

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Phoenix Hawk IIC 9

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	RT	3	10/Sht	—	6	12	18
[DB,R/C]								
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	HD	—	2 [DB,AI]	—	1	2	3

Ammo: (LRM 20) 24, (Machine Gun) 100, (Ultra AC/10) 20

BV: 2,332



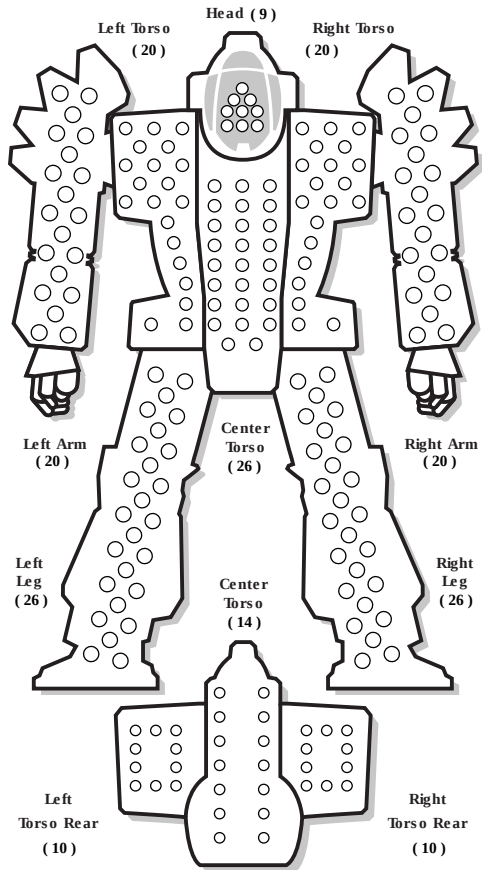
WARRIOR DATA

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

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

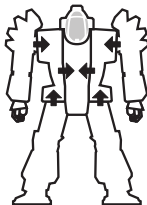
ARMOR DIAGRAM

Ferro-Fibrous



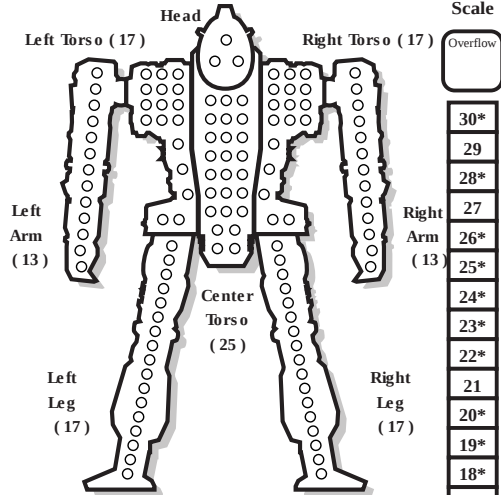
CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Ammo (LRM 20) 6 6. Ammo (LRM 20) 6	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Machine Gun 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel
4-6	1. Ammo (LRM 20) 6 2. Ammo (LRM 20) 6 3. Endo Steel 4. Endo Steel 5. Ferro-Fibrous 6. Ferro-Fibrous	4-6	Center Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	4-6	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
1-3	Left Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Jump Jet 5. LRM 20 6. LRM 20	1-3	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Machine Gun	1-3	Right Torso (CASE) 1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Jump Jet 5. Ultra AC/10 6. Ultra AC/10
4-6	1. LRM 20 2. LRM 20 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	4-6	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○	4-6	1. Ultra AC/10 2. Ultra AC/10 3. Ammo (Ultra AC/10) 10 4. Ammo (Ultra AC/10) 10 5. Ammo (Machine Gun) 100 6. Ferro-Fibrous
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Ferro-Fibrous		Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Ferro-Fibrous		Damage Transfer Diagram	



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
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26*
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