

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Phoenix Hawk PXH-1D
Movement Points: Tonnage: 45
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Introductory
Jumping: 6 Role: Skirmisher
Engine Type: 270 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

BV: 1,083



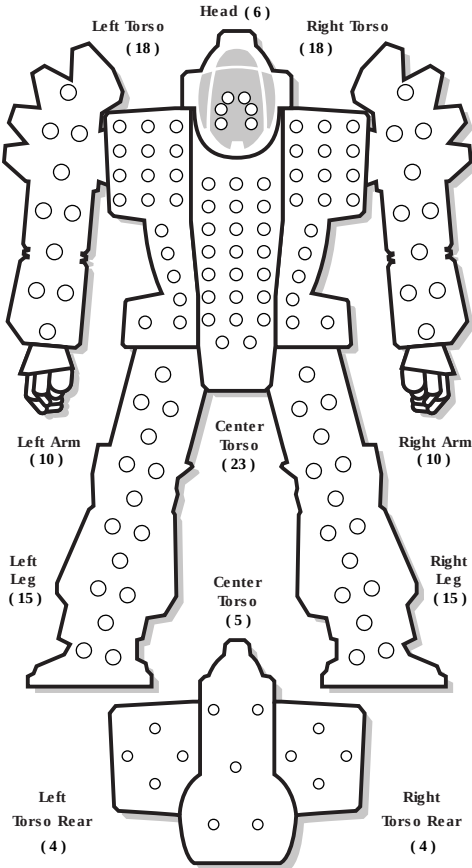
WARRIOR DATA

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

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

ARMOR DIAGRAM

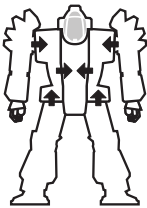
Standard Armor



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. Medium Laser		5. Sensors		5. Large Laser
	6. Roll Again		6. Life Support		6. Large Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	1-3	1. Jump Jet	1-3	1. Medium Laser
	2. Fusion Engine		2. Jump Jet		2. Roll Again
	3. Fusion Engine		3. Jump Jet		3. Roll Again
	4. Gyro		4. Roll Again		4. Roll Again
	5. Gyro		5. Roll Again		5. Roll Again
	6. Gyro		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	1. Gyro	1-3	1. Jump Jet
	2. Upper Leg Actuator		2. Fusion Engine		2. Jump Jet
	3. Lower Leg Actuator		3. Fusion Engine		3. Jump Jet
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Heat Sink		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Right Leg		Gyro Hits		Left Torso	
1-3	1. Hip	4-6	1. Roll Again	1-3	1. Roll Again
	2. Upper Leg Actuator		2. Roll Again		2. Roll Again
	3. Lower Leg Actuator		3. Roll Again		3. Roll Again
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Heat Sink		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

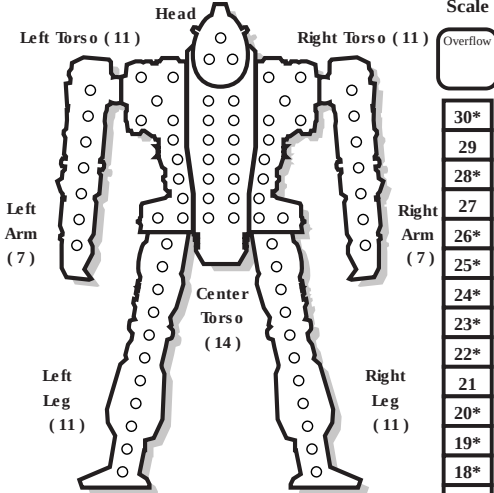
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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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