

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk LAM PHX-HK2M

Tonnage: 50 Tech Base: Inner Sphere
 Movement Points: Rules Level: Experimental
 BattleMech Role: Striker
 Walking: 5 AirMech Fighter
 Running: 8 Walking: 2 Cruising: 15 Safe Thrust: 5
 Jumping: 5 Running: 3 Flanking: 23 Max Thrust: 8
 Engine Type: 250 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 24

BV: 1,465



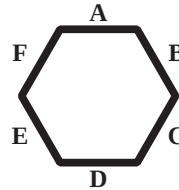
WARRIOR DATA

Name: _____

BattleMech
 Gunnery Skill: _____ Piloting Skill: _____
 Aerospace
 Gunnery Skill: _____ Piloting Skill: _____

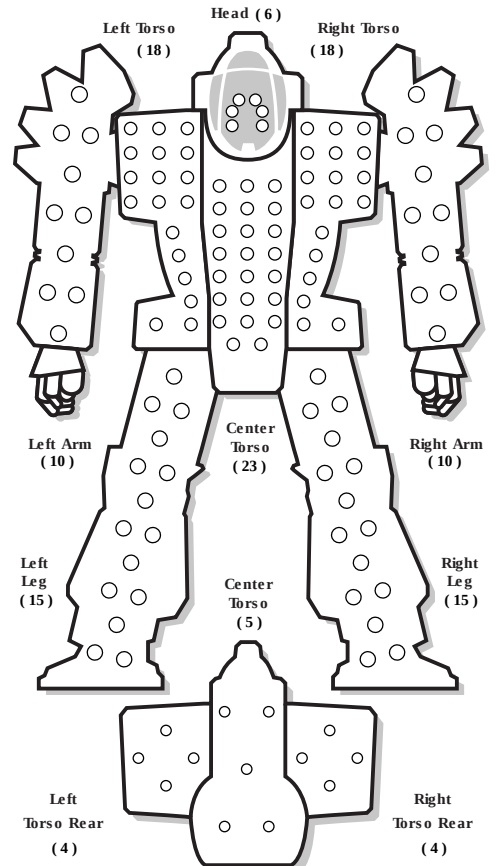
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



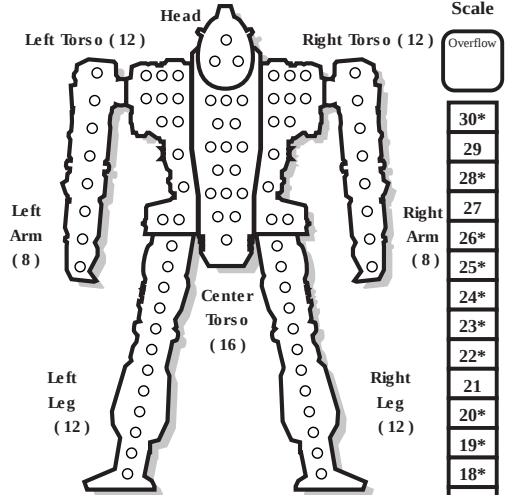
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Ammo (LRM 10) 12

1-3

- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- LRM 10

1-3

- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer
Diagram

