            |
| 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   |