

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Phoenix Hawk PXH-6D

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

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 2   | ER Medium Laser    | LA  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RA  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Targeting Computer | RT  | —  | [E]     | —   | —   | —   | —   |
| 2   | ER Medium Laser    | CT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 2   | ER Medium Laser    | LA  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RA  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Targeting Computer | RT  | —  | [E]     | —   | —   | —   | —   |
| 2   | ER Medium Laser    | CT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |

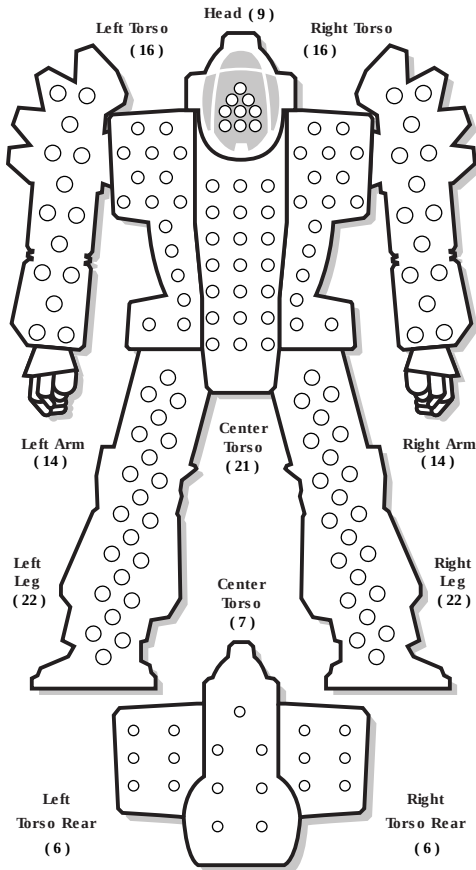
### WARRIOR DATA

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

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

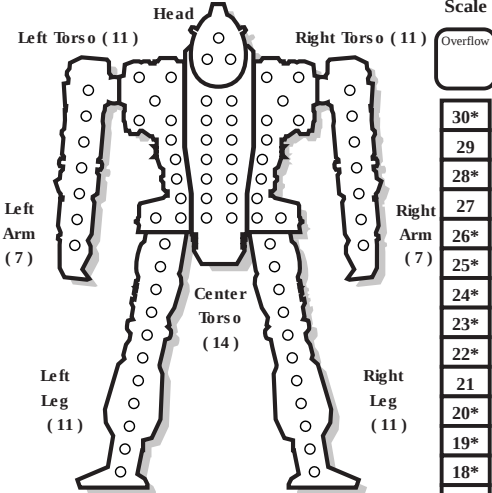
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



#### Heat Scale

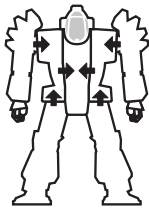
Overflow

|     |
|-----|
| 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   |

### CRITICAL TABLE

| Left Arm              | Head                  | Right Arm             |
|-----------------------|-----------------------|-----------------------|
| 1. Shoulder           | 1. Life Support       | 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. Double Heat Sink   | 5. Sensors            | 5. Double Heat Sink   |
| 6. Double Heat Sink   | 6. Life Support       | 6. Double Heat Sink   |
| Center Torso          | Left Torso            | Right Torso           |
| 1. XL Fusion Engine   | 1. XL Fusion Engine   | 1. XL Fusion Engine   |
| 2. XL Fusion Engine   | 2. XL Fusion Engine   | 2. XL Fusion Engine   |
| 3. XL Fusion Engine   | 3. XL Fusion Engine   | 3. XL Fusion Engine   |
| 4. Gyro               | 4. Jump Jet           | 4. Jump Jet           |
| 5. Gyro               | 5. Jump Jet           | 5. Jump Jet           |
| 6. Gyro               | 6. Jump Jet           | 6. Jump Jet           |
| Engine Hits           | Left Leg              | Right Leg             |
| 1. Double Heat Sink   | 1. Hip                | 1. Hip                |
| 2. ER Medium Laser    | 2. Upper Leg Actuator | 2. Upper Leg Actuator |
| 3. ER Medium Laser    | 3. Lower Leg Actuator | 3. Lower Leg Actuator |
| 4. Endo Steel         | 4. Foot Actuator      | 4. Foot Actuator      |
| 5. Endo Steel         | 5. Endo Steel         | 5. Endo Steel         |
| 6. Endo Steel         | 6. Endo Steel         | 6. Endo Steel         |

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



Damage Transfer Diagram

### 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     | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |